

B. TECH. PROGRAM CURRICULUM - 2025

(Applicable for the batches admitted from A.Y 2025-26)

Version 2.0

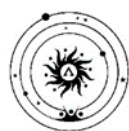
ARTIFICIAL INTELLIGENCE & MACHINE LEARNING

Version 1.0—Approved in the BoS meeting on 17-05-2025 & Academic Council meeting on 14-06-2025

Version 2.0—Approved in the BoS meeting on 06-06-2026 & Academic Council meeting on 20-06-2026



Aditya Nagar, ADB Road, Surampalem - 533 437



ADITYA UNIVERSITY

B.Tech. in Department of Artificial Intelligence and Machine Learning

VISION

To be a leading hub in Artificial Intelligence through excellence in education, innovation, and sustainable practices.

MISSION

M1: Deliver cutting-edge AI education with advanced tools, techniques, and industry collaboration to address global challenges.

M2: Nurture creativity, research, and lifelong learning for personal and professional excellence.

M3: Promote ethical leadership and sustainability to build a responsible AI ecosystem.

PROGRAM EDUCATIONAL OBJECTIVES (PEOs)

PEO1: Apply emerging tools and technologies to solve interdisciplinary problems.

PEO2: Advance in education and research by applying innovative ideas and project-based learning.

PEO3: Work collaboratively and establish leadership with ethical, social, and financial accountability.

PROGRAM SPECIFIC OUTCOMES (PSOs)

PSO1: Apply core engineering, computing principles, AI and programming skills to develop efficient software solutions.

PSO2: Utilize emerging technologies to solve real-world challenges in industry and society with innovation and responsibility.

PROGRAM OUTCOMES (PO's)

The 11 Program Outcomes are described as below.

After successful completion of the program, the graduates will be able to

- PO1 **Engineering knowledge:** Apply the knowledge of mathematics, science, engineering fundamentals, and an engineering specialization to the solution of complex engineering problems.
- PO2 **Problem analysis:** Identify, formulate, review research literature, and analyze complex engineering problems reaching substantiated conclusions using first principles of mathematics, natural sciences, and engineering sciences
- PO3 **Design/development of solutions:** Design solutions for complex engineering problems and design system components or processes that meet the specified needs with appropriate consideration for the public health and safety, and the cultural, societal, and environmental considerations
- PO4 **Conduct investigations of complex problems:** Use research-based knowledge and research methods including design of experiments, analysis and interpretation of data, and synthesis of the information to provide valid conclusions
- PO5 **Engineering tool usage:** Create, select, and apply appropriate techniques, resources, and modern engineering and IT tools including prediction and modeling to complex engineering activities with an understanding of the limitations
- PO6 **The Engineer and the world :** Apply reasoning informed by the contextual knowledge to assess societal, health, safety, legal and cultural issues and the consequent responsibilities relevant to the professional engineering practice
- PO7 **Ethics:** Apply ethical principles and commit to professional ethics and responsibilities and norms of the engineering practice
- PO8 **Individual and collaborative teamwork:** Function effectively as an individual, and as a member or leader in diverse teams, and in multidisciplinary settings
- PO9 **Communication:** Communicate effectively on complex engineering activities with the engineering community and with society at large, such as, being able to comprehend and write effective reports and design documentation, make effective presentations, and give and receive clear instructions.
- PO10 **Project management and finance:** Demonstrate knowledge and understanding of the engineering and management principles and apply these to one's own work, as a member and leader in a team, to manage projects and in multidisciplinary environments.
- PO11 **Life-long learning:** Recognize the need for and have the preparation and ability to engage in independent and life-long learning in the broadest context of technological change.

Department of Artificial Intelligence and Machine Learning

B.Tech (AIML) Program Curriculum-2025 (Applicable for the batches admitted from the A.Y.2025-26)

UG Programs Offered

- B. Tech in (Artificial Intelligence and Machine Learning)
- B. Tech in (Artificial Intelligence and Machine Learning) with
 - Minor degree in Civil Engineering.
 - Minor degree in Electrical and Electronics Engineering
 - Minor degree in Mechanical Engineering
 - Minor degree in Electronics and Communication Engineering
 - Minor degree in Petroleum Technology
 - Minor degree in Mining Engineering
 - Minor degree in Agricultural Engineering
 - Minor degree in Entrepreneurship Development and Incubation
 - Minor degree in Quantum Technologies

Minor Streams offered in B.Tech (Artificial Intelligence and Machine Learning)

- Minor Stream in Network Security
- Minor Stream in Cognitive Analytics
- Minor Stream in Mobile Application Development
- Minor Stream in Cyber Security Industry Integrated Program-L & T
- Minor Stream in Agile Methodology with DevOps Programming Industry Integrated Program-L & T
- Minor Stream in Cloud Infrastructure (Certification Programs - CISCO, Redhat, Oracle, AWS, Google & Microsoft)

Credit Division Category-wise

S.No	Broad Category of Course	UGC	Credits
1	Major Core Courses (MCC)	80	85
2	Minor Stream Courses (MSC) (or) Minor Stream Courses (Min 20 credits) and University Open Elective Courses (UEC) (upto 12 credits)	32	32
3	Multidisciplinary Courses (MDC)	9	9
4	Ability Enhancement Courses (AEC)	8	9
5	Skill Enhancement Courses (SEC)	9	5
6	Value Added Courses (VAC)	6-8	4
7	Summer Internships (SI)	2-4	4
8	Full Semester Internship (PROJ)	12	12
9	Mandatory Courses (MC)		0
Total Credits to be earned for B.Tech Degree		160	160

Foundation Courses – FC

Intermediate-level Courses - IC

Advanced Courses – AC

Major Core Courses (MCC)

Course Code	Course Name	Level	L	T	P	C	CIE	SEE	Total	Pre-requisite
2501MA01	Linear Algebra & Calculus	FC	2	1		3	50	50	100	-
2501MA02	Differential Equations & Vector Calculus	FC	2	1		3	50	50	100	-
2501CS71	Computer Organization & Architecture	FC	2	1		3	50	50	100	DLD
2501PH02	Modern Physics	FC	2		1	3	50	50	100	-
2501ME01	Engineering Graphics	FC	1		2	3	50	50	100	-
2501IT42	Programming with Python	FC	2		2	4	50	50	100	PPSC
2501CS01 / 2601DS01	Programming for Problem Solving Using C* / Problem Solving Through C Programming#	FC	2		2	4	50	50	100	-
2501CS03/ 2601DS02	Data Structures* / Data Structures using C++#	FC	2		2	4	50	50	100	PPSC
2501CS08	Object Oriented Programming through C++*	IC	2		2	4	50	50	100	PPSC
2501IT01/ 2601AI01	Business Intelligence Lab* / Business Intelligence & AI Tools Lab#	FC			2	2	50	50	100	-
2501MA08	Discrete Mathematics	IC	2	1		3	50	50	100	LAC
2501MA09	Probability & Statistics	IC	2	1		3	50	50	100	LAC
2501AI02	Artificial Intelligence	IC	2		1	3	50	50	100	-
2501IT05	Database Management Systems	IC	2		2	4	50	50	100	PPSC
2501AI03	Data Mining	IC	2		1	3	50	50	100	-
2501IT06	Java Programming	IC	2		2	4	50	50	100	PPSC
2601AI02	Full Stack Application Development using MERN#	IC	2		2	4	50	50	100	JP
2501CS09	Language Processors	IC	2	1		3	50	50	100	PPSC
2501IT07	Agile Software Engineering	IC	2		1	3	50	50	100	PPSC
2501CS13	Operating Systems	IC	2		1	3	50	50	100	-
2501CS07	Computer Networks	IC	3			3	50	50	100	-
2501AI05	Machine Learning	AC	2		2	4	50	50	100	DAE
2501CS10	Advanced Data Structures & Algorithm Analysis	AC	2		1	3	50	50	100	DS
2501AI11	Deep Learning	AC	2		2	4	50	50	100	DAE
2501AI20	Natural Language Processing & Prompt Engineering	AC	2		1	3	50	50	100	ML

2501AI21	Reinforcement Learning & Gen AI	AC	2		1	3	50	50	100	ML
2501AI04	Big Data Analytics	AC	2		1	3	50	50	100	DM
Total			52	6	31	89				

Multidisciplinary Courses (MDC)

Course Code	Course Name	Level	L	T	P	C	CIE	SEE	Total	Pre-requisite
2501EE01	Basic Electrical & Electronics Engineering	FC	2		2	4	50	50	100	-
2501EC95	Digital Logic Design	FC	2	1		3	50	50	100	-
2501MB01	Engineering Economics & Management	FC	2			2	50	50	100	-
Total			6	1	2	9				

Ability Enhancement Courses (AEC)

Course Code	Course Name	Level	L	T	P	C	CIE	SEE	Total	Pre-requisite
2501EN01	Essential Cognitive Skills for Engineers	FC			1	1	100	-	100	-
2501EN02	Advanced Cognitive Skills for Engineers	FC			1	1	100	-	100	ECSE-I
2501UC07	Design Thinking using AI	FC			1	1	100	-	100	-
2501UC08	Universal Human Values	FC	2			2	100	-	100	-
2501UC09	Technical Paper Publication	AC			2	2	100	-	100	-
2501AI35	Student Activity Based Learning	AC				2				
Total			2		5	9				

Skill Enhancement Courses (SEC)

Course Code	Course Name	Level	L	T	P	C	CIE	SEE	Total	Pre-requisite
2501CS17	Object Oriented Analysis & Design using UML	IC			2	2	50	50	100	ASE
2501AI34/ 2601CS01	Web Application Development using MERN Stack*/ Linux Programming#	AC			2	2	50	50	100	-
2501CS19	CI/CD using DevOps	AC			1	1	100	-	100	-
Total					5	5				

Value Added Courses (VAC)

Course Code	Course Name	Level	L	T	P	C	CIE	SEE	Total	Pre-requisite
2501CS04	Internet of Things	FC			1	1	50	50	100	-
2501AI06	Data Analysis Essentials	IC			2	2	50	50	100	PP
2501UC11	Employability Skills-I	FC			3	0	100	-	100	-
2501UC13	Employability Skills-II	FC			3	0	100	-	100	ES-I
2501UC14	Employability Skills-III	IC			3	0	100	-	100	ES-II
2501UC15	Employability Skills-IV	IC			3	0	100	-	100	ES-III
2501UC16	Employability Skills-V	AC			3	1	100	-	100	ES-IV
Total					18	4				

Summer Internships (SI)

Course Code	Course Name	Level	L	T	P	C	CIE	SEE	Total	Pre-requisite
2501AI22	Summer Internship-I	IC			2	2	100	-	100	-
2501AI23	Summer Internship-II	AC			2	2	100	-	100	-
Total					4	4				

Full Semester Internship (PROJ)

Course Code	Course Name	Level	L	T	P	C	CIE	SEE	Total	Pre-requisite
2501AI25	Full Semester Internship	AC			12	12	50	50	100	-
Total					12	12				

Mandatory Courses (MC)

Course Code	Course Name	Level	L	T	P	C	CIE	SEE	Total	Pre-requisite
2501AC01	Environmental Science	FC	2			0	100	-	100	-
2501AC02	Constitution of India	FC	2			0	100	-	100	-
2501AC03	Research Methodology	FC	2			0	100	-	100	-
2501AC04	Intellectual Property Rights & Patents	FC	2			0	100	-	100	-
2501AC05	Indian Knowledge Systems	FC	2			0	100	-	100	-
Total			10			0				

Minor Stream: Network Security

Course Code	Course Name	Level	L	T	P	C	CIE	SEE	Total	Pre-requisite
2501CS32	Cyber Security Essentials	FC	2		1	3	50	50	100	-
2501CS30	Information Security Analysis & Audit	FC	2			2	50	50	100	-
2501CS23	Cloud Computing	FC	2		2	4	50	50	100	-
2501CS24	Wireless Networks	IC	2		1	3	50	50	100	-
2501CS25	Cloud IoT & Edge ML	AC	2		1	3	50	50	100	-
2501CS28	Ethical Hacking	AC	2		2	4	50	50	100	-
2501CS27	Digital Forensics	AC	2		1	3	50	50	100	-
2501CS26	Block Chain Technologies	AC	2		2	4	50	50	100	CSE
2501CS31	Cyber Laws	AC	2		1	3	50	50	100	-
2501CS33	Secure Coding Techniques	AC	2		1	3	50	50	100	-
Total			20		12	32				

Minor Stream: Cognitive Analytics

Course Code	Course Name	Level	L	T	P	C	CIE	SEE	Total	Pre-requisite
2501CS34	Fundamentals of Data Science	IC	2		1	3	50	50	100	-
2501AI26	Information Retrieval Systems	IC	2		1	3	50	50	100	-
2501AI14	Soft Computing	IC	2		1	3	50	50	100	AI
2501AI07	Computer Vision	IC	2		1	3	50	50	100	DAE
2501AI24	API & Micro Services	IC	2		2	4	50	50	100	JP
2501AI15	AI Chatbots	IC	2			2	50	50	100	AI
2501AI19	Data Visualization	AC	2		2	4	50	50	100	DAE
2501CS06	Mobile & IoT Analytics	AC	2		1	3	50	50	100	-
2501AI13	Recommender Systems	AC	2		2	4	50	50	100	-
2501AI08	Expert Systems	AC	2		1	3	50	50	100	-
Total			20		12	32				

Minor Stream: Mobile Application Development

Course Code	Course Name	Level	L	T	P	C	CIE	SEE	Total	Pre-requisite
2501IT12	Flutter Fundamentals	FC			2	2	50	50	100	-
2501IT14	Web Technologies	FC	2		2	4	50	50	100	JP
2501IT15	Software Testing	IC	2		1	3	50	50	100	ASE
2501IT16	Software Project	IC	2		1	3	50	50	100	ASE
2501IT17	Mobile Operating System	IC	2		1	3	50	50	100	-
2501CS24	Wireless Networks	IC	2		1	3	50	50	100	-
2501AI24	API & Micro Services	IC	2		2	4	50	50	100	JP
2501CS25	Cloud IoT & Edge ML	AC	2		1	3	50	50	100	-
2501CS28	Ethical Hacking	AC	2		2	4	50	50	100	-
2501IT22	Software Quality Assurance	AC	2		1	3	50	50	100	ASE
Total			18		14	32				

Minor Stream: Cyber Security Industry Integrated Program-L & T[#]

Course Code	Course Name	Level	L	T	P	C	CIE	SEE	Total	Pre-requisite
2501CS32	Cyber Security Essentials	FC	2		1	3	50	50	100	-
2501CS30	Information Security Analysis & Audit	FC	2			2	50	50	100	-
2501CS42	Linux Administration	IC			3	3	50	50	100	-
2501IT03	Cryptography & Network Security	AC	2		1	3	50	50	100	-
2501CS43	Secure Networking	AC			3	3	50	50	100	-
2501CS44	Application Security	AC			3	3	50	50	100	-
2501CS45	Ethical Hacking & Penetration Testing	AC			3	3	50	50	100	-
2501CS46	Cyber Forensic	AC			3	3	50	50	100	-
2501CS47	Malware Analysis & Governance, Risk & Compliance	AC			3	3	50	50	100	-
2501CS31	Cyber Laws	AC	2		1	3	50	50	100	-
2501CS33	Secure Coding Techniques	AC	2		1	3	50	50	100	-
Total			10		22	32				

Minor Stream: Agile Methodology with DevOps Programming Industry
Integrated Program - L & T[#]

Course Code	Course Name	Level	L	T	P	C	CIE	SEE	Total	Pre-requisite
2501CS48	IT Infrastructure Management	FC			3	3	50	50	100	-
2501CS49	Web Engineering	FC			2	2	50	50	100	-
2501CS50	Intro to Azure & AWS DevOps	FC			3	3	50	50	100	-
2501CS51	Intro to Google Cloud DevOps	FC			3	3	50	50	100	-
2501CS52	Cloud fundamentals & DevOps	IC			3	3	50	50	100	-
2501CS53	Agile with DevOps Fundamentals & Usage	IC			3	3	50	50	100	-
2501IT16	Software Project Management	IC	2		1	3	50	50	100	ASE
2501CS54	Agile based project automation with DevOps	AC			3	3	50	50	100	-
2501CS55	DevOps Container Services	AC			3	3	50	50	100	-
2501CS56	CI & CD (Continuous Integration & Continuous Development)	AC			3	3	50	50	100	-
2501CS57	Object Oriented Software Engineering	AC			3	3	50	50	100	-
Total			2		30	32				

Note:

#-The Syllabus for the Industry Partnered Courses will be released in the department as and when required

Minor Stream: Cloud Infrastructure (Certification Programs - CISCO, Red hat, Oracle, AWS, Google & Microsoft)

Course Code	Course Name	Level	L	T	P	C	CIE	SEE	Total	Pre-requisite
2501CS68	Enterprise Linux Fundamentals	FC			2	2	50	50	100	-
2501CS58	Linux System Administration	FC			3	3	50	50	100	-
2501CS59	Introduction to Cloud Networking	FC	1		3	4	50	50	100	-
2501CS60	Routing & Switching Essentials	FC			3	3	50	50	100	-
2501CS62	Advanced Cloud Networking	IC	1		3	4	50	50	100	-
2501CS67	Introduction to Cloud Computing Core Concepts	IC			3	3	50	50	100	-
2501CS61	Cloud Architecture & Platform Services	FC			3	3	50	50	100	-
2501CS63	Enterprise Cloud Infrastructure	IC			3	3	50	50	100	-
2501CS69	Cloud Security	IC	1		3	4	50	50	100	-
2501CS64	Machine Learning Services on Cloud	IC			3	3	50	50	100	-
Total			3		29	32				

Branch	Course Code	Course Name	Level	L	T	P	C	CIE	SEE	Offered to	Pre-requisite
CE	2501CE66	Natural Disaster Management & Mitigation		3	0	0	3			EEE, ME, ECE, CSE, IT, AIML, CSE(DS) PT, Min.E	
CE	2501CE81	Wastewater Management		3	0	0	3			EEE, ME, ECE, CSE, IT, AIML, CSE(DS) PT, Min.E	
CE	2501CE82	Integrated Solid Waste Management for a Smart City		3	0	0	3			EEE, ME, ECE, CSE, IT, AIML, CSE(DS) PT, Min.E	
CE	2501CE83	Watershed Management		3	0	0	3			EEE, ME, ECE, CSE, IT, AIML, CSE(DS) PT, Min.E	
EEE	2501EE53	Electric Power Generation, Transmission & Distribution Systems	AC	3	0	0	3	50	50	CE, ME, ECE, CSE, IT, AIML, CSE(DS) PT, Min.E	
EEE	2501EE36	Electric Energy Storage Systems	FC	3	0	0	3	50	50	CE, ME, ECE, CSE, IT, AIML, CSE(DS) PT, Min.E	
EEE	2501EE43	Electrical safety	IC	3	0	0	3	50	50	CE, ME, ECE, CSE, IT, AIML, CSE(DS) PT, Min.E	
EEE	2501EE54	Hybrid & Electric Vehicles	IC	3	0	0	3	50	50	CE, ECE, CSE, IT, AIML, CSE(DS) PT, Min.E	
ME	2501ME37	Solar Energy Systems	FC	3			3	50	50	CE, EEE, ECE, CSE, IT, AIML, CSE(DS) PT, Min.E	
ME	2501ME58	Industry 5.0 for Engineers	AC	3			3	50	50	CE, EEE, ECE, CSE, IT, AIML, CSE(DS) PT, Min.E	
ME	2501ME73	Organizational Behavior	FC	3			3	50	50	CE, EEE, ECE, CSE, IT, AIML, CSE(DS) PT, Min.E	
ME	2501ME36	Sustainable Energy Systems	FC	3			3	50	50	CE, EEE, ECE, CSE, IT, AIML, CSE(DS) PT, Min.E	
ECE	2501EC97	Biomedical Electronics	FC	3			3	50	50	CE, EEE, ME, CSE, IT, DS, AIML, PT, Min.E, Ag.E	

ECE	2501EC98	Fundamentals of Wireless Communications	FC	3			3	50	50	CE,EEE, ME, CSE, IT, DS, AIML, PT, Min.E, Ag.E	
ECE	2501EC99	Principles of Embedded Systems	FC	3			3	50	50	CE,EEE, ME, CSE, IT, DS, AIML, PT, Min.E, Ag.E	
ECE	2501ECA0	Electronics for Healthcare	FC	3			3	50	50	CE,EEE, ME, CSE, IT, DS, AIML, PT, Min.E, Ag.E	
ECE	2501ECA1	Basics of VLSI Design	FC	3			3	50	50	CE, EEE, ME, CSE, IT, DS, AIML, PT, Min.E, Ag.E	
ECE	2501ECA2	System on Chip Design	FC	3			3	50	50	CE, EEE, ME, CSE, IT, DS, AIML, PT, Min.E, Ag.E	
ECE	2501ECA3	Introduction to Quantum Computing	FC	3			3	50	50	CE,EEE, ME, CSE, IT, DS, AIML, PT, Min.E, Ag.E	
CSE	2501CS03/ 2601DS02	Data Structures* / Data Structures using C++#	FC	2		2	4	50	50	CE, ME, PT, Min.E	PPSC
CSE	2501CS13	Operating Systems	IC	2		1	3	50	50	CE, EEE, ME, ECE, PT, Min.E, Ag.E	-
IT	2501IT05	Database Management Systems	IC	2		2	4	50	50	CE, EEE, ME, ECE, PT, Min.E, Ag.E	PPSC / CP&DS
IT	2501CS07	Computer Networks	AC	3			3	50	50	CE, EEE, ME, ECE, PT, Min.E, Ag.E	-
AI&ML	2501AI02	Artificial Intelligence	FC	2		1	3	50	50	CE, EEE, ECE, PT, Min.E	-
AI&ML	2501AI05	Machine Learning	AC	2		2	4	50	50	CE, ECE, PT, Min.E	DAUP
DS	2501CS34	Fundamental of Data Science	FC	2		1	3	50	50	CE, EEE, ME, ECE, PT, Min.E, Ag.E	PPSC / CP&DS

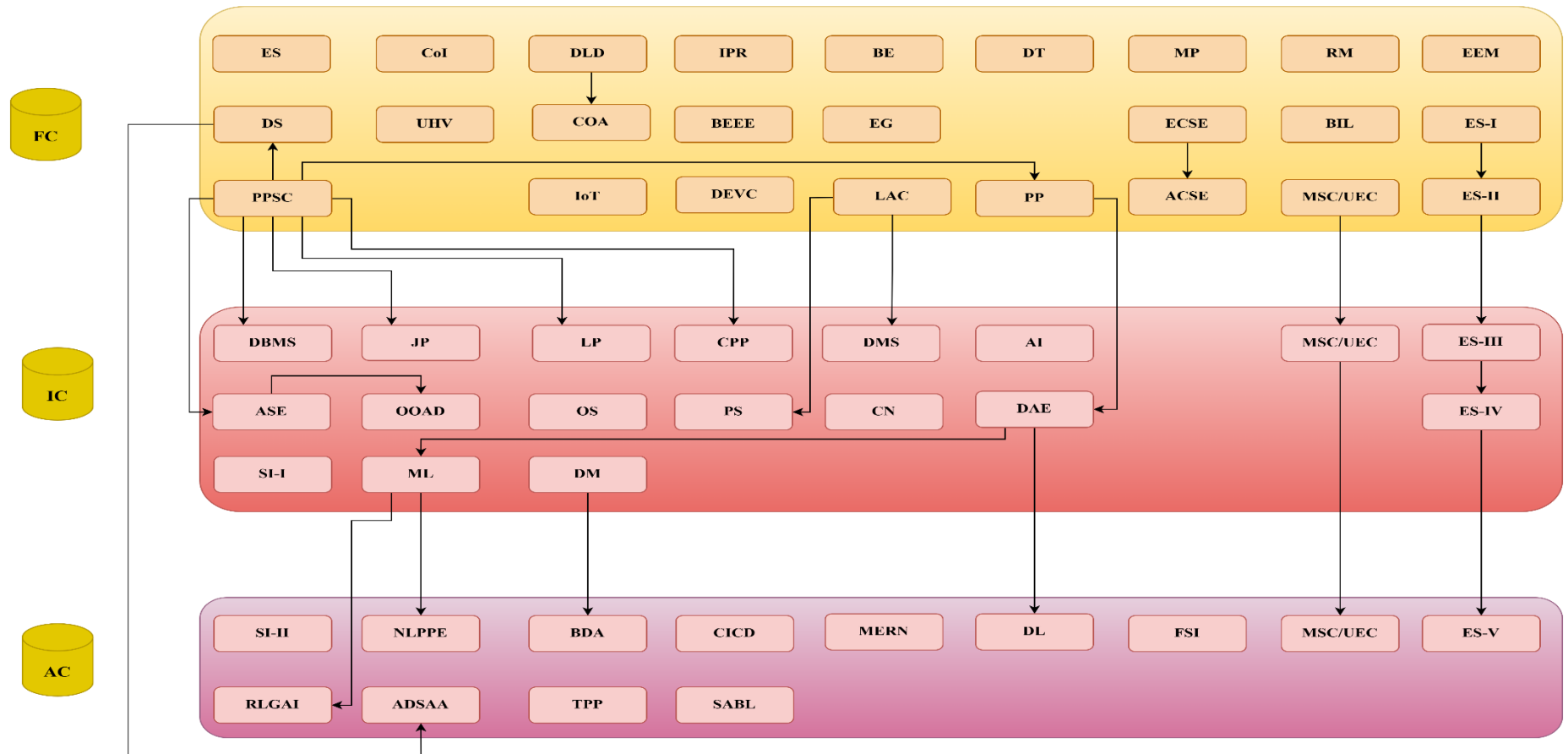
Note: *Courses are applicable only to students admitted in the year 2025.

#Courses are applicable to the students admitted from the year 2026 onwards.

All the other courses are applicable to students admitted from the year 2025 onwards

B.Tech (AI&ML) Program Curriculum

Pre-requisites Flowchart



FC-Foundation Courses

ES-Environmental Science
CoI-Constitution of India
DLD-Digital Logic Design
IPR- Intellectual Property Rights & Patents
IKS- Indian Knowledge Systems
DT- Design Thinking using AI
MP- Modern Physics
RM-Research Methodology
EEM- Engineering Economics & Management
DS- Data Structures
UHV- Universal Human Values
COA- Computer Organization & Architecture
BEEE- Basic Electrical & Electronics Engineering
EG- Engineering Graphics
ECSE- Essential Cognitive Skills for Engineers
ITAI- Business Intelligence Lab
ES-I- Employability Skills-I
PPSC- Programming for Problem Solving Using C
IoT- Internet of Things
DEVC- Differential Equations & Vector Calculus
LAC- Linear Algebra & Calculus
PP- Programming with Python
ES-II-Employability Skills-II

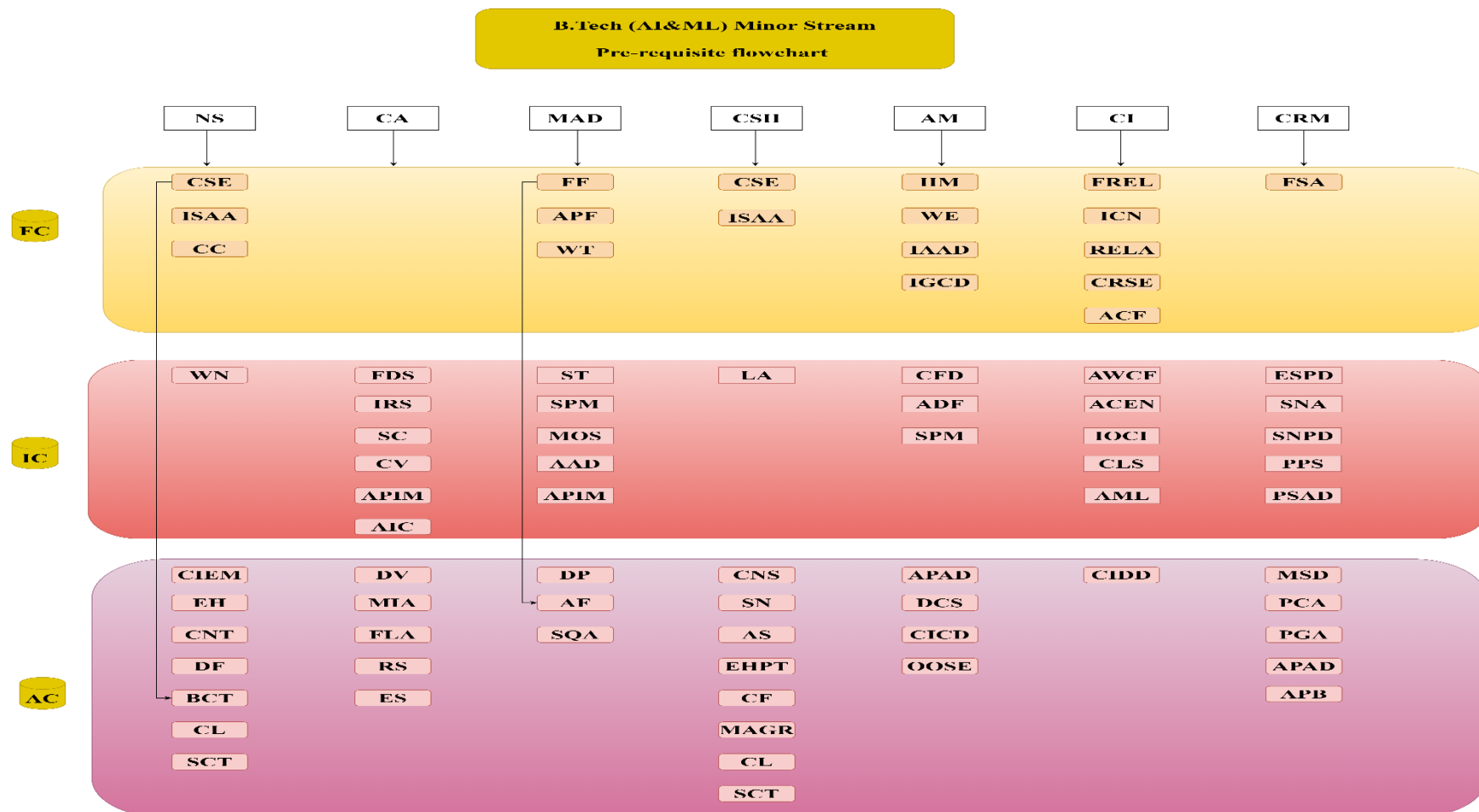
IC-Intermediate-Level Courses

DBMS- Database Management Systems
JP- Java Programming
LP- Language Processors
CPP-Object Oriented programming through C++
DMS- Discrete Mathematics
AI- Artificial Intelligence
ES-III- Employability Skills-III
ASE- Agile Software Engineering
OOAD- Object Oriented Analysis & Design using UML
OS- Operating Systems
PS- Probability & Statistics
CN- Computer Networks
DAE- Data Analysis Essentials
ACSE-Advanced Cognitive Skills for Engineers
ES-IV-Employability Skills-IV
SI-1- Summer Internship – I
ML- Machine Learning
DM- Data Mining

AC-Advanced Courses

SI-II- Summer Internship – II
NLPPE- Natural Language Processing & Prompt Engineering
BDA- Big Data Analytics
CI/CD- CI/CD using DevOps
MERN- Web Application Development using MERN Stack
DL- Deep Learning
FSI- Full Semester Internship
ES-V-Employability Skills-V
RLGAI- Reinforcement Learning & Gen AI
ADSAA- Advanced Data Structures & Algorithm Analysis
TPP- Technical Paper Publication
SABL-Student Activity Based Learning

MSC/UEC- Minor Stream Courses / University Open Elective Courses



<u>Minor Streams</u>	<u>FC-Foundation Courses</u>	<u>IC-Intermediate-Level Courses</u>	<u>AC-Advanced Courses</u>
NS: Network Security	ISAA: Information Security Analysis & Audit CC: Cloud Computing Principles CSE: Cyber Security Essentials	WN: Wireless Networks	CIEM: Cloud IoT & Edge ML CL: Cyber Laws BCT: Block Chain Technologies DF: Digital Forensics SCT: Secure Coding Techniques EH: Ethical Hacking CNT: Computational Number Theory
CA: Cognitive Analytics		FDS: Fundamentals of Data Science IRS: Information Retrieval Systems SC: Soft Computing CV: Computer Vision APIM: API & Micro Services AIC: AI Chatbots	DV: Data Visualization MIA: Mobile & IoT Analytics FLA: Fuzzy Logic & its Applications RS: Recommender Systems ES: Expert Systems
MAD: Mobile Application Development	FF: Flutter Fundamentals APF: Adobe Photoshop & Figma WT: Web Technologies	ST: Software Testing SPM: Software Project management MOS: Mobile Operating System AAD: Android Application Development APIM: API & Micro Services	DP: Dart Programming AF: Advanced Flutter SQA: Software Quality Assurance
CSII: Cyber Security Industry Integrated Program-L & T	CSE: Cyber Security Essentials ISAA: Information Security Analysis & Audit	LA: Linux Administration	CNS: Cryptography & Network Security SN: Secure Networking AS: Application Security EHPT: Ethical Hacking & Penetration Testing CF: Cyber Forensic MAGR: Malware Analysis & Governance, Risk & Compliance CL: Cyber Laws SCT: Secure Coding Techniques
AM: Agile Methodology with DevOps Programming Industry Integrated -L & T	IIM: IT Infrastructure Management WE: Web Engineering IAAD: Intro to Azure & AWS DevOps IGCD: Intro to Google Cloud DevOps	CFD: Cloud Fundamentals & DevOps ADF: Agile with DevOps Fundamentals & Usage SPM: Software Project management	APAD: Agile based Project Automation with DevOps DCS: DevOps Container Services CICD: CI & CD (Continuous Integration & Continuous Development) OOSE: Object Oriented Software Engineering

CI: Cloud Infrastructure	FREL: Fundamentals of Redhat Enterprise Linux ICN: Introduction to Cisco Networks RELA: Redhat Enterprise Linux Administration CRSE: Cisco Routing & Switching Essentials ACF: Azure Cloud Fundamentals	AWCF: AWS Cloud Foundations ACEN: Advanced Cisco Enterprise Networking IOCI: Introduction to Oracle Cloud Infrastructure CLS: Cloud security AML: AWS Machine learning	CIDD: Continuous Integration & Deployment DevOps
CRM: Customer Relationship Management	FSA: Fundamentals of Salesforce Administration	ESPD: Essentials of Salesforce Platform Development PSAD: Pega System Architecture & Design SNA: Service Now Administration SNPD: Service Now Platform Development PPS: Principles of Pega Systems	MSD: Mastering Salesforce Development APAD: Advanced Power APPS Development APB: Advanced Power BI PCA: Pega CSA Advanced PGA: PEGA GenAI

Suggestive Semester-wise Curriculum I SEMESTER

Course code	Course Title	Course		Credits				Total Hours
		Category	Level	L	T	P	Total	
2501MA01	Linear Algebra & Calculus	MCC	FC	2	1		3	3
2501CS01 / 2601DS01	Programming for Problem Solving Using C* / Problem Solving Through C Programming#	MCC	FC	2		2	4	6
2501IT01/ 2601AI01	Business Intelligence Lab* / Business Intelligence & AI Tools Lab#	MCC	FC			2	2	4
2501EC95	Digital Logic Design	MDC	FC	2	1		3	3
2501EE01	Basic Electrical & Electronics Engineering	MDC	FC	2		2	4	6
2501EN01	Essential Cognitive Skills for Engineers	AEC	FC			1	1	2
2501UC08	Universal Human Values	AEC	FC	2			2	2
Total				10	2	7	19	26

II SEMESTER

Course code	Course Title	Course		Credits				Total Hours
		Category	Level	L	T	P	Total	
2501MA02	Differential Equations & Vector Calculus	MCC	FC	2	1		3	3
2501PH02	Modern Physics	MCC	FC	2		1	3	4
2501CS03/ 2601DS02	Data Structures* / Data Structures using C++#	MCC	FC	2		2	4	6
2501ME01	Engineering Graphics	MCC	FC	1		2	3	5
2501CS71	Computer Organization & Architecture	MCC	FC	2	1		3	3
2501IT42	Programming with Python	MCC	FC	2		2	4	6
2501EN02	Advanced Cognitive Skills for Engineers	AEC	FC			1	1	2
2501UC07	Design Thinking using AI	AEC	FC			1	1	2
2501UC11	Employability Skills-I	VAC	FC			3	0	3
2501AC01	Environmental Science	MC	FC	2			0	2
Total				13	2	12	22	36

III SEMESTER

Course code	Course Title	Course		Credits				Total Hours
		Category	Level	L	T	P	Total	
2501MA09	Probability & Statistics	MCC	IC	2	1		3	3
2501CS10	Advanced Data Structures & Algorithm Analysis	MCC	AC	2		1	3	4
2501AI02	Artificial Intelligence	MCC	IC	2		1	3	4
2501CS08/2 501IT06	Object Oriented Programming through C++*/Java Programming#	MCC	IC	2		2	4	6
2501IT05	Database Management Systems	MCC	IC	2		2	4	6
2501IT07	Agile Software Engineering	MCC	IC	2		1	3	4
2501AI06	Data Analysis Essentials	VAC	IC			2	2	4
2501UC13	Employability Skills-II	VAC	FC			3	0	3
2501AC02	Constitution of India	MC	FC	2			0	2
Total				14	1	12	22	36

IV SEMESTER

Course code	Course Title	Course		Credits				Total Hours
		Category	Level	L	T	P	Total	
2501MA08	Discrete Mathematics	MCC	IC	2	1		3	3
2501AI03	Data Mining	MCC	IC	2		1	3	4
2501IT06/ 2601AI02	Java Programming*/ Full Stack Application Development using MERN#	MCC	IC	2		2	4	6
2501CS13	Operating Systems	MCC	IC	2		1	3	4
-	Minor Stream Course-1/ University Open Elective Course-1	MSC/ UEC	FC/IC/ AC	2			2	2
-	Minor Stream Course-2/ University Open Elective Course-2	MSC/ UEC	FC/IC/ AC	2		1	3	4
2501AI34/ 2601CS01	Web Application Development using MERN Stack*/ Linux Programming#	SEC	AC			2	2	4
2501UC14	Employability Skills-III	VAC	FC			3	0	6
2501AC03	Research Methodology	MC	FC	2			0	2
Total				14	1	10	20	35

V SEMESTER

Course code	Course Title	Course		Credits				Total Hours
		Category	Level	L	T	P	Total	
2501CS07	Computer Networks	MCC	IC	3			3	4
2501AI05	Machine Learning	MCC	AC	2		2	4	6
-	Minor Stream Course-3/ University Open Elective Course-3	MSC/ UEC	FC/IC/ AC	2		2	4	4
-	Minor Stream Course-4/ University Open Elective Course-4	MSC/ UEC	FC/IC/ AC	2		2	4	4
-	Minor Stream Course-5/ University Open Elective Course-5	MSC/ UEC	FC/IC/ AC	2		1	3	4
2501MB01	Engineering Economics & Management	MDC	FC	2			2	2
2501CS17	Object Oriented Analysis & Design using UML	SEC	IC			2	2	2
2501UC15	Employability Skills-IV	VAC	FC			3	0	6
2501AI22	Summer Internship-I	SI	IC			2	2	4
2501AC04	Intellectual Property Rights & Patents	MC	FC	2			0	2
Total				15		14	24	38

VI SEMESTER

Course code	Course Title	Course		Credits				Total Hours
		Category	Level	L	T	P	Total	
2501AI11	Deep Learning	MCC	AC	2		2	4	6
2501AI20	Natural Language Processing & Prompt Engineering	MCC	AC	2		1	3	4
2501CS09	Language Processors	MCC	IC	2	1		3	3
-	Minor Stream Course-6/ University Open Elective Course-6	MSC/ UEC	FC/IC/ AC	2		1	3	4
-	Minor Stream Course-7/ University Open Elective Course-7	MSC/ UEC	FC/IC/ AC	2		1	3	4
-	Minor Stream Course-8/ University Open Elective Course-8	MSC/ UEC	FC/IC/ AC	2		2	4	4
2501CS19	CI/CD using DevOps	SEC	AC			1	1	2
2501CS04	Internet of Things	VAC	FC			1	1	2
2501AC05	Indian Knowledge Systems	MC	FC	2				2
Total				14	1	9	22	31

VII SEMESTER

Course code	Course Title	Course		Credits				Total Hours
		Category	Level	L	T	P	Total	
2501AI21	Reinforcement Learning & Gen AI	MCC	AC	2		1	3	4
2501AI04	Big Data Analytics	MCC	AC	2		1	3	4
-	Minor Stream Course-9/ University Open Elective Course-9	MSC/ UEC	FC/IC/ AC	2		1	3	4
-	Minor Stream Course-10/ University Open Elective Course-10	MSC/ UEC	FC/IC/ AC	2		1	3	4
2501AI23	Summer Internship-II	SI	AC			2	2	4
Total				8		6	14	20

VIII SEMESTER

Course code	Course Title	Course		Credits				Total Hours
		Category	Level	L	T	P	Total	
2501UC09	Technical Paper Publication	AEC	AC			2	2	4
2501UC16	Employability Skills-V	VAC	FC			3	1	6
2501AI35	Student Activity Based Learning	AEC	AC				2	4
2501AI25	Full Semester Internship	PROJ	AC			12	12	24
Total						17	17	38

Total Credit: 160.

Note: *Courses are applicable only to students admitted in the year 2025.

#Courses are applicable to the students admitted from the year 2026 onwards.

All the other courses are applicable to students admitted from the year 2025 onwards

Minor Degree in Artificial Intelligence and Machine Learning (offered to other branches students)

Course Code	Course Name	Level	L	T	P	C	CIE	SEE	Total	Pre-requisite
2501AI02	Artificial Intelligence	IC	2		1	3	50	50	100	DAP
2501AI05	Machine Learning	AC	2		2	4	50	50	100	DAP
2501AI15	AI Chatbots	IC	2			2	50	50	100	DAP
2501AI14	Soft Computing (or) Fundamentals of Data Science	IC	2		1	3	50	50	100	AI
2501CS34			2		1					PPSC
2501AI47	Natural Language Processing and Text Analytics (or) Data Visualization Techniques	AC	2		1	3	50	50	100	DAP
2501AI48										
2501AI16	Prompt Engineering & GenAI (or) Social Network Analysis	AC	2		1	3	50	50	100	ML
2501CS41										
2501AI17	Federated Machine Learning	AC	2			2	50	50	100	ML
TOTAL			14		6	20				

Minor Degree in Civil Engineering

Course Code	Course Name	Level	L	T	P	C	CIE	SEE	Total	Pre-requisite
2501CE25	Repair & Rehabilitation of Structures	FC	3			3	50	50	100	-
2501CE43	Building Planning & Computer-Aided Drawing	FC			2	2	50	50	100	-
2501CE27	Green Buildings	FC	3			3	50	50	100	-
2501CE40	Fundamentals of Soil	FC	2	1		3	50	50	100	-
2501CE54	Railway Engineering (or) Docks & Harbour Engineering	FC	3			3	50	50	100	-
2501CE47										
2501CE36	Environmental Impact & Risk Management (or) Environmental Management	IC	3			3	50	50	100	-
2501CE37										
2501CE56	Urban Transportation Planning (or) Intelligent Transportation	IC	3			3	50	50	100	-
2501CE49										
TOTAL			17	1	2	20				

Minor Degree in Electrical and Electronics Engineering

Course Code	Course Name	Level	L	T	P	C	CIE	SEE	Total	Pre-requisite
2501EE55	Operation & Control of Electric machines	FC	2			2	50	50	100	BEEE
2501EE56	Fundamentals of Power Electronics	FC	2			2	50	50	100	BEEE
2501EE13	Electrical Measurements & Instrumentation	FC	2	1	1	4	50	50	100	ENA-1/BEEE
2501EE53	Electric Power Generation, Transmission & Distribution Systems	IC	3			3	50	50	100	ENA-1/BEEE
2501EE34	Alternative Energy Sources (or)	IC	3			3	50	50	100	EPGDS/ BEEE/ ISM
2501EE27	Utilization of Electrical Energy									
2501EE37	Hybrid Electric Vehicles (or)	AC	3			3	50	50	100	FPE/ OCEM
2501EE35	Special Electric machines									
2501EE43	Electrical Safety (or)	AC	3			3	50	50	100	EPGDS/ PSA
2501EE30	Methods & Algorithms for Intelligent Control									
TOTAL			18	1	1	20				

Minor Degree in Mechanical Engineering

Course Code	Course Name	Level	L	T	P	C	CIE	SEE	Total	Pre-requisite
2501ME74	Basic Mechanical Engineering	FC	2			2	50	50	100	-
2501ME04	Engineering Thermodynamics	IC	2	1		3	50	50	100	SSP/ MP
2501ME77	Introduction to Automobile Engineering (or)	IC	3			3	50	50	100	SSP/ MP
2501ME78	Mechanics of Solids									
2501ME12	Heat Power Engineering (or)	IC	2	1		3	50	50	100	ETD
2501ME40	Refrigeration & Air									
2501ME75	Production Technology	IC	3			3	50	50	100	EW
2501ME76	Metallurgy & Material Science	IC	3			3	50	50	100	SSP/ MP
2501ME79	Theory of Machines (or)	AC	3			3	50	50	100	SSP/ MP
2501ME80	Advanced Engineering Metrology									
	TOTAL		18	2		20				

Minor Degree in Electronics and Communication Engineering

Course Code	Course Name	Level	L	T	P	C	CIE	SEE	Total	Pre-requisite
2501EC87	Fundamentals of Communications	FC	2		1	3	50	50	100	-
2501EC88	Fundamentals of Signal Processing	FC	2		1	3	50	50	100	-
2501EC89	Analog & Digital Circuits	IC	2			2	50	50	100	BEEE
2501EC42	Wireless LAN's & PAN's	IC	2	1	0	3	50	50	100	-
2501EC90	Linear & Digital IC Applications (or) Sensors & Actuators	IC	3			3	50	50	100	ADC
2501EC91										
2501EC92	Embedded Microcontrollers (or) Digital System Design	IC	2		1	3	50	50	100	ADC, PPSC
2501EC93										
2501EC67	Introduction to Internet of things (or) Modern Wireless Communications	AC	2		1	3	50	50	100	EM, WLAN's & PAN's
2501EC74			3			3	50	50	100	FC
TOTAL			15	1	4	20				

Minor Degree in Petroleum Technology

Course Code	Course Name	Level	L	T	P	C	CIE	SEE	Total	Pre-requisite
2501PT27	Introduction to Petroleum Engineering	FC	3			3	50	50	100	-
2501PT35	Unit Operations in Petroleum Industry	FC	3			3	50	50	100	-
2501PT47	Fundamentals of Geology & Reservoir Engineering	IC	3			3	50	50	100	-
2501PT48	Fundamentals of Drilling & Production Engineering (or)	IC	2			2	50	50	100	-
2501PT16	Unconventional Hydrocarbon Resources		2			2				
2501PT49	Natural Gas Hydrates (or)	AC	2			2	50	50	100	-
2501PT05	Fundamentals of Liquefied Natural Gas		2			2				
2501PT50	Artificial Lift Techniques (or)	AC	3			3	50	50	100	-
2501PT03	Enhanced Oil Recovery		2	1						
2501PT12	Petroleum Refinery Engineering	AC	2		2	4	50	50	100	-
TOTAL			17	1	2	20				

Minor Degree in Mining Engineering

Course Code	Course Name	Level	L	T	P	C	CIE	SEE	Total	Pre-requisite
2501MN03	Development of Mineral Deposits	FC	3			3	50	50	100	-
2501MN41	Green Mining	FC	3			3	50	50	100	-
2501MN06	Surface Mining	IC	3			3	50	50	100	DMD
2501MN24	Drilling & Blasting	IC	3			3			100	DMD
2501MN07	Underground Coal Mining Technology (or)	IC	3			3	50	50	100	DMD
2501MN08	Underground Metal Mining Technology									
2501MN14	Mine Legislation & General Safety (or)	AC	3			3	50	50	100	UCMT / UMMT
2501MN28	Environmental Pollution & Control									
2501MN45	Industrial Safety Practices (or)	AC	2			2	50	50	100	-
2501MN46	Ground Control									
TOTAL			20			20				

Minor Degree in Agricultural Engineering

Course Code	Course Name	Level	L	T	P	C	CIE	SEE	Total	Pre-requisite
2501AE82	Fundamentals of Renewable Energy Sources	FC	3			3	50	50	100	
2501AE83	Post-harvest Engineering of Cereal Crops	FC	3			3	50	50	100	
2501AE84	Ground Water Hydrology	FC	3			3	50	50	100	
2501AE85	Micro Irrigation Systems	IC	2			2	50	50	100	
2501AE86	Surface Water Hydrology (or)	IC	3			3	50	50	100	GWH
2501AE87	Land & Water Management Engineering									
2501AE88	Agricultural Process Engineering & Food Quality (or)	AC	3			3	50	50	100	PHECC
2501AE89	Post-harvest Engineering for Horticultural Produce									
2501AE90	Agricultural Machinery & Equipment (or)	AC	3			3	50	50	100	FRES
2501AE91	Design of Bio-energy systems									
TOTAL			20			20				

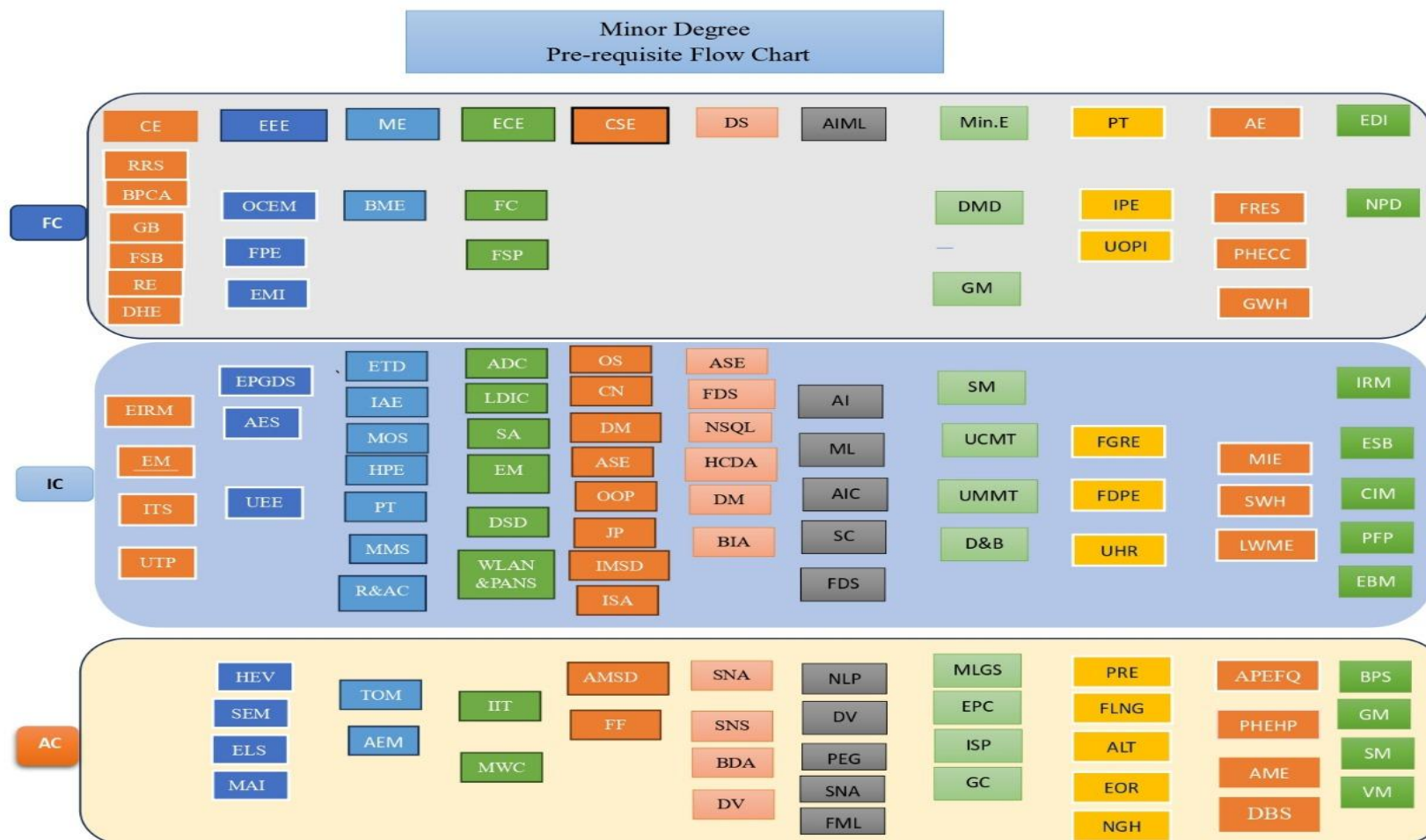
Minor Degree in Entrepreneurship Development & Incubation

Course Code	Course Name	Level	L	T	P	C	CIE	SEE	Total	Pre-requisite
2501MB07	New Product Development	FC	3			3	50	50	100	-
2501MB08	Entrepreneurship & Small Business Management	IC	2			2	50	50	100	-
2501MB09	Insurance & Risk Management	IC	3			3	50	50	100	-
2501MB10	Change & Innovations Management	IC	3			3	50	50	100	-
2501MB11	Personal Financial Planning (or)	IC	3			3	50	50	100	-
2501MB12	E-Business management									
2501MB13	Business Policy & Strategic Management	AC	3			3	50	50	100	-
2501MB14	(or) Green Marketing									
2501MB15	Startup Management (or)	AC	3			3	50	50	100	-
2501MB16	Venture Management									
TOTAL			20			20				

Minor Degree in Quantum Technologies

S.No.	Course Code	Course Name	L	T	P	C	Semester
Mandatory Courses							
1	251EC097	Survey of Quantum technologies and Application	3	0	0	3	IV
2	251EC098	Foundations of Quantum Technologies	3	0	0	3	V
3	251EC099	Basic Programming Lab (or)	1	0	2	3	V
	251EC100	Basic Laboratory Course for Quantum Technologies					
4	251EC101	Quantum Algorithms and Cryptography	12 week 3 Credit - NPTEL MOOC			3	VII/VIII
Any One course from the below							
5	251EC102	Introduction to Quantum Computation	3	0	0	3	VI
6	251EC103	Introduction to Quantum Communication	3	0	0	3	VI
7	251EC104	Introduction to Quantum Sensing	3	0	0	3	VI
8	251EC105	Introduction to Quantum Materials	3	0	0	3	VI

Any One course from the below							
9	251EC106	Engineering Foundations of Quantum Technologies	3	0	0	3	VII
10	251EC107	Solid State Physics for Quantum Technologies	3	0	0	3	VII
11	251EC108	Quantum Optics	3	0	0	3	VII
12	251EC109	Quantum Cybersecurity	3	0	0	3	VII
13	251EC110	Quantum Machine Learning	3	0	0	3	VII
Total			18	0	0	18	



Dept.	FOUNDATION COURSE		INTERMEDIATE- LEVEL COURSE		ADVANCED COURSE	
CE	RRS	Repair & Rehabilitation of Structures	EIRM	Environmental Impact & Risk Management		
	BPCA	Building Planning & Computer-Aided Drawing	EM	Environmental Management		
	GB	Green Building	UTP	Urban Transportation Planning		
	FSB	Fundamental of Soil Behaviour	ITS	Intelligent Transportation Systems		
	RE	Railway Engineering				
	DHE	Docks & Harbour Engineering				
EEE	OCEM	Operation control of Electric Machines	AES	Alternative Energy Sources	MAI	Methods & Algorithms for Intelligent Control
	FPE	Fundamentals of Power Electronics	EPGD S	Electric Power Generation & Distribution Systems	HEV	Hybrid Electric Vehicles
	EMI	Electrical Measurements & Instrumentation	UEE	Utilization of Electrical Energy	SEM	Special Electric Machines
					ES	Electrical Safety
ME	BME	Basic Mechanical Engineering	ETD	Engineering Thermodynamics	TOM	Theory of Machines
			IAE	Introduction to Automobile Engineering	AEM	Advanced Engineering Metrology
			MOS	Mechanics of Solids		
			HPE	Heat Power Engineering		
			PT	Production Technology		
			MMS	Metallurgy & Material Science		
			R&AC	Refrigeration & Air Conditioning		
ECE	FC	Fundamentals of Communications	ADC	Analog & Digital Circuits	IIT	Introduction to Internet of things
			LDIC	Linear & Digital IC Applications		
			SA	Sensors & Actuators		
	FSP	Fundamentals of Signal Processing	EM	Embedded Microcontrollers	MWC	Modern Wireless Communications
			DSD	Digital System Design		
CSE			WLAN & PAN	Wireless LANS & PANS		
			ASE	Agile Software Engineering	WADM S	Web Application Development using MERN Stack
			OOP	Object Oriented Programming through C++		
			OS	Operating Systems	FF	Flutter Fundamentals
			CN	Computer Networks		
			JP	Java Programming		
			PC++	Programming with C++		
			ISA	Information Security Analysis and Audit		
			DM	Data Mining		
DS			DM	Data Mining	SNA	Social Network Analysis
			FDS	Fundamentals of Data Science	DV	Data Visualization Techniques
			ASE	Agile Software Engineering	BDA	Big Data Analytics

			NSQL	NoSQL Databases	SNSW	Social Networks and Semantic Web
			BIA	Business Intelligence & Analytics		
			HCDA	Health Care Data Analysis		
AIML			ML	Machine Learning	DV	Data Visualization Techniques
			AI	Artificial Intelligence	PEG	Prompt Engineering and GenAI
			AI C	AI Chatbot	SNA	Social Network Analysis
			FDS	Fundamentals of Data Science	FML	Federated Machine Learning
			SC	Soft Computing	NLP	Natural Language Processing and text Analytics
Min.E	DMD	Development of Mineral Deposits	SM	Surface Mining	MLGS	Mine Legislation and General Safety
	GM	Green Mining	UCMT	Underground Coal Mining Technology	EPC	Environmental Pollution & Control
			UMMT	Underground Metal Mining Technology	ISP	Industrial Safety Practices
			DB	Drilling & Blasting	GC	Ground Control
PT	IPE	Introduction to Petroleum Engineering	FGRE	Fundamentals of Geology and Reservoir Engineering	PRE	Petroleum Refinery Engineering
	UOPI	Unit operations in Petroleum Industry	FDPE	Fundamentals of Drilling and Production Engineering	FLNG	Fundamentals of Liquefied Natural Gas
			UHR	Unconventional Hydrocarbon Resources	NGH	Natural Gas Hydrates
					ALT	Artificial Lift Techniques
					EOR	Enhanced Oil Recovery
Ag.E	GWH	Ground Water Hydrology	LWME	Land and Water Management	DBS	Design of Bio-Energy Systems
	PHEC C	Post-harvest Engineering of Cereal Crops	SWH	Surface Water Hydrology	PHEHP	Post-Harvest Engineering for Horticultural Produce
			MIE	Micro Irrigation Systems		
	FRES	Fundamentals of Renewable Energy Sources			AME	Agricultural Machinery and Equipment
					APEFQ	Agriculture Process Engineering and Food Quality
EDC	NPD	New Product Development	ESB	Entrepreneurship and Small Business Management	BPS	Business Policy & Strategic Management
			CIM	Change & Innovations Management	GM	Green Marketing
			PFP	Personal Financial Planning	SM	Startup Management
			EBM	E-Business Management	VM	Venture Management
			IRM	Insurance and Risk Management		

Major Core Courses (MCC)

Course Code	Course Name	Level	L	T	P	C	CIE	SEE	Total	Pre-requisite
2501MA01	Linear Algebra & Calculus	FC	2	1		3	50	50	100	-
2501MA02	Differential Equations & Vector Calculus	FC	2	1		3	50	50	100	-
2501CS71	Computer Organization & Architecture	FC	2	1		3	50	50	100	DLD
2501PH02	Modern Physics	FC	2		1	3	50	50	100	-
2501ME01	Engineering Graphics	FC	1		2	3	50	50	100	-
2501IT42	Programming with Python	FC	2		2	4	50	50	100	PPSC
2501CS01 / 2601DS01	Programming for Problem Solving Using C* / Problem Solving Through C Programming#	FC	2		2	4	50	50	100	-
2501CS03/ 2601DS02	Data Structures* / Data Structures using C++#	FC	2		2	4	50	50	100	PPSC
2501CS08	Object Oriented Programming through C++*	IC	2		2	4	50	50	100	PPSC
2501IT01/ 2601AI01	Business Intelligence Lab* / Business Intelligence & AI Tools Lab#	FC			2	2	50	50	100	-
2501MA08	Discrete Mathematics	IC	2	1		3	50	50	100	LAC
2501MA09	Probability & Statistics	IC	2	1		3	50	50	100	LAC
2501AI02	Artificial Intelligence	IC	2		1	3	50	50	100	-
2501IT05	Database Management Systems	IC	2		2	4	50	50	100	PPSC
2501AI03	Data Mining	IC	2		1	3	50	50	100	-
2501IT06	Java Programming	IC	2		2	4	50	50	100	PPSC
2601AI02	Full Stack Application Development using MERN#	IC	2		2	4	50	50	100	JP
2501CS09	Language Processors	IC	2	1		3	50	50	100	PPSC
2501IT07	Agile Software Engineering	IC	2		1	3	50	50	100	PPSC
2501CS13	Operating Systems	IC	2		1	3	50	50	100	-
2501CS07	Computer Networks	IC	3			3	50	50	100	-
2501AI05	Machine Learning	AC	2		2	4	50	50	100	DAE
2501CS10	Advanced Data Structures & Algorithm Analysis	AC	2		1	3	50	50	100	DS
2501AI11	Deep Learning	AC	2		2	4	50	50	100	DAE
2501AI20	Natural Language Processing & Prompt Engineering	AC	2		1	3	50	50	100	ML

2501AI21	Reinforcement Learning & Gen AI	AC	2		1	3	50	50	100	ML
2501AI04	Big Data Analytics	AC	2		1	3	50	50	100	DM
Total			52	6	31	89				

Linear Algebra & Calculus

(Common to CE, EEE, ME, ECE, CSE, IT, AIML, CSE(DS), PT & Min.E)

Course Code: 2501MA01

L	T	P	C
2	1	0	3

Course Outcomes:

At the end of the course, student will be able to:

- CO1:** Solve the system of Linear equations
- CO2:** Calculate Eigen values and Eigen vectors
- CO3:** Apply differential calculus for one and several variable functions
- CO4:** Calculate the Maximum value and Minimum value of a function of several variables
- CO5:** Compute areas and volumes using multiple integrals

Mapping of Course Outcomes with Program Outcomes:

CO/PO	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11
CO1	3	2	-	-	-	-	-	-	-	-	-
CO2	3	2	-	-	-	-	-	-	-	-	-
CO3	3	2	-	-	-	-	-	-	-	-	-
CO4	3	2	-	-	-	-	-	-	-	-	-
CO5	3	2	-	-	-	-	-	-	-	-	-

UNIT-I

System of linear equations: Vector Space, Linear Independence, Rank of a matrix by echelon form, normal form, Inverse of Non-singular matrices by Gauss-Jordan method, Solutions of Linear Systems: Existence, Uniqueness, Solving the system by Gauss elimination method.

Practice(Using any computational tool):

1. Variables, arithmetic operations, elementary mathematical functions.
2. Defining row vector, column vector, Arithmetic operations on matrices
3. finding transpose of a matrix, inverse of a matrix, determinant of a matrix
4. rank of a matrix, , solving system of linear equations.

UNIT-II

Eigenvalues, Eigenvectors : Eigenvalues and properties(without proof), Eigenvectors, Diagonalization of a matrix, Cayley-Hamilton Theorem (without proof), Quadratic forms, Reduction of Quadratic form to canonical forms by Orthogonal Transformation, Nature of Quadratic forms.

Practice(Using any computational tool):

1. Computing eigen values and eigen vectors, matrix diagonalization..

UNIT-III

One Variable Calculus:Cauchy's mean value theorem, Taylor's and Maclaurin theorems with remainders (without proof), Problems and applications on the above theorems.

Several Variable Calculus: Limit, Continuity, partial derivatives and their geometrical interpretation.

Practice(Using any computational tool):

1. Basics of plotting, Plot graphs of single variable functions

UNIT-IV

Functions of several variables:Total differential and differentiability, derivatives of composite and implicit functions, derivatives of higher order and their commutativity, Euler's theorem on homogeneous functions, Taylor's and Maclaurin's expansion of functions of two variables. Jacobians, maxima and minima, constrained maxima/minima problems using Lagrange's method of multipliers.

Practice(Using any computational tool):

1. Plot graphs of various multi variable functions.

UNIT – V

Multiple Integrals: Double integrals, triple integrals, change of order of integration, change of variables to polar, cylindrical and spherical coordinates. Finding areas (by double integrals) and volumes (by double integrals and triple integrals).

Practice(Using any computational tool):

1. Plotting the region of Integration

Students are advised to use any computational / AI Tool like Wolfram Alpha, Symbolab, Mathway, Desmos, Geogebra etc., for the practice

Text Books:

- 1 Advanced Engineering Mathematics, R. K. Jain and S. R. K. Iyengar, Alpha Science International Ltd., 5th Edition (9th reprint), 2021· ISBN 978-8184875607
- 2 Advanced Modern Engineering Mathematics, Glyn James, Pearson publishers, 5th Edition, 2018. ISBN-13. 978-1292174341

Reference Books:

- 1 Advanced Engineering Mathematics, Michael Greenberg, Pearson publishers, 9th edition. ISBN-13. 9788177585469
- 2 Higher Engineering Mathematics, H. K. Dass, Er. R. Verma, S-Chand publishers, 3rd edition 2023. ISBN 9788121938907

Web Links:

- 1 <https://archive.nptel.ac.in/courses/111/104/111104137/>
- 2 <https://archive.nptel.ac.in/courses/111/107/111107108/>
- 3 <https://www.khanacademy.org/math/linear-algebra/>
- 4 <https://www.khanacademy.org/math/multivariable-calculus>

Differential Equations & Vector Calculus
(Common to CE, EEE, ME, ECE, CSE, IT, AIML, CSE(DS), PT & Min.E)

Course Code: 2501MA02

L	T	P	C
2	1	0	3

Course Outcomes:

At the end of the course, student will be able to:

- CO1:** Solve the linear differential equations of first order and apply in various engineering problems.
- CO2:** Solve the linear differential equations of higher order and apply in various engineering problems.
- CO3:** Solve the linear partial differential equations.
- CO4:** Calculate the gradient, divergence and curl.
- CO5:** Compute work done, flux using vector integration.

Mapping of Course Outcomes with Program Outcomes:

CO/PO	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11
CO1	3	2	-	-	-	-	-	-	-	-	-
CO2	3	2	-	-	-	-	-	-	-	-	-
CO3	3	2	-	-	-	-	-	-	-	-	-
CO4	3	2	-	-	-	-	-	-	-	-	-
CO5	3	2	-	-	-	-	-	-	-	-	-

UNIT-I

Ordinary Differential Equations of First Order and First Degree: Solution of first order linear differential equations, exact differential equations and equations reducible to exact differential equations, Orthogonal Trajectories, Modelling of RL- circuit.

Practice(Using any computational tool) :

1. Solving the first order initial value problems using **odesolver** and plot the solution curves

UNIT-II

Linear Differential Equations of Higher Order: Solution of linear differential equations with constant coefficients, method of variation of parameters, solution of simultaneous linear differential equations.

Equations reducible to Linear differential equations with constant coefficients: Cauchy's homogeneous Linear Equations, Legendre's Linear Equations. Study of oscillations arising in LCR circuit (free oscillations and forced oscillations).

Practice(Using any computational tool) :

1. Solving the second order initial value problems using **odesolver** and plot the solution curves.

UNIT-III

Partial Differential Equations: Solution of linear PDE of first order by Lagrange's method, solution of homogeneous linear PDE of higher order with constant coefficients.

UNIT-IV

Vector Differentiation: Gradient of a scalar field, finding angle between two surfaces, directional derivative. Divergence and solenoidal fields. Curl and irrotational fields, Finding Scalar Potential.

Practice(Using any computational tool) :

1. Plotting of surfaces, 3D-plots, plotting vector fields.

UNIT – V

Vector Integration: Line integrals, work done by a force, conservative force field, surface integral, flux, volume integral. Green's theorem, Stoke's theorem and Gauss divergence theorem.

Students are advised to use any computational / AI Tool like Wolfram Alpha, Symbolab, Mathway, Desmos, Geogebra etc., for the practice

Text Books:

- 1 Advanced Engineering Mathematics, E. Kreyszig, John Willey & Sons, 10th Ed., 2018. ISBN 978-0470458365
- 2 Higher Engineering Mathematics, B. S. Grewal, Khanna Publishers, 44'th Edition (2021). ISBN 978-9383214204

Reference Books:

- 1 Advanced Engineering Mathematics, Dennis G. Zill, Jones & Bartlett Learning, 2018, 6th Edition. ISBN 978-1284105902.
- 2 Higher Engineering Mathematics, B.V. Ramana, McGraw-Hill Education, 11'th Ed., 2017. ISBN 978-9339216016.

Web Links:

- 1 <https://www.classcentral.com/course/differential-equations-engineers-13258>
- 2 <https://archive.nptel.ac.in/courses/111/106/111106100/>
- 3 <https://www.khanacademy.org/math/differential-equations>
- 4 <https://archive.nptel.ac.in/courses/111/101/111101153/>
- 5 <https://archive.nptel.ac.in/courses/111/105/111105122/>

Computer Organization & Architecture

(Common to CSE, IT, AIML & CSE (DS))

Course Code: 2501CS71

L	T	P	C
2	1	0	3

Course Outcomes:

At the end of the course, student will be able to:

- CO1:** Describe the basic structure of a computer system, various number systems and arithmetic operations
- CO2:** Explain the Operation of CPUs including RTL, ALU, Instruction Cycle and Buses
- CO3:** Demonstrate the architecture and functionality of central processing unit
- CO4:** Illustrate the I/O and memory organization in an efficient way.
- CO5:** Make use of multi processors and pipelining to improve the efficiency of computer system.

Mapping of Course Outcomes with Program Outcomes:

CO/PO	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11
CO1	2	1	-	-	2	-	-	-	-	-	-
CO2	2	1	-	-	2	-	-	-	-	-	-
CO3	3	1	-	-	2	-	-	-	-	-	-
CO4	2	1	-	-	2	-	-	-	-	-	-
CO5	3	2	-	-	3	-	-	-	-	-	-

Mapping of Course Outcomes with Program Specific Outcomes:

CO / PSO	PSO 1	PSO 2
CO1	2	-
CO2	2	-
CO3	2	-
CO4	2	-
CO5	3	-

UNIT-I

Basic Structure of Computers: Basic Organization of Computers, Historical Perspective, Bus Structures. Data Representation: Data types, Complements, Fixed Point Representation. Floating – Point Representation. Other Binary Codes, Error Detection Codes.

Computer Arithmetic: Addition and Subtraction, Multiplication Algorithms, Division Algorithms

UNIT-II

Register Transfer Language and Microoperations: Register Transfer language. Register Transfer Bus and Memory Transfers, Arithmetic Micro operations, Logic Micro

Operations, Shift Micro Operations, Arithmetic Logic Shift Unit

Basic Computer Organization and Design: Instruction Codes, Computer Register, Computer Instructions, Instruction Cycle, Memory – Reference Instructions. Input – Output and Interrupt, Complete Computer Description

UNIT-III

Central Processing Unit: General Register Organization, STACK Organization. Instruction Formats, Addressing Modes, Data Transfer and Manipulation, Program Control, Reduced Instruction Set Computer.

Microprogrammed Control: Control Memory, Address Sequencing, Micro Program example, Design of Control Unit.

UNIT-IV

Memory Organization: Memory Hierarchy, Main Memory, Auxiliary Memory, Associative Memory, Cache Memory, Virtual Memory.

Input-Output Organization: Peripheral Devices, Input-Output Interface, Asynchronous data transfer, Modes of Transfer, Priority Interrupts, Direct Memory Access

UNIT – V

Multi Processors: Introduction, Characteristics of Multiprocessors, Interconnection Structures, Inter Processor Arbitration.

Pipeline: Parallel Processing, Pipelining, Instruction Pipeline, RISC Pipeline, Array Processor

Text Books:

- 1 Computer System Architecture, M. Morris Mano, Third Edition, Pearson, 2008.
- 2 Computer Organization, Carl Hamacher, Zvonko Vranesic, Safwat Zaky, 5/e, McGraw Hill, 2002.

Reference Books:

- 1 Computer Organization and Architecture, William Stallings, 6/e, Pearson, 2006.
- 2 Structured Computer Organization, Andrew S. Tanenbaum, 4/e, Pearson, 2005.
- 3 Fundamentals of Computer Organization and Design, Sivarama P. Dandamudi, Springer, 2006

Web Links:

- 1 <https://nptel.ac.in/courses/106/105/106105163/>
- 2 <https://nptel.ac.in/courses/106/106/106106092/>
- 3 <https://www.udemy.com/course/computer-architecture-computer-organization-course/>
- 4 <http://www.cuc.ucc.ie/CS1101/David%20Tarnoff.pdf>

Modern Physics
(Common to EEE, ECE, CSE, IT, AIML & CSE (DS))

Course Code: 2501PH02

L T P C
2 0 1 3

Course Outcomes:

At the end of the course, student will be able to:

- CO1:** Apply the principles of interference and diffraction to design and enhance the resolving power of grating
- CO2:** Familiarize the concepts of LASER's and Optical fibres with applications.
- CO3:** Explain the fundamental concepts of Quantum behavior of matter
- CO4:** Differentiate various electron theories to understand the properties of solids
- CO5:** Explain the basic concepts of Semiconductors and identify the type of semiconductors using Hall effect.

Mapping of Course Outcomes with Program Outcomes:

CO/PO	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11
CO1	2	1	-	-	-	-	-	1	1	-	-
CO2	2	1	-	-	-	-	-	1	1	-	-
CO3	2	1	-	-	-	-	-	1	1	-	-
CO4	2	1	-	-	-	-	-	1	1	-	-
CO5	2	1	-	-	-	-	-	1	1	-	-

UNIT-I

Wave Optics

Interference: Introduction - Principle of Superposition - Interference of light- Conditions for sustained Interference- Interference in thin films (reflected geometry) – Colours in thin films – Newton's Rings (reflected geometry) – Determination of wavelength and refractive index – Applications.

Diffraction: Introduction – Fresnel and Fraunhofer Diffraction - Diffraction due to Single slit (quantitative), Double slit (qualitative) - N-Slits Intensity distribution curves (qualitative) – Grating spectrum–Rayleigh's criterion - Resolving powers of grating (qualitative) - Applications.

Practice:

1. Determination of Radius of curvature of a plano convex lens using Newton's Rings.
2. Measurement of Width or thickness of a thin wire by forming interference fringes.
3. Determination of Wavelength of light source using Diffraction grating by normal incidence method.
4. Resolving power of grating.
5. Determination of wavelength of light by using prism

UNIT-II

Lasers & Optical Fibres

Lasers: Introduction - Characteristics of Lasers – Spontaneous and Stimulated emission of radiation – population inversion- Einstein's coefficients – Relation - significance - Pumping Mechanisms - Ruby laser – Helium-Neon laser - Applications.

Optical Fibers: Introduction – Principle of propagation in Optical Fiber – Angle of acceptance – Expression for Numerical Aperture and condition for propagation – Classification of Optical fibers - Applications.

Practice:

1. Determination of Wavelength of He-Ne laser source by using diffraction grating.

UNIT-III

Quantum Mechanics Introduction – Matter waves – de Broglie's hypothesis – Davisson and Germer Experiment - Heisenberg's Uncertainty Principle – interpretation of wave function – Schrödinger Time dependent and Time Independent wave equations– Particle in a potential box.

UNIT-IV

Free electron Theory: Introduction–Classical free electron theory (merits and demerits only) -Quantum Free electron theory – Electrical conductivity- Fermi energy state–Fermi Dirac distribution function - Temperature dependence – Density of states.

Band theory of solids: Bloch Theorem – Origin of energy bands in crystalline solids – classification of crystalline solids.

Practice:

1. Study the variation of magnetic field along the axis of a circular coil carrying current by using Stewart and Gee's apparatus.
2. Determination of Frequency of electrically maintained tuning fork by Melde's apparatus.

UNIT – V

Semiconductor Physics Introduction – Intrinsic semiconductors – density of charge carriers – Electrical conductivity –Fermi level - extrinsic semiconductors - P-type & N-type semiconductors-Density of charge carriers (Qualitative) - Dependence of Fermi energy on carrier concentration and temperature–Hall effect-Hall coefficient - Applications of Hall effect–Drift and Diffusion currents - Einstein's equation

Semiconductor Devices Working of PN junction diode – Zener diode Forward and reverse bias Zener diode -Metal-Oxide-Semiconductor (MOS) structure- Capacitance-voltage characteristics-MOSFET structure - I–V characteristics.

Practice:

1. Determination of V-I characteristics and Breakdown voltage of a Zener diode.
2. Determination of Energy band gap of a semiconductor by using P-N junction diode.
3. Study the relation between Temperature and resistance and finding the constants A & B of a thermistor.
4. Determine the resistivity of a semiconductor by four probe method.

Text Books:

- 1 Engineering Physics by M N Avadhanulu & T.V.S. Arun Murthy, S Chand & Company Ltd, 1st edition 2024. ISBN: 978-93-5870-932-3
- 2 Engineering Physics” by Satyendra Sharma and Jyotshna Sharma, Pearson publications, ISBN: 978-81-3151-178-7

Reference Books:

- 1 Concepts of Modern Physics by Authur Beiser, Shobhit Mahajan and S Rai Choudhary, McGraw Hill, ISBN: 9789351341857
- 2 Engineering Physics by M.R. Srinivasan, New Age international publishers, ISBN: 978-1848290501
- 3 “Optics” by Ajoy Ghatak, McGraw Hill Education, 6th Edition, ISBN: 978-9390113590

Web Links:

- 1 <http://nptel.ac.in/courses/122107035/11>
- 2 <http://nptel.ac.in/courses/115102023/->
- 3 <https://phet.colorado.edu/en/simulations/category/physics>
- 4 <http://physicsgecg.blogspot.in/p/reading-materials.html>

Engineering Graphics
(Common to CE, EEE, ME, ECE, CSE, IT, AIML, CSE(DS), PT & Min.E)

Course Code: 2501ME01

L T P C
1 0 2 3

Course Outcomes:

At the end of the course, student will be able to:

- CO1:** Apply the principles of engineering drawing to construct Engineering curves
- CO2:** Construct projections of points and lines.
- CO3:** Demonstrate visualization skills of projections of planes.
- CO4:** Demonstrate visualization skills of projections of solids and development of surfaces
- CO5:** Construct isometric and orthographic views of simple solids.

Mapping of Course Outcomes with Program Outcomes:

CO/PO	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11
CO1	3	2	1	-	2	-	-	-	1	1	-
CO2	3	2	1	-	2	-	-	-	1	1	-
CO3	3	2	1	-	2	-	-	-	1	1	-
CO4	3	2	1	-	2	-	-	-	1	1	-
CO5	3	2	1	-	2	-	-	-	1	1	-

Practice:

- 1. Introduction to Engineering Graphics**
 - a. Introduction to AutoCAD, Dimensioning, elements of dimensioning, system of dimensioning, Conventions in Drawing.
- 2. Construction of Cycloids and Involute**
 - a. Construction of Cycloid, Epicycloid and Hypocycloid
 - b. Involute of a pentagon and circle
- 3. Introduction to Orthographic projection**
 - a. Principles of Projection
 - b. Orthographic Projection – Four Quadrants
 - c. First angle & Third angle Projection with examples Reference plane, importance of reference lines or Plane
 - d. Projections of a point situated in any one of the four quadrants
- 4. Projection of straight lines-I**
 - a. Projections of straight lines parallel to both reference planes.
 - b. Projections of straight lines perpendicular to one reference plane and parallel to other reference plane
 - c. Projections of straight line parallel to one plane & inclined to another plane
- 5. Projection of straight lines-II**
 - a. Projections of straight line inclined to both reference planes

6. Projection of planes

- a. Regular planes perpendicular to both reference planes, Parallel to one reference plane and inclined to the other reference plane
Ex: Rectangle, Pentagon, Hexagon and Rhombus.

7. Projections of Planes

- a. Projections of Planes inclined to both reference planes Ex: Rectangle, Pentagon, Hexagon and Rhombus etc.

8. Projection of solids

- a. Axis Perpendicular to H.P and Axis Perpendicular to V.P
Ex: Pentagonal and Hexagonal Prisms, Pyramids, Cylinder and Cone
- b. Axis Parallel to H.P and V.P
Ex: Pentagonal and Hexagonal Prisms, Pyramids, Cylinder and Cone

9. Projection of Solids

- a. Projection of Solids with axis inclined to one reference plane and parallel to another plane
Ex: Pentagonal and Hexagonal Prisms, Pyramids, Cylinder and Cone

10. Development of Surfaces

- a. Development of a Prisms and Cylinder simple cases

11. Development of Surfaces

- a. Development of Pyramids and Cone simple cases

12. Conversion of Isometric views to Orthographic views

- a. Practice figure -1
- b. Practice figure -2

Additional Practice:**1. Conversion of Isometric views to Orthographic views**

- a. Practice figure – 3
- b. Practice figure - 4

2. Conversion of Orthographic views to Isometric views

- a. Practice figure - 1
- b. Practice figure - 2

Text Books:

- 1 Engineering Drawing, N. D. Bhatt, Charotar Publishing House, 54th edition, 2024, ISBN : 9789385039706.
- 2 Engineering Drawing and Graphics , Venugopal, New Age Publications, 2nd edition, 2019, ISBN: 9788122415452.

Reference Books:

- 1 Engineering Drawing, K.L. Narayana and P. Kannaiah, Tata McGraw Hill, 2021, ISBN: 978-9385983177.
- 2 Computer Aided Engineering Graphics, T. Jeyapoovan, Vikas Publishing house, New Delhi, 1st Edition, 2023, ISBN : 9789356743199.

Web Links:

- 1 <https://nptel.ac.in/courses/112103019/>
- 2 <https://academy.autodesk.com/authenticated-home-user>
- 3 <https://www.sciencedirect.com/book/9780080108391/engineering-drawing-from-thebeginning>

Programming with Python
(Common to CSE, IT, AI&ML and DS)

Course Code: 2501IT42

L T P C
2 0 2 4

Course Outcomes: At the end of the Course, Student will be able to:

- CO1:** Develop Python programs using basic programming constructs, control statements, loops.
- CO2:** Implement data processing solutions using Python's string methods and core data structures.
- CO3:** Develop real time applications using functions and packages.
- CO4:** Apply Object Oriented Programming concepts and files.
- CO5:** Build various applications using GUI and exceptions.

Mapping of Course Outcomes with Program Outcomes:

CO/PO	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11
CO1	2	2	3	-	2	-	-	1	-	-	1
CO2	2	2	3	-	2	-	-	1	-	-	1
CO3	3	-	2	-	2	-	-	2	1	1	1
CO4	2	1	2	-	2	-	-	1	1	1	1
CO5	1	1	2	-	2	-	-	2	1	1	1

Mapping of Course Outcomes with Program Specific Outcomes:

CO/PSO	PSO1	PSO2
CO1	2	2
CO2	3	2
CO3	2	2
CO4	2	2
CO5	1	2

UNIT – I

Programming:

Introduction to Programming, Introduction to Python, Program Development Cycle, Input–Processing–Output, Print Function, Comments, Variables, Keyboard Input, Basic Calculations, Operators, Type Conversions, Expressions, Data Types, Strings, Using Functions, Using Modules. Decision Making: if, if-else, if-elif-else, Nested Decisions, Logical Operators, Boolean Expressions. Loops: while, for, Running Totals, Input Validation, Nested Loops.

Practice:

1. Basic Programs.
 - a. Adding two numbers
<https://www.codechef.com/problems/FLOW001>
 - b. Perfect Square root or not
 - c. Perfect Number
 - d. Even Number or Odd number

<https://www.hackerrank.com/challenges/py-if-else/problem?isFullScreen=true>

2. Decision Structures and Loops.

- a. Python Loops – Printing Squares of Numbers
<https://www.hackerrank.com/challenges/python-loops/problem?isFullScreen=true>
- b. Check for Armstrong number, Palindrome.
<https://www.hackerrank.com/contests/iiitdm-contest1/challenges/armstrong-number-2?utm>
- c. Spy Number
- d. Compound Interest
- e. Count vowels, consonants, digits in a string.
<https://www.codechef.com/problems/CV>
- f. Print a number pyramid.
<https://www.codechef.com/problems/PATT01>

UNIT – II

Python Data Types:

Working with Strings: Basic String Operations, String Formatting, String Methods. Lists and Tuples: Sequence Operations, Lists, Tuples, Tuple Function. Dictionaries: Creating and Using Dictionaries, Basic Dictionary Operations, Dictionary Methods. Sets: Creating Sets, Basic Set Operations, Set Methods, Simple Set Comprehensions.

Practice:

- a. String Matching in an Array
<https://leetcode.com/problems/string-matching-in-an-array/>
- b. Product-of-Three-Numbers
<https://leetcode.com/problems/maximum-product-of-three-numbers>
- c. Write a program to check if the substring is present in a given string or not.
<https://www.hackerrank.com/challenges/find-a-string/problem?utm>
- d. Reverse-vowels-of-a-String
<https://leetcode.com/problems/reverse-vowels-of-a-string>

Lists, Tuples, Dictionary

- a. Generate 20 random numbers; print min, max, avg, even count.
<https://www.codechef.com/problems/FLOW002>
- b. **Longest Consecutive Sequence**
<https://leetcode.com/problems/longest-consecutive-sequence/>
- c. **Subarray Sum Equals K**
<https://leetcode.com/problems/subarray-sum-equals-k/>

UNIT – III

Functions and Packages: Function Definition, Parameters, Local vs Global Variables, Default Arguments, Keyword Arguments, Return Statement, Lambda Functions. Modules: import, from–import, Creating Simple Modules, Standard Modules, Packages. Basic Problem Solving: Top-Down Design, Simple Recursion Concepts.

Practice:

1. Working with Functions

- Write a Python program to define a function that takes parameters and returns the sum of two numbers.
<https://www.geeksforgeeks.org/python-program-to-find-factorial-of-number-using-recursion/>
- Two Sum** — a classic easy problem that’s often solved using a function.
<https://leetcode.com/problems/two-sum/>
- Valid Anagram** — good practice for string/dictionary manipulations inside a function.
<https://leetcode.com/problems/valid-anagram/>
- FLOW001** — “Add Two Numbers”: simplest problem, good for writing a function to sum two numbers. <https://www.codechef.com/problems/FLOW001>
- FLOW002** — “Compute the Average”: practice writing a function to compute averages.
<https://www.codechef.com/problems/FLOW002>

UNIT – IV

Object Oriented Programming: Concept of class, object and instances, Constructor, class attributes and destructors, Real time use of class in live projects, Inheritance , overlapping and overloading operators, Structuring Classes with Inheritance and Polymorphism File Operations: Reading config files in python, Writing log files in python, Understanding read functions, read(), readline() and readlines(), Understanding write functions, write() and writelines(), Manipulating file pointer using seek, Programming using file operations.

Practice:

1. OOP – Classes and Methods

- Create a Product class with dynamic pricing and stock update.
<https://www.codechef.com/problems/STFOOD>
- Define Converter class for unit conversions (e.g., inches → feet).
<https://www.codechef.com/problems/CONV01>
- Create a Time class to convert seconds → minutes, hours.
<https://www.codechef.com/problems/TIMEMNG>

2. File Handling

- Say "Hello, World!" from a file** (read input from file, print output):
<https://www.hackerrank.com/challenges/write-a-function/problem>
- Reading from STDIN / file and processing lines:**
<https://www.hackerrank.com/challenges/whats-your-name/problem>
- FLOW001 – Add Two Numbers:** <https://www.codechef.com/problems/FLOW001>

UNIT – V

Errors and Exceptions: Syntax Errors, Exceptions, Handling Exceptions, Raising Exceptions, User-defined Exceptions, Defining Clean-up Actions, Redefined Clean up Actions. Graphical User Interfaces: The Behaviour of Terminal Based Programs and GUI - Based, Programs, Coding Simple GUI-Based Programs.

Practice:

1. GUI and Exceptions
 - a. Build a file-open dialog and display content in a text box.
<https://www.codechef.com/problems/ERROR404>
 - b. **Python Try/Except** — basic problem to handle division by zero and other exceptions:
<https://www.hackerrank.com/challenges/py-exceptions/problem>
 - c. **Handling Multiple Exceptions** — practise catching multiple exception types in one block:
<https://www.hackerrank.com/challenges/handling-multiple-exceptions/problem>
 - d. Show file handling using try/finally and with statements.
<https://www.codechef.com/problems/VALIDMIN>
2. Integrated Problem Solving
 - a. Implement the Hangman game using string logic and loops.
<https://www.codechef.com/problems/STRPALIN>

Text Books:

- 1 Fundamentals of Python First Programs, Kenneth. A. Lambert, Cengage, 2018.
- 2 Beginning Python: from Novice to Professional, Lie Hetland, Magnus, 2nd Edition, 2005.

Reference Books:

1. Introduction to Python Programming, Gowrishankar.S, Veena A, CRC Press.
2. Introduction to Programming Using Python, Y. Daniel Liang, Pearson, 2017.
3. Think Python, Allen Downey, Green Tea Press, 2012.
4. Python for Everybody Exploring Data in Python 3, Charles Russell Severance, Sue Blumenberg.

Web Links:

- 1 <https://www.python.org/>
- 2 <https://www.coursera.org/courses?query=Python%20programming>
- 3 <https://www.learnpython.org/>
- 4 https://onlinecourses.nptel.ac.in/noc21_cs32/preview/

Additional Practice:

LPYAS10 – <i>Print the Pattern</i>	https://www.codechef.com/practice/course/python/LPPYAS01/problems/LPYAS10
LPYAS09 – <i>Simple Input Output</i>	https://www.codechef.com/practice/course/python/LPPYAS01/problems/LPYAS09
LPYAS11 – <i>Check Even or Odd</i>	https://www.codechef.com/practice/course/python/LPPYAS02/problems/LPYAS11

LPYAS19 – <i>Sum of Digits</i>	https://www.codechef.com/practice/course/python/LPPYAS02/problems/LPYAS19
REMMON – <i>Remaining Monsters</i>	https://www.codechef.com/problems/REMMON
EPISODES – <i>Episodes</i>	https://www.codechef.com/problems/EPISODES
TRIANGLE7 – <i>Triangle Type</i>	https://www.codechef.com/problems/TRIANGLE7
COLORB – <i>Color Blindness</i>	https://www.codechef.com/problems/COLORB
CABRIDE – <i>Cab Ride</i>	https://www.codechef.com/problems/CABRIDE
SKONG – <i>Strong Language</i>	https://www.codechef.com/problems/SKONG
SELLCOIN – <i>Sell Coins</i>	https://www.codechef.com/problems/SELLCOIN
MIXINGLIQ – <i>Mixing Liquids</i>	https://www.codechef.com/problems/MIXINGLIQ
GAMBLING – <i>Gambling</i>	https://www.codechef.com/problems/GAMBLING
INCAT – <i>Increase the Number</i>	https://www.codechef.com/problems/INCAT
INDDAY – <i>Independence Day Offer</i>	https://www.codechef.com/problems/INDDAY
CWCTH – <i>Count the Holidays</i>	https://www.codechef.com/problems/CWCTH
Palindrome Number	https://leetcode.com/problems/palindrome-number
Valid Perfect Square	https://leetcode.com/problems/valid-perfect-square
Count the Digits That Divide a Number	https://leetcode.com/problems/count-the-digits-that-divide-a-number
Subtract the Product and Sum of Digits of an Integer	https://leetcode.com/problems/subtract-the-product-and-sum-of-digits-of-an-integer
Three Divisors	https://leetcode.com/problems/three-divisors
Smallest Even Multiple	https://leetcode.com/problems/smallest-even-multiple

Happy Number	https://leetcode.com/problems/happy-number
Ugly Number	https://leetcode.com/problems/ugly-number
Power of Two	https://leetcode.com/problems/power-of-two
Power of Three	https://leetcode.com/problems/power-of-three
Power of Four	https://leetcode.com/problems/power-of-four
Arranging Coins	https://leetcode.com/problems/arranging-coins
Excel Sheet Column Title	https://leetcode.com/problems/excel-sheet-column-title
Excel Sheet Column Number	https://leetcode.com/problems/excel-sheet-column-number

	Code chef	Hacker rank	Leet code	Geeksfor Geeks	Total
Unit-1	3	3	0	0	6
Unit-2	1	1	5	0	7
Unit-3	2	0	2	1	5
Unit-4	4	2	0	0	6
Unit-5	3	2	0	0	5
Additional Programs	16	0	16	0	32
Total	29	8	23	1	61

Programming for Problem Solving using C
Common to CE, EEE, ME, ECE, CSE, IT, AIML, CSE(DS), PT & Min.E)
(Syllabus for the batch admitted in the year 2025)

Course Code: 2501CS01	L 2	T 0	P 2	C 4
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Course Outcomes: At the end of the Course, Student will be able to:

- CO1:** Demonstrate basics of computer, algorithm and flow chart for problem solving.
- CO2:** Make use of an appropriate control structures to solve given problems.
- CO3:** Solve complex problems using arrays and strings.
- CO4:** Develop modular programming using functions.
- CO5:** Demonstrate dynamic memory allocations and file handling using file operations.

Mapping of Course Outcomes with Program Outcomes:

CO/PO	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11
CO1	2	3	2	1	3	-	-	2	-	-	1
CO2	2	3	2	1	3	-	-	2	-	-	1
CO3	2	3	2	1	3	-	1	2	-	-	1
CO4	2	3	2	1	3	-	1	2	-	-	1
CO5	2	3	2	1	3	-	1	2	-	-	1

Mapping of Course Outcomes with Program Specific Outcomes:

CO/PSO	PSO1	PSO2
CO1	2	2
CO2	2	2
CO3	2	2
CO4	2	2
CO5	2	2

UNIT – I

Introduction to Programming and Problem Solving

Introduction to Programming Languages, Basics of a Computer Program- Algorithms, Algorithmic approach, characteristics of algorithm, Problem solving strategies: Top-down approach, Bottom-up approach, Time and space complexities of algorithms, flowcharts (Using Dia Tool), pseudo code. Structure of C Program, Introduction to Compilation and Execution, Primitive Data Types, Variables, and Constants, Basic Input and Output, operators, keywords, identifiers, Type Conversion, and Casting.

Practice 1:

1. Explore different platforms
 - a. Basic linux environment and its editors like Vi, Vim & Emacs etc.
 - b. Exposure to turbo C, gcc.
 - c. Explore to hacker rank or any other Online coding platform and compiler environment.
 - d. “Hello world” in C.

<https://www.codechef.com/learn/course/c/CDEVINTRO/problems/CDEV004B>

- e. Objective: Learn about the syntax of reading from stdin and writing to stdout.
<https://www.hackerrank.com/challenges/hello-world-c/problem?isFullScreen=true>
 - f. Write a simple program to read int, float, char and string using scanf() and display using printf() in all the above given platforms.
2. Basics and Operators
- a. Sum and Difference of 2 numbers.
Objective: Learn int and float data types.
<https://www.hackerrank.com/challenges/sum-numbers-c/problem?isFullScreen=true>
<https://maya.technicalhub.io/owl-program-details/668b9ec2e069313510b0235a>
 - b. Playing with Characters.
Objective: Learn how to take a character, a string and a sentence as input in C.
<https://www.hackerrank.com/challenges/playing-with-characters/problem?isFullScreen=true>
 - c. Bitwise Operators
Objective: Learn how to work with bits (0,1) and bitwise operators.
<https://www.hackerrank.com/challenges/bitwise-operators-in-c/problem?isFullScreen=true>
 - d. Conversion of Fahrenheit to Celsius and vice versa.
<https://www.codechef.com/practice/course/c/LPCAS03/problems/LCAS30>
<https://maya.technicalhub.io/owl-program-details/66a0c0dda7d31805366af641>
 - e. Distance travelled by an object.
<https://maya.technicalhub.io/owl-program-details/6687c4e9fd042085d9ec254a>
 - f. Calculate Simple interest and compound interest.
<https://maya.technicalhub.io/owl-program-details/6687b498dfe02cea4b53e0ab>
3. Operators and Expressions, Variables and Type conversions.
- a. Evaluate the following expressions
 - i. $a/b*c-b+a*d/3$
 - ii. $j = (i++) + (++i)$
 - b. Square root of a given number.
 - c. Find the area of circle, square, rectangle and triangle.
<https://maya.technicalhub.io/owl-program-details/6686546930bfbfd35127c869c>
<https://maya.technicalhub.io/owl-program-details/6688cf91e467bfe336f8352f>
https://www.hackerrank.com/challenges/rectangle-area/problem?utm_source=chatgpt.com
<https://maya.technicalhub.io/owl-program-details/6688ea3ce467bfe336f8ab9d>
 - d. Find the maximum of three numbers using conditional operator.
<https://maya.technicalhub.io/owl-program-details/668690d230bfbfd35127c9bf5>
 - e. Take marks of 5 subjects in integers, find the total in integer and average in float.

UNIT – II

Control Structures

Simple sequential programs, Conditional Statements (if, if-else, else if ladder, switch), Loops (for, nested for loop, while, do-while), break and continue, goto statement.

Practice:

1. Conditional Statements
 - a. Objective: Understand if and else Conditional statements in C.
<https://www.hackerrank.com/challenges/conditional-statements-in-c/problem?isFullScreen=true>
 - b. Roots of a Quadratic Equation.
 - c. Generate electricity bill.
<https://maya.technicalhub.io/owl-program-details/66868f6730bfbd35127c9ba7>
 - d. Simulate a calculator using switch case.
 - e. Find the given year is a leap year or not.
2. Loops
 - a. Objective: Learn the usage of the for loop in C.
<https://www.hackerrank.com/challenges/for-loop-in-c/problem?isFullScreen=true>
 - b. Sum of the digits of a 5-digit number.
Objective: Learn the usage of while loop and usage of operators - % and /.
<https://www.hackerrank.com/challenges/sum-of-digits-of-a-five-digit-number/problem?isFullScreen=true>
<https://maya.technicalhub.io/owl-program-details/66864717f56afec5c0c917e1>
 - c. Given number is a prime or not. (Also Prime numbers between a given range.)
<https://maya.technicalhub.io/owl-program-details/6687b69ddfe02cea4b5404a3>
 - d. Armstrong Number or not.
 - e. Palindrome or not.
<https://maya.technicalhub.io/owl-program-details/6687af17dfe02cea4b5376ae>
 - f. Objective: Print a pattern of numbers using Loops.
<https://www.hackerrank.com/challenges/printing-pattern-2/problem?isFullScreen=true>
 - g. Construct a Pyramid pattern.
<https://www.codechef.com/practice/course/c/LPCAS02/problems/LCAS20>

UNIT – III

Arrays: Arrays indexing, Accessing programs with array of integers, two dimensional arrays, Introduction to Strings, string handling functions.

Sorting Techniques: bubble sort, selection sort.

Searching Techniques: linear, Binary search.

Practice:

1. 1-Dimensional Arrays
 - a. Objective: Print the sum and free the memory where the array is stored.
<https://www.hackerrank.com/challenges/1d-arrays-in-c/problem?isFullScreen=true>
 - b. Objective: Working with indices in array.
 - c. Search an element in array (Linear Search).
<https://maya.technicalhub.io/owl-program-details/6687c40ffd042085d9ec15d6>
 - d. Find min and max elements in array.

- <https://maya.technicalhub.io/owl-program-details/66879493dfe02cea4b529041>
- e. Insert an element into array.
 - f. Eliminate duplicate elements from array.
<https://maya.technicalhub.io/owl-program-details/66e920a1aca93b27f3364b57>
 - g. Sorting of elements in an array using Bubble sort.
2. 2-Dimensional Arrays
- a. Sum of two 2-D arrays.
<https://maya.technicalhub.io/owl-program-details/66864fa9f56afec5c0c924f6>
 - b. Multiplication of two 2-D arrays.
 - c. Transpose of a Matrix.
 - d. Trace of a Matrix.
 - e. Lower Triangular Matrix.
3. Hacker Rank
- a. Objective: print each word of the sentence in a new line.
 - b. Count number of alphabets (lowercase, uppercase, consonants, vowels) and digits
Lowercase to Uppercase, Uppercase to Lowercase, Toggle case, Sentential case
<https://maya.technicalhub.io/owl-program-details/6698e2fbc6bd470f35b73d8>
<https://maya.technicalhub.io/owl-program-details/6698ef03cb6bd470f35b7c3e>
 - c. find the frequency of each digit in the given string.
<https://www.hackerrank.com/challenges/frequency-of-digits-1/problem?isFullScreen=true>
 - d. Find string length, concatenate 2 strings, reverse a string using built-in and without built-in string functions.
<https://maya.technicalhub.io/owl-program-details/6698ed2dcb6bd470f35b7ae7>

UNIT – IV

Functions: Introduction to Functions, Function Declaration and Definition, Function call Return **Types and Arguments**, arrays as parameters, Scope and Lifetime of Variables, **storage classes**, **recursion**, functions and arrays.

Practice: Functions in C

1. Objective: Learn simple usage of functions.
<https://www.hackerrank.com/challenges/functions-in-c/problem?isFullScreen=true>
2. Objective: Fibonacci Numbers using recursive function.
<https://www.hackerrank.com/challenges/ctci-fibonacci-numbers/problem>
3. Objective: Nth factorial using recursion.
4. Objective: Find the super digit of the integer.
5. Implement LCM
6. Objective: Calculate the Nth term of series.
<https://www.hackerrank.com/challenges/recursion-in-c/problem?isFullScreen=true>

UNIT – V

Pointer: Introduction to Pointers, dereferencing and address operators, pointer and address arithmetic, array manipulation using pointers, **functions & pointers** modifying parameters inside functions using pointers, Command line Arguments, Dynamic memory allocation, Null Pointer, generic pointer, dangling pointer.

File Handling:- Introduction to Files, Using Files in C, Reading from Text Files, Writing to Text Files, Random File Access.

Practice:

1. Pointers
 - a. Objective: learn to implement the basic functionalities of pointers in C.
<https://www.hackerrank.com/challenges/pointer-in-c/problem?isFullScreen=true>
 - b. Objective: Learn using Pointers with Arrays and Functions.
<https://www.hackerrank.com/challenges/students-marks-sum/problem?isFullScreen=true>
 - c. Objective: sort a given array of strings into lexicographically increasing order or into an order in which the string with the lowest length appears first.
<https://www.hackerrank.com/challenges/sorting-array-of-strings/problem?isFullScreen=true>
 - d. Find the sum of a 1D array using malloc().
 - e. Swap two numbers using functions and pointers - call by value and reference.
 - f. Objective: Dynamic Handling requests by a Librarian to place the books in the shelves.
<https://www.hackerrank.com/challenges/dynamic-array-in-c/problem?isFullScreen=true>
2. File handling concepts
 - a. Write text into and read text from a file.
 - b. Write text into and read text from a binary file using fread() and fwrite().
 - c. Copy the contents of one file to another file.
 - d. Merge two files into the third file using command-line arguments
 - e. Find no. of lines, words and characters in a file.

Text Books:

- 1 Programming in C, Rema Theraja, Oxford, 2nd edition. ISBN 93-5497-9
- 2 "The C Programming Language", Brian W. Kernighan and Dennis M. Ritchie, Prentice-Hall. ISBN 13: 9780131103627

Reference Books:

1. Computing fundamentals and C Programming, Balagurusamy, E., McGraw-Hill Education. ISBN.No: 9352604172
2. Byron Gottfried, Schaum's Outline of Programming with C, McGraw-Hill. ISBN No. 0071367993
3. Let Us C Yashwanth, Kanetkar, Eighth edition, BPB Publications. ISBN No. 1934015253
4. Programming in C A-Practical Approach, Ajay Mittal. Pearson Education. ISBN No. 9788131729342
5. R G Dromey How to Solve It by Computer (Prentice-Hall International Series in Computer Science. ISBN-13 : 978-0134340012

Web Links:

- 1 <https://www.hackerrank.com/>
- 2 https://onlinecourses.nptel.ac.in/noc22_cs40/preview
- 3 <https://archive.nptel.ac.in/courses/106/104/106104128/>

Additional Practice:

S.No	Difficulty	Problem Name	Link
1	Easy	Add Two Numbers	https://www.codechef.com/practice/course/cpp/PCPP05/problems/FLOW001
2	Easy	Enormous Input Test	https://www.codechef.com/practice/course/basic-programming-concepts/DIFF500/problems/INTEST
3	Easy	ATM	https://www.codechef.com/practice/course/1-star-difficulty-problems/DIFF1200/problems/ATM2
4	Easy	Number Mirror	https://www.codechef.com/practice/course/python/PPY01/problems/START01
5	Easy	Sum of Digits	https://www.codechef.com/practice/course/basic-math/BASICMATH/problems/FLOW006
6	Easy	Remainder	https://www.codechef.com/practice/course/basic-math/BASICMATH/problems/FLOW002
7	Easy	First and Last Digit	https://www.codechef.com/practice/course/basic-programming-concepts/DIFF500/problems/FLOW004
8	Easy	Reverse The Number	https://www.codechef.com/practice/course/logical-problems/DIFF800/problems/FLOW007
9	Easy	Life, the Universe, and Everything	https://staging.codechef.com/practice/course/cpp/PRACTICECPP2/problems/TEST
10	Easy	Chef and Operators	https://www.codechef.com/practice/course/logical-problems/DIFF800/problems/CHOPRT
11	Easy	Difference and Sum	https://www.codechef.com/problems/DIFFSUM
12	Easy	Second Largest	https://www.codechef.com/practice/course/arrays/ARRAYS/problems/LARGESECOND
13	Easy	Two Sum	https://leetcode.com/problems/two-sum/
14	Easy	Reverse Integer	https://leetcode.com/problems/reverse-integer/
15	Easy	Palindrome Number	https://leetcode.com/problems/palindrome-number/
16	Easy	Roman to Integer	https://leetcode.com/problems/roman-to-integer/
17	Easy	Remove Duplicates from Sorted Array	https://leetcode.com/problems/remove-duplicates-from-sorted-array/
18	Easy	Remove Element	https://leetcode.com/problems/remove-element/
19	Easy	Find the Index of the First Occurrence in a String	https://leetcode.com/problems/find-the-index-of-the-first-occurrence-in-a-string/
20	Easy	Length of Last Word	https://leetcode.com/problems/length-of-last-word/
21	Easy	Plus One	https://leetcode.com/problems/plus-one/
22	Easy	Merge Sorted Array	https://leetcode.com/problems/merge-sorted-array/
23	Easy	Majority Element	https://leetcode.com/problems/majority-element/

24	Easy	Single Number	https://leetcode.com/problems/single-number/
25	Easy	Move Zeroes	https://leetcode.com/problems/move-zeroes/
26	Easy	Missing Number	https://leetcode.com/problems/missing-number/
27	Easy	Contains Duplicate	https://leetcode.com/problems/contains-duplicate/
28	Easy	Valid Anagram	https://leetcode.com/problems/valid-anagram/
29	Easy	Valid Parentheses	https://leetcode.com/problems/valid-parentheses/
30	Easy	Fibonacci Number	https://leetcode.com/problems/fibonacci-number/
31	Easy	Climbing Stairs	https://leetcode.com/problems/climbing-stairs/
32	Easy	Binary Search	https://leetcode.com/problems/binary-search/
33	Easy	Number of 1 Bits	https://leetcode.com/problems/number-of-1-bits/
34	Easy	Hamming Weight	https://leetcode.com/problems/number-of-1-bits/description/
35	Easy	Power of Two	https://leetcode.com/problems/power-of-two/
36	Easy	Power of Three	https://leetcode.com/problems/power-of-three/
37	Easy	Same Tree	https://leetcode.com/problems/same-tree/
38	Easy	Maximum Subarray	https://leetcode.com/problems/maximum-subarray/
39	Medium	Chef and Notebooks	https://www.codechef.com/problems/CNOTE
40	Medium	Chef and Wildcard Matching	https://www.codechef.com/search?q=TWOSTR
41	Medium	Minimum Moves	https://www.codechef.com/search?q=SALARY
42	Medium	Lucky Four	https://www.codechef.com/search?q=LUCKFOUR
43	Medium	Maximum Difference	https://www.codechef.com/search?q=MAXDIFF
44	Medium	Uncle Johny	https://www.codechef.com/search?q=JOHNY
45	Medium	Chef and Strings	https://www.codechef.com/search?q=CHEFSTLT
46	Medium	Two vs Rib	https://www.codechef.com/search?q=TWOVRIB
47	Medium	Chef and Array	https://www.codechef.com/search?q=CHFARRP
48	Medium	Add Two Numbers	https://leetcode.com/problems/add-two-numbers/
49	Medium	Longest Substring Without Repeating Characters	https://leetcode.com/problems/longest-substring-without-repeating-characters/
50	Medium	Longest Palindromic Substring	https://leetcode.com/problems/longest-palindromic-substring/
51	Medium	3Sum	https://leetcode.com/problems/3sum/
52	Medium	Container With Most Water	https://leetcode.com/problems/container-with-most-water/
53	Medium	Integer to Roman	https://leetcode.com/problems/integer-to-roman/
54	Medium	String to Integer (atoi)	https://leetcode.com/problems/string-to-integer-atoi/

55	Medium	Divide Two Integers	https://leetcode.com/problems/divide-two-integers/
56	Medium	Rotate Image	https://leetcode.com/problems/rotate-image/
57	Medium	Set Matrix Zeroes	https://leetcode.com/problems/set-matrix-zeroes/
58	Medium	Spiral Matrix	https://leetcode.com/problems/spiral-matrix/
59	Medium	Jump Game	https://leetcode.com/problems/jump-game/
60	Medium	Permutations	https://leetcode.com/problems/permutations/
61	Medium	Combination Sum	https://leetcode.com/problems/combination-sum/
62	Medium	Search in Rotated Sorted Array	https://leetcode.com/problems/search-in-rotated-sorted-array/
63	Medium	Group Anagrams	https://leetcode.com/problems/group-anagrams/
64	Medium	Sort Colors	https://leetcode.com/problems/sort-colors/
65	Medium	Subsets	https://leetcode.com/problems/subsets/
66	Medium	Reverse Linked List II	https://leetcode.com/problems/reverse-linked-list-ii/
67	Medium	Add Two Numbers II	https://leetcode.com/problems/add-two-numbers-ii/
68	Medium	Reorder List	https://leetcode.com/problems/reorder-list/
69	Medium	Linked List Cycle II	https://leetcode.com/problems/linked-list-cycle-ii/
70	Medium	K-th Largest Element in an Array	https://leetcode.com/problems/kth-largest-element-in-an-array/
71	Medium	Product of Array Except Self	https://leetcode.com/problems/product-of-array-except-self/
72	Medium	Word Search	https://leetcode.com/problems/word-search/
73	Medium	Unique Paths	https://leetcode.com/problems/unique-paths/
74	Medium	Minimum Path Sum	https://leetcode.com/problems/minimum-path-sum/
75	Medium	Temperature Converter - II	https://www.codechef.com/practice/course/c/LPCA_S03/problems/LCAS30B
76	Medium	Reverse	https://www.hackerrank.com/challenges/reverse-array-c/problem?isFullScreen=true
77	Medium	Sentence in a new line	https://www.hackerrank.com/challenges/printing-tokens-/problem?isFullScreen=true
78	Hard	Median of Two Sorted Arrays	https://leetcode.com/problems/median-of-two-sorted-arrays/
79	Hard	Regular Expression Matching	https://leetcode.com/problems/regular-expression-matching/
80	Hard	Wildcard Matching	https://leetcode.com/problems/wildcard-matching/
81	Hard	Trapping Rain Water	https://leetcode.com/problems/trapping-rain-water/

82	Hard	First Missing Positive	https://leetcode.com/problems/first-missing-positive/
83	Hard	Longest Valid Parentheses	https://leetcode.com/problems/longest-valid-parentheses/
84	Hard	Merge k Sorted Lists	https://leetcode.com/problems/merge-k-sorted-lists/
85	Hard	Reverse Nodes in k-Group	https://leetcode.com/problems/reverse-nodes-in-k-group/description/
86	Hard	Sudoku Solver	https://leetcode.com/problems/sudoku-solver/
87	Hard	N-Queens	https://leetcode.com/problems/n-queens/description/
88	Hard	Edit Distance	https://leetcode.com/problems/edit-distance/
89	Hard	Word Ladder II	https://leetcode.com/problems/word-ladder-ii/
90	Hard	Maximal Rectangle	https://leetcode.com/problems/maximal-rectangle/
91	Hard	Binary Tree Maximum Path Sum	https://leetcode.com/problems/binary-tree-maximum-path-sum/
92	Hard	Serialize and Deserialize Binary Tree	https://leetcode.com/problems/serialize-and-deserialize-binary-tree/
93	Hard	Variadic functions in C	https://www.hackerrank.com/challenges/variadic-functions-in-c/problem?isFullScreen=true
94	Hard	Small Triangles, Large Triangles	https://www.hackerrank.com/challenges/small-triangles-large-triangles/problem?isFullScreen=true
95	Hard	Permutations of Strings	https://www.hackerrank.com/challenges/permutation-s-of-strings/problem?isFullScreen=true

Maya Programs

S.N o.	Problem Name	Maya Program Link
1	Can Cross the Bridge	https://maya.technicalhub.io/owl-program-details/6686308df56afec5c0c8e2dd
2	Hypotenuse	https://maya.technicalhub.io/owl-program-details/6686404ef56afec5c0c90135
3	Heron's Formula	https://maya.technicalhub.io/owl-program-details/66864474f56afec5c0c911f5
4	Loss Percentage	https://maya.technicalhub.io/owl-program-details/66864868f56afec5c0c91a4a
5	King Tours	https://maya.technicalhub.io/owl-program-details/66864c96f56afec5c0c921f1
6	Profit Percentage	https://maya.technicalhub.io/owl-program-details/66865237f56afec5c0c92694
7	Area and Perimeter of Square	https://maya.technicalhub.io/owl-program-details/6686546930bfd35127c869c
8	Volume of Sphere	https://maya.technicalhub.io/owl-program-details/6686565530bfd35127c8818
9	Required Points	https://maya.technicalhub.io/owl-program-details/66865b1130bfd35127c8a04

10	Instant Noodles	https://maya.technicalhub.io/owl-program-details/66865ddb30bfbd35127c8c0a
11	Find Second Number	https://maya.technicalhub.io/owl-program-details/668660a530bfbd35127c8cde
12	Kmph to Mps	https://maya.technicalhub.io/owl-program-details/668663ce30bfbd35127c8dfb
13	Inches to Centimeters	https://maya.technicalhub.io/owl-program-details/6686665e30bfbd35127c8f3a
14	Capacity	https://maya.technicalhub.io/owl-program-details/668678aa30bfbd35127c95b9
15	Average of Two Numbers	https://maya.technicalhub.io/owl-program-details/6687b002dfe02cea4b5389d6
16	Compound Interest	https://maya.technicalhub.io/owl-program-details/6687b498dfe02cea4b53e0ab
17	Average Weight	https://maya.technicalhub.io/owl-program-details/6687b93edfe02cea4b54367a
18	Arithmetic Operations	https://maya.technicalhub.io/owl-program-details/6687bda0dfe02cea4b5488a1
19	Distance Between Two Points	https://maya.technicalhub.io/owl-program-details/6687c4e9fd042085d9ec254a
20	Days into Years, Weeks	https://maya.technicalhub.io/owl-program-details/6687cad1fd042085d9ec95a8
21	Convert Seconds to Hours, Minutes and Seconds	https://maya.technicalhub.io/owl-program-details/6688c926e467bfe336f8007b
22	Hours and Minutes	https://maya.technicalhub.io/owl-program-details/6688e4f0e467bfe336f89673
23	Romeo and Juliet	https://maya.technicalhub.io/owl-program-details/6688e068e467bfe336f87a8b
24	Gross Salary of an Employee	https://maya.technicalhub.io/owl-program-details/6688dd95e467bfe336f87682
25	Surface Area and Volume of a Cube	https://maya.technicalhub.io/owl-program-details/6688d909e467bfe336f872ca
26	Area of Trapezium	https://maya.technicalhub.io/owl-program-details/6688d637e467bfe336f86c5e
27	Swap Two Numbers	https://maya.technicalhub.io/owl-program-details/6688d2d0e467bfe336f84f55
28	Last Two Digits of a Given Year	https://maya.technicalhub.io/owl-program-details/6688ccfae467bfe336f81f90
29	Arithmetic Operations	https://maya.technicalhub.io/owl-program-details/6687bda0dfe02cea4b5488a1
30	Uppercase Letters in a String	https://maya.technicalhub.io/owl-program-details/669a2453c03fc56b320b215c
31	Factors Finding	https://maya.technicalhub.io/owl-program-details/66866c4a30bfbd35127c90b4
32	String Copy	https://maya.technicalhub.io/owl-program-details/669a03ded62716a9c6d4fa9a
33	Recursive Digit Sum	https://www.hackerrank.com/challenges/recursive-digit-sum/problem

	Basic Programs	Aditya's Internal Coding Platform (Maya)	Code chef	Hacker rank	Leet code	Total
Unit-1	4	8	2	5	0	19
Unit-2	4	4	1	4	0	13
Unit-3	8	7	0	2	0	17
Unit-4	3	0	0	3	0	6
Unit-5	7	0	4	4	0	15
Additional Practice	0	33	22	5	68	128
Total	26	52	29	23	68	198

Problem Solving Through C Programming
(Common to CE, EEE, ME, ECE, CSE, AIML, CSE(DS), PT & Min.E)
(Revised Syllabus for batches admitted from 2026 Onwards)

Course Code: 2601DS01

L T P C
2 0 2 4

Course Outcomes: At the end of the Course, Student will be able to:

- CO1:** Demonstrate basics of computer, algorithm and flow chart for problem solving.
- CO2:** Make use of an appropriate control structures to solve given problems.
- CO3:** Solve complex problems using arrays and strings.
- CO4:** Develop modular programming using functions and dynamic memory allocation.
- CO5:** Develop programs using structures and file handling operations.

Mapping of Course Outcomes with Program Outcomes:

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11
CO1	3	2	1	1	2	–	–	–	–	–	1
CO2	2	3	3	1	2	–	–	1	–	–	1
CO3	2	3	3	1	2	–	–	1	1	–	1
CO4	2	3	3	1	3	–	–	1	1	–	1
CO5	2	3	3	1	3	–	–	2	1	–	1

Mapping of Course Outcomes with Program Specific Outcomes:

CO/PSO	PSO1	PSO2
CO1	2	2
CO2	2	2
CO3	2	2
CO4	2	2
CO5	2	2

UNIT – I

Introduction to Programming and Problem Solving

Introduction to Programming Languages, Basics of a Computer Program- Algorithms, characteristics of algorithm, flowcharts, pseudo code.

Structure of C Program, Introduction to Compilation and Execution, Primitive Data Types, Variables, and Constants, Basic Input and Output, operators, keywords, identifiers, Type Conversion, and Casting and operator precedence.

Practice 1:

1. Explore different platforms
 - a. Basic linux environment and its editors like Vi, Vim & Emacs etc.
 - b. Exposure to turbo C, gcc.
 - c. Explore to hacker rank or any other Online coding platform and compiler environment.
 - d. “Hello world” in C.

- <https://www.codechef.com/learn/course/c/CDEVINTRO/problems/CDEV004B>
- e. Objective: Learn about the syntax of reading from stdin and writing to stdout.
<https://www.hackerrank.com/challenges/hello-world-c/problem?isFullScreen=true>
 - f. Write a simple program to read int, float, char and string using scanf() and display using printf() in all the above given platforms.
2. Basics and Operators
- a. Sum and Difference of 2 numbers.
Objective: Learn int and float data types.
<https://www.hackerrank.com/challenges/sum-numbers-c/problem?isFullScreen=true>
 - b. Playing with Characters.
Objective: Learn how to take a character, a string and a sentence as input in C.
<https://www.hackerrank.com/challenges/playing-with-characters/problem?isFullScreen=true>
 - c. Bitwise Operators
Objective: Learn how to work with bits (0,1) and bitwise operators.
<https://www.hackerrank.com/challenges/bitwise-operators-in-c/problem?isFullScreen=true>
 - d. Conversion of Fahrenheit to Celsius and vice versa.
<https://www.codechef.com/practice/course/c/LPCAS03/problems/LCAS30>
 - e. Distance travelled by an object.
 - f. Calculate Simple interest and compound interest.
<https://maya.technicalhub.io/owl-program-details/6687b498dfe02cea4b53e0ab>
3. Operators and Expressions, Variables and Type conversions.
- a. Evaluate the following expressions
 - i. $a/b*c-b+a*d/3$
 - ii. $j = (i++) + (++i)$
 - b. Square root of a given number.
 - c. Find the area of circle, square, rectangle and triangle.

https://www.hackerrank.com/challenges/rectangle-area/problem?utm_source=chatgpt.com
 - d. Find the maximum of three numbers using conditional operator.
 - e. Take marks of 5 subjects in integers, find the total in integer and average in float.

Scenario Based :

A rectangular plate of length N cm and width M cm. If you want to make a wireframe around the plate, The wireframe costs X rupees per cm. Determine the cost needs to buy the wireframe.

UNIT – II

Control Structures Conditional Statements (if, if-else, else if ladder, switch), Loops (for, nested for loop, while, do-while), break and continue, goto statement.

Practice:

- a. Conditional Statements
- b. Objective: Understand if and else Conditional statements in C.
<https://www.hackerrank.com/challenges/conditional-statements-in-c/problem?isFullScreen=true>

- c. Roots of a Quadratic Equation.
- d. Generate electricity bill.
- e. Simulate a calculator using switch case.
- f. Find the given year is a leap year or not.
- g. Loops
- h. Objective: Learn the usage of the for loop in C. <https://www.hackerrank.com/challenges/for-loop-in-c/problem?isFullScreen=true>
- i. Sum of the digits of a 5-digit number.
Objective: Learn the usage of while loop and usage of operators - % and /.
<https://www.hackerrank.com/challenges/sum-of-digits-of-a-five-digit-number/problem?isFullScreen=true>
- j. Given number is a prime or not. (Also Prime numbers between a given range.)
- k. Armstrong Number or not.
- l. Palindrome or not.
- m. Objective: Print a pattern of numbers using Loops.
<https://www.hackerrank.com/challenges/printing-pattern-2/problem?isFullScreen=true>
- n. Construct a Pyramid pattern.
<https://www.codechef.com/practice/course/c/LPCAS02/problems/LCAS20>

Scenario based:

1. A traffic signal controller receives a signal code: 1 = Red, 2 = Yellow, 3 = Green. For an input signal code of 2, display the corresponding traffic instruction. Develop the program using a switch statement.

Conditions

- The signal code must be 1, 2, or
- 1 = Red → “Stop”, 2 = Yellow → “Get Ready”, 3 = Green → “Go”.
- Use a switch statement to select the correct instruction.
- Display “Invalid Signal Code” for any other value.

2. A college wants to monitor a student's attendance for a particular semester. The academic office records attendance for each working day using 1 for Present and 0 for Absent. The program should first accept the number of working days and then read the attendance status for each day. Using a for loop, count the number of days the student was present and display the total attendance.

Conditions

- Attendance value should be read only as 0 (Absent) or 1 (Present); any other value should be treated as invalid.
- Number of working days must be a positive integer before the loop begins reading attendance values.
- The loop must process exactly N values, matching the number of working days entered.
- The attendance count must never exceed the number of working days.

UNIT – III

Arrays: Definition, types, 1-D array(declaration, initialization, representation, accessing, input and output), 2-D(declaration, initialization, representation, accessing, input and output), searching (Linear search, Binary Search non recursive) and sorting(Bubble Sort, Selection Sort, Insertion Sort).

Introduction to Strings: declaration, initialization, representation, accessing, input and output, string handling functions.

Practice:

1. 1-Dimensional Arrays
 - a. Objective: Print the sum and free the memory where the array is stored.
<https://www.hackerrank.com/challenges/1d-arrays-in-c/problem?isFullScreen=true>
 - b. Objective: Working with indices in array.
Search an element in array .
 - c. Find min and max elements in array.
 - d. Insert an element into array.
 - e. Eliminate duplicate elements from array.
 - f. Sorting of elements in an array
2. 2-Dimensional Arrays
 - a. Sum of two 2-D arrays.
 - b. Multiplication of two 2-D arrays.
 - c. Transpose of a Matrix.
 - d. Trace of a Matrix.
 - e. Lower Triangular Matrix.
 - f. Strings
 - g. Objective: print each word of the sentence in a new line.
 - h. Count number of alphabets (lowercase, uppercase, consonants, vowels) and digits Lowercase to Uppercase, Uppercase to Lowercase, Toggle case, Sentential case
 - i. find the frequency of each digit in the given string.
<https://www.hackerrank.com/challenges/frequency-of-digits-1/problem?isFullScreen=true>
 - j. Find string length, concatenate 2 strings, reverse a string using built-in and without built-in string functions.

Scenario Based:

1. A teacher wants to quickly analyse the marks scored by students in a class test without manually going through the answer sheets. Develop a C program that stores the marks of N students in an array, calculates the total and average marks, finds the highest and lowest scoring student, and searches whether a given mark exists in the array.

Conditions

- Number of students N should be taken as input before storing marks.
 - Average should be calculated correctly for all valid marks.
 - Highest and lowest marks should be identified from the array.
 - Searching should indicate whether the given mark is present.
2. A college maintains student names in different formats. Some names are entered completely in lowercase, while others are entered completely in uppercase. Develop a C program that accepts a student's name and converts all lowercase letters to uppercase and all uppercase letters to lowercase.

Conditions

- The program should accept the student's name as input.
- Lowercase letters should be converted to uppercase.

- Uppercase letters should be converted to lowercase.
- Spaces between words should remain unchanged.
- The converted name should be displayed as output.

UNIT – IV

Pointer: Introduction to Pointers, dereferencing and address operators, pointer arithmetic, array manipulation using pointers, Dynamic memory allocation, Null Pointer, generic pointer, dangling pointer, pointer to pointer.

Functions: Introduction to Functions, Function Declaration and Definition, Function call Return **Types and Arguments**, Scope and Lifetime of Variables (block scope, function scope, program scope and file scope), **storage classes, recursion**, functions and arrays, Command line Arguments, functions and pointers.

Practice:

1. Pointers

- Objective: learn to implement the basic functionalities of pointers in C.
<https://www.hackerrank.com/challenges/pointer-in-c/problem?isFullScreen=true>
- Objective: Learn using Pointers with Arrays and Functions.
<https://www.hackerrank.com/challenges/students-marks-sum/problem?isFullScreen=true>
- Objective: sort a given array of strings into lexicographically increasing order or into an order in which the string with the lowest length appears first.
<https://www.hackerrank.com/challenges/sorting-array-of-strings/problem?isFullScreen=true>
- Find the sum of a 1D array using malloc().
- Swap two numbers using functions and pointers - call by value and reference.
- Objective: Dynamic Handling requests by a Librarian to place the books in the shelves.
<https://www.hackerrank.com/challenges/dynamic-array-in-c/problem?isFullScreen=true>

2. Functions in C

- Objective: Learn simple usage of functions. <https://www.hackerrank.com/challenges/functions-in-c/problem?isFullScreen=true>
- Objective: Fibonacci Numbers using recursive function.
<https://www.hackerrank.com/challenges/ctci-fibonacci-numbers/problem>
- Objective: Nth factorial using recursion.
- Objective: Find the super digit of the integer.
- Implement LCM
- Objective: Calculate the Nth term of series.
<https://www.hackerrank.com/challenges/recursion-in-c/problem?isFullScreen=true>

Scenario Based:

A college wants to calculate the total marks obtained by a student in three subjects. Develop a C program that accepts the marks obtained in three subjects and uses a user-defined function to calculate the total marks. The function must receive the subject marks as arguments, calculate the total, and return the result to the main function, which then displays it.

Conditions

- The marks for each subject must be between 0 and 100.
- The program must accept marks for exactly three subjects.
- A user-defined function must be used to calculate the total marks.
- The function must receive the subject marks as arguments.
- The function must return the calculated total.
- The program must display the total marks returned by the function.

UNIT – V

Structures and Unions: Introduction, Nested Structures, Arrays of Structures, Structures and Functions, Self-Referential Structures, structures and pointers. Unions, Enumerated Data Type - enum variables, Using Typedef keyword, Bit Fields.

File Handling:-Introduction to Files, Using Files in C, Reading from Text Files, Writing to Text Files, File Operations, Random File Access.

Practice:

1. Structures

- Write a C program to find the total, average of n students using structures
- Copy one structure variable to another structure of the same type.
- Read student name and marks from the command line and display the student details along with the total.

2. File handling concepts

- Write text into and read text from a file.
- Write text into and read text from a binary file using fread() and fwrite().
- Copy the contents of one file to another file.
- Merge two files into the third file using command-line arguments
- Find no. of lines, words and characters in a file.

Scenario Based:

A college maintains student details, marks, attendance and grades. Currently, records are maintained manually, making it difficult to search, update, and retrieve a particular student's information. Develop a C program that creates a student data file, stores student ID, name, course, marks and attendance, displays all records, searches for a student using ID, updates marks or attendance, appends new student records, and identifies students eligible for examination based on attendance.

Conditions

- Student ID should uniquely identify a student record.
- Attendance should be used to determine examination eligibility according to the defined attendance rule.
- The program should support adding, displaying, searching, updating and appending records.
- File operations should be used for persistent storage.

Text Books:

- 1 Programming in C, Rema Theraja, Oxford, 2nd edition. ISBN 93-5497-9
- 2 "The C Programming Language", Brian W. Kernighan and Dennis M. Ritchie, Prentice-Hall. ISBN 13: 9780131103627

Reference Books:

1. Computing fundamentals and C Programming, Balagurusamy, E., McGraw-Hill Education. ISBN.No: 9352604172
2. Byron Gottfried, Schaum's Outline of Programming with C, McGraw-Hill. ISBN No. 0071367993
3. Let Us C Yashwanth, Kanetkar, Eighth edition, BPB Publications. ISBN No. 1934015253
4. Programming in C A-Practical Approach, Ajay Mittal. Pearson Education. ISBN No. 9788131729342
5. R G Dromey How to Solve It by Computer (Prentice-Hall International Series in Computer Science. ISBN-13 : 978-0134340012

Web Links:

- 1 <https://www.hackerrank.com/>
- 2 https://onlinecourses.nptel.ac.in/noc22_cs40/preview
- 3 <https://archive.nptel.ac.in/courses/106/104/106104128/>

Additional Practice:

S.No	Difficulty	Problem Name	Link
1	Easy	Add Two Numbers	https://www.codechef.com/practice/course/cpp/PCPP05/problems/FLOW001
2	Easy	Enormous Input Test	https://www.codechef.com/practice/course/basic-programming-concepts/DIFF500/problems/INTEST
3	Easy	ATM	https://www.codechef.com/practice/course/1-star-difficulty-problems/DIFF1200/problems/ATM2
4	Easy	Number Mirror	https://www.codechef.com/practice/course/python/PPY01/problems/START01
5	Easy	Sum of Digits	https://www.codechef.com/practice/course/basic-math/BASICMATH/problems/FLOW006
6	Easy	Remainder	https://www.codechef.com/practice/course/basic-math/BASICMATH/problems/FLOW002
7	Easy	First and Last Digit	https://www.codechef.com/practice/course/basic-programming-concepts/DIFF500/problems/FLOW004
8	Easy	Reverse The Number	https://www.codechef.com/practice/course/logical-problems/DIFF800/problems/FLOW007
9	Easy	Life, the Universe, and Everything	https://staging.codechef.com/practice/course/cpp/PRACTICECPP2/problems/TEST
10	Easy	Chef and Operators	https://www.codechef.com/practice/course/logical-problems/DIFF800/problems/CHOPRT
11	Easy	Difference and Sum	https://www.codechef.com/problems/DIFFSUM
12	Easy	Second Largest	https://www.codechef.com/practice/course/arrays/ARRAYS/problems/LARGESECOND
13	Easy	Two Sum	https://leetcode.com/problems/two-sum/
14	Easy	Reverse Integer	https://leetcode.com/problems/reverse-integer/
15	Easy	Palindrome Number	https://leetcode.com/problems/palindrome-number/
16	Easy	Roman to Integer	https://leetcode.com/problems/roman-to-integer/
17	Easy	Remove Duplicates from Sorted Array	https://leetcode.com/problems/remove-duplicates-from-sorted-array/
18	Easy	Remove Element	https://leetcode.com/problems/remove-element/
19	Easy	Find the Index of the First Occurrence in a String	https://leetcode.com/problems/find-the-index-of-the-first-occurrence-in-a-string/
20	Easy	Length of Last Word	https://leetcode.com/problems/length-of-last-word/
21	Easy	Plus One	https://leetcode.com/problems/plus-one/
22	Easy	Merge Sorted Array	https://leetcode.com/problems/merge-sorted-array/
23	Easy	Majority Element	https://leetcode.com/problems/majority-element/
24	Easy	Single Number	https://leetcode.com/problems/single-number/

25	Easy	Move Zeroes	https://leetcode.com/problems/move-zeroes/
26	Easy	Missing Number	https://leetcode.com/problems/missing-number/
27	Easy	Contains Duplicate	https://leetcode.com/problems/contains-duplicate/
28	Easy	Valid Anagram	https://leetcode.com/problems/valid-anagram/
29	Easy	Valid Parentheses	https://leetcode.com/problems/valid-parentheses/
30	Easy	Fibonacci Number	https://leetcode.com/problems/fibonacci-number/
31	Easy	Climbing Stairs	https://leetcode.com/problems/climbing-stairs/
32	Easy	Binary Search	https://leetcode.com/problems/binary-search/
33	Easy	Number of 1 Bits	https://leetcode.com/problems/number-of-1-bits/
34	Easy	Hamming Weight	https://leetcode.com/problems/number-of-1-bits/description/
35	Easy	Power of Two	https://leetcode.com/problems/power-of-two/
36	Easy	Power of Three	https://leetcode.com/problems/power-of-three/
37	Easy	Same Tree	https://leetcode.com/problems/same-tree/
38	Easy	Maximum Subarray	https://leetcode.com/problems/maximum-subarray/
39	Medium	Chef and Notebooks	https://www.codechef.com/problems/CNOTE
40	Medium	Chef and Wildcard Matching	https://www.codechef.com/search?q=TWOSTR
41	Medium	Minimum Moves	https://www.codechef.com/search?q=SALARY
42	Medium	Lucky Four	https://www.codechef.com/search?q=LUCKFOUR
43	Medium	Maximum Difference	https://www.codechef.com/search?q=MAXDIFF
44	Medium	Uncle Johnny	https://www.codechef.com/search?q=JOHNY
45	Medium	Chef and Strings	https://www.codechef.com/search?q=CHEFSTLT
46	Medium	Two vs Rib	https://www.codechef.com/search?q=TWOVRIB
47	Medium	Chef and Array	https://www.codechef.com/search?q=CHEFARRP
48	Medium	Add Two Numbers	https://leetcode.com/problems/add-two-numbers/
49	Medium	Longest Substring Without Repeating Characters	https://leetcode.com/problems/longest-substring-without-repeating-characters/
50	Medium	Longest Palindromic Substring	https://leetcode.com/problems/longest-palindromic-substring/
51	Medium	3Sum	https://leetcode.com/problems/3sum/
52	Medium	Container With Most Water	https://leetcode.com/problems/container-with-most-water/
53	Medium	Integer to Roman	https://leetcode.com/problems/integer-to-roman/
54	Medium	String to Integer (atoi)	https://leetcode.com/problems/string-to-integer-atoi/

55	Medium	Divide Two Integers	https://leetcode.com/problems/divide-two-integers/
56	Medium	Rotate Image	https://leetcode.com/problems/rotate-image/
57	Medium	Set Matrix Zeroes	https://leetcode.com/problems/set-matrix-zeroes/
58	Medium	Spiral Matrix	https://leetcode.com/problems/spiral-matrix/
59	Medium	Jump Game	https://leetcode.com/problems/jump-game/
60	Medium	Permutations	https://leetcode.com/problems/permutations/
61	Medium	Combination Sum	https://leetcode.com/problems/combination-sum/
62	Medium	Search in Rotated Sorted Array	https://leetcode.com/problems/search-in-rotated-sorted-array/
63	Medium	Group Anagrams	https://leetcode.com/problems/group-anagrams/
64	Medium	Sort Colors	https://leetcode.com/problems/sort-colors/
65	Medium	Subsets	https://leetcode.com/problems/subsets/
66	Medium	Reverse Linked List II	https://leetcode.com/problems/reverse-linked-list-ii/
67	Medium	Add Two Numbers II	https://leetcode.com/problems/add-two-numbers-ii/
68	Medium	Reorder List	https://leetcode.com/problems/reorder-list/
69	Medium	Linked List Cycle II	https://leetcode.com/problems/linked-list-cycle-ii/
70	Medium	K-th Largest Element in an Array	https://leetcode.com/problems/kth-largest-element-in-an-array/
71	Medium	Product of Array Except Self	https://leetcode.com/problems/product-of-array-except-self/
72	Medium	Word Search	https://leetcode.com/problems/word-search/
73	Medium	Unique Paths	https://leetcode.com/problems/unique-paths/
74	Medium	Minimum Path Sum	https://leetcode.com/problems/minimum-path-sum/
75	Medium	Temperature Converter - II	https://www.codechef.com/practice/course/c/LPCAS03/problems/LCAS30B
76	Medium	Reverse	https://www.hackerrank.com/challenges/reverse-array-c/problem?isFullScreen=true
77	Medium	Sentence in a new line	https://www.hackerrank.com/challenges/printing-tokens-/problem?isFullScreen=true
78	Hard	Median of Two Sorted Arrays	https://leetcode.com/problems/median-of-two-sorted-arrays/
79	Hard	Regular Expression Matching	https://leetcode.com/problems/regular-expression-matching/
80	Hard	Wildcard Matching	https://leetcode.com/problems/wildcard-matching/
81	Hard	Trapping Rain Water	https://leetcode.com/problems/trapping-rain-water/

82	Hard	First Missing Positive	https://leetcode.com/problems/first-missing-positive/
83	Hard	Longest Valid Parentheses	https://leetcode.com/problems/longest-valid-parentheses/
84	Hard	Merge k Sorted Lists	https://leetcode.com/problems/merge-k-sorted-lists/
85	Hard	Reverse Nodes in k-Group	https://leetcode.com/problems/reverse-nodes-in-k-group/description/
86	Hard	Sudoku Solver	https://leetcode.com/problems/sudoku-solver/
87	Hard	N-Queens	https://leetcode.com/problems/n-queens/description/
88	Hard	Edit Distance	https://leetcode.com/problems/edit-distance/
89	Hard	Word Ladder II	https://leetcode.com/problems/word-ladder-ii/
90	Hard	Maximal Rectangle	https://leetcode.com/problems/maximal-rectangle/
91	Hard	Binary Tree Maximum Path Sum	https://leetcode.com/problems/binary-tree-maximum-path-sum/
92	Hard	Serialize and Deserialize Binary Tree	https://leetcode.com/problems/serialize-and-deserialize-binary-tree/
93	Hard	Variadic functions in C	https://www.hackerrank.com/challenges/variadic-functions-in-c/problem?isFullScreen=true
94	Hard	Small Triangles, Large Triangles	https://www.hackerrank.com/challenges/small-triangles-large-triangles/problem?isFullScreen=true
95	Hard	Permutations of Strings	https://www.hackerrank.com/challenges/permutations-of-strings/problem?isFullScreen=true

Unit	Basic Programs	CodeChef	HackerRank	LeetCode	Scenario Based	Total
Unit-1	6	4	4	0	1	15
Unit-2	7	5	5	0	2	19
Unit-3	9	6	6	15	2	38
Unit-4	8	3	8	5	1	25
Unit-5	8	2	2	0	1	13
TOTAL	38	20	25	20	7	110

Data Structures
(Common to EEE, ECE, CSE, IT, AIML & CSE(DS))
(Syllabus for the batch admitted in the year 2025)

Course Code: 2501CS03	L 2	T 0	P 2	C 4
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Course Outcomes:

At the end of the course, student will be able to:

- CO1:** Utilize structure, union to handle heterogeneous data.
- CO2:** Illustrate Time and Space complexities for different sorting Algorithms
- CO3:** Demonstrate various operations on Linked Lists
- CO4:** Explain different operations on Stack and Queue with applications.
- CO5:** Demonstrate the importance and various operation on non-linear data structures

Mapping of Course Outcomes with Program Outcomes:

CO/PO	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11
CO1	1	1	2					1	1		
CO2	1	1	2	2				1	1		
CO3	1	2	2	1				1	1		
CO4	1	1	2	1				1	1		
CO5	1	1	2	2				1	1		

Mapping of Course Outcomes with Program Specific Outcomes:

CO/PSO	PSO1	PSO2
CO1	3	-
CO2	2	-
CO3	2	-
CO4	2	-
CO5	2	-

UNIT – I

Structures and Unions: Introduction, Nested Structures, Arrays of Structures, Structures and Functions, Self-Referential Structures, Unions, Enumerated Data Type - enum variables, Using Typedef keyword, Bit Fields.

Data Structures: Introduction to Data Structures, Types of Data Structures.

Practice:

- a. Write a C program to find the total, average of n students using structures
- b. Copy one structure variable to another structure of the same type.
- c. Read student name and marks from the command line and display the student details along with the total.

UNIT – II

Introduction to Linear Data Structures: Definition and importance of linear data structures, Abstract data types (ADTs) and their implementation, Overview of time and space complexity analysis for linear data structures.

Sorting Techniques: Quick sort, Merge sort, Radix sort

Practice:

1. Implement Merge sort using arrays.
<https://www.hackerrank.com/contests/hw1/challenges/merge-sort>
2. Implement Quick sort using arrays
<https://www.hackerrank.com/challenges/quicksort1/problem>
3. Implement Radix Sort using arrays
https://www.hackerrank.com/contests/hw1/challenges/radix-sort?utm_source

UNIT – III

Linked Lists: Singly linked lists: representation and operations, doubly linked lists and its operations and circular linked lists and its operations, Comparing arrays and linked lists, Applications of linked lists.

Practice:

1. Single Linked List: Perform different operations in single linked list.
https://leetcode.com/problems/design-linked-list/description/?utm_source
2. Perform different operations in double linked list
https://leetcode.com/problems/design-linked-list/?utm_source
3. Circular Linked List
https://www.codechef.com/practice/course/linked-lists/LINKLISTF/problems/PREP58?utm_source

UNIT – IV

Stacks: Introduction to stacks: properties and operations, implementing stacks using arrays and linked lists, applications of stacks.

Queues: Introduction to queues: properties and operations, Types of Queues, implementing queues using arrays and linked lists, applications of queues.

Practice:

1. Stack and its operations using arrays and Linked List
<https://www.hackerrank.com/challenges/balanced-brackets/problem>
https://leetcode.com/problems/design-linked-list/description/?utm_source
2. Implement a program to evaluate a postfix expression.
<https://leetcode.com/problems/evaluate-reverse-polish-notation/description/>
3. Queue and its operations using arrays and Linked List
<https://leetcode.com/problems/implement-queue-using-stacks/description/>
https://leetcode.com/problems/design-linked-list/description/?utm_source
4. Implement Circular Queue using Arrays
<https://leetcode.com/problems/design-circular-queue/description/>

UNIT – V

Non-linear Data Structures:

Trees: Definition of tree, Tree Terminology, types of trees, Binary tree traversals, Binary Search Tree – Insertion, Deletion.

Graphs: Definition and Terminology – Representation of Graphs-Adjacency Matrix and Linked list, Graph Traversals (BFT & DFT)

Practice:

1. Implement Binary search tree (BST).
<https://leetcode.com/problems/insert-into-a-binary-search-tree/description/>
<https://leetcode.com/problems/delete-node-in-a-bst/description/>
2. Implement Binary search Tree (BST) Traversals.
<https://www.hackerrank.com/challenges/tree-inorder-traversal/problem>
<https://www.hackerrank.com/challenges/tree-preorder-traversal/problem>
<https://www.hackerrank.com/challenges/tree-postorder-traversal/problem>
3. Graph Traversal using Breadth First Search (BFS)
<https://www.hackerrank.com/challenges/bfsshortreach/problem>
4. Graph Traversal using Depth First Search (DFS)
<https://leetcode.com/problems/number-of-islands/description/>

Text Books:

1. Data Structures using C, Rema Theraja, Oxford University Press, 3rd Edition. ISBN: 978-9354979453
2. Data Structures, KV Sambasivarao, S Rama Sree, S.Chand. ISBN: 978-9358704730

Reference Books:

1. The Algorithm Design Manual, Steven S. Skiena, Springer Publication, Second Edition. ISBN: 978-1849967204
2. Fundamentals of data structures in C, Ellis Horowitz, Sartaj Sahni, Susan Anderson-Freed, Silicon Press, ISBN: 978-0716782506
3. Data Structures and Algorithms by Maganti Venkatesh, Naresh. ISBN: 9780929306407
4. Data Structures Using C, Reema Thareja, Oxford University Press, 2nd Edition. ISBN: 978-0198099307

Web Links:

1. <https://nptel.ac.in/courses/106102064>
2. <https://archive.nptel.ac.in/courses/106/105/106105225/>
3. <https://www.udemy.com/topic/data-structures/>
4. <https://www.coursera.org/specializations/data-structures-algorithms>
5. <https://ds1-iiith.vlabs.ac.in/List%20of%20experiments.html>

Additional Practice:

SNO	Difficulty	Problem Name	URL
1	Easy	Structs and enums	https://www.hackerrank.com/challenges/too-high-boxes/problem
2	Easy	Structs and enums	https://www.codechef.com/problems/HS08TEST?tab=statement
3	Medium	Structs and enums	https://www.hackerrank.com/challenges/small-triangles-large-triangles/problem
4	Easy	Arrays and Hashtables	https://leetcode.com/problems/two-sum/description/
5	Easy	Arrays and Pointers	https://leetcode.com/problems/remove-duplicates-from-sorted-array/description/?utm_source
6	Medium	Arrays and Pointers	https://leetcode.com/problems/two-sum-ii-input-array-is-sorted/description/?utm_source
7	Easy	Linked List	https://leetcode.com/problems/merge-two-sorted-lists/description/
8	Medium	Arrays and Matrix	https://leetcode.com/problems/diagonal-traverse/description/
9	Easy	Linked List	https://www.hackerrank.com/challenges/compare-two-linked-lists/problem
10	Medium	Stack applications	https://www.geeksforgeeks.org/problems/tower-of-hanoi-1587115621/1?utm
11	Medium	Binary Tree	https://leetcode.com/problems/binary-tree-right-side-view/description/
12	Medium	Stack applications	https://leetcode.com/problems/remove-k-digits/description/
13	Medium	Graph Theory	https://www.hackerrank.com/challenges/journey-to-the-moon/problem
14	Medium	Graph Traversals	https://leetcode.com/problems/number-of-provinces/description/
15	Medium	Graph Theory	https://www.hackerrank.com/challenges/torque-and-development/problem

	Basic Programs	Aditya's Internal coding Platform(Maya)	Code chef	Hacker rank	Leet code	Geek for Geeks
Unit-1	3	0	0	0	0	0
Unit-2	0	0	0	3	0	0
Unit-3	0	0	1	0	2	0
Unit-4	0	0	0	1	5	0
Unit-5	0	0	0	4	3	0
Additional Practice	0	0	1	5	8	1
Total	3	0	2	13	18	1

Data Structures using C++

(Common to EEE, ECE, CSE, AIML & CSE (DS))
(Revised Syllabus for batches admitted from 2026 Onwards)

	L	T	P	C
Course Code: 2601DS02	2	0	2	4

Course Outcomes:

At the end of the course, student will be able to:

- CO1:** Apply C++ features for problem solving.
- CO2:** Apply various sorting techniques to solve computing problems.
- CO3:** Make use of linear data structures to solve real time problems.
- CO4:** Develop applications using Tree data structures.
- CO5:** Solve problems using Graph algorithms.

Mapping of Course Outcomes with Program Outcomes:

CO/PO	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11
CO1	1	1	1					1	1		
CO2	1	1	2	2				1	1		
CO3	1	2	2	1				1	1		
CO4	1	1	2	1				1	1		
CO5	1	1	2	2				1	1		

Mapping of Course Outcomes with Program Specific Outcomes:

CO/PSO	PSO1	PSO2
CO1	2	-
CO2	2	-
CO3	2	-
CO4	2	-
CO5	2	-

UNIT – I

An Overview of C++: Structure of C++ program, Input and output in C++, Class, Objects, Members Functions, Access Specifiers, Introduction to Constructors and Destructor.

Overview of Standard Template Library: Introduction, STL Programming Model, Containers, Sequence Containers, Associative Containers, Algorithms, Iterators, Vectors, Lists, Maps.

Practice:

- Find the roots of a quadratic equation.
- Find factorial of a given number using recursion
- Palindrome Number

<https://leetcode.com/problems/palindrome-number/description/>

4. Class and Objects

<https://www.hackerrank.com/challenges/classes-objects/problem?isFullScreen=true>

5. Program to illustrate the use of Constructors and Destructors.

6. C++ Class Templates

<https://www.hackerrank.com/challenges/cpp-class-template-specialization/problem?isFullScreen=true>

UNIT – II

Data Structures: Introduction to Data Structures, Types of Data Structures.

Linear Data Structures: Definition and importance of linear data structures, Abstract data types (ADTs) and their implementation.

Linked Lists: Singly linked lists: Representation and operations, Doubly linked lists and its operations and Circular linked lists and its operations, applications of linked list

Practice:

1. Single Linked List: Perform different operations in single linked list.
https://leetcode.com/problems/design-linked-list/description/?utm_source
2. Perform different operations in double linked list
https://leetcode.com/problems/design-linked-list/?utm_source
3. Circular Linked List
https://www.codechef.com/practice/course/linkedlists/LINKLISTF/problems/PREP58?utm_source
4. Reversing a Linked List

UNIT – III

Stacks: Introduction to stacks: properties and operations, implementing stacks using arrays and linked lists, applications of stacks.

Queues: Introduction to queues: properties and operations, Types of Queues, implementing queues using arrays and linked lists, applications of queues.

Practice:

1. Stack and its operations using arrays and Linked List
<https://www.hackerrank.com/challenges/balanced-brackets/problem>
https://leetcode.com/problems/design-linked-list/description/?utm_source
2. Implement a program to evaluate a postfix expression.
<https://leetcode.com/problems/evaluate-reverse-polish-notation/description/>
3. Queue and its operations using arrays and Linked List
<https://leetcode.com/problems/implement-queue-using-stacks/description/>
https://leetcode.com/problems/design-linked-list/description/?utm_source
4. Implement Circular Queue using Arrays
<https://leetcode.com/problems/design-circular-queue/description/>

UNIT – IV

Trees: Definition of tree, Tree Terminology, Representation of tree, Types of trees-Binary Tree, BST, Binary tree traversals-Inorder, Preorder, Postorder Traversals.

Binary Search Trees – Definition, Operations: Searching, Insertion, Deletion.

Practice:

1. Implement Binary search tree (BST).
<https://leetcode.com/problems/insert-into-a-binary-search-tree/description/>
<https://leetcode.com/problems/delete-node-in-a-bst/description/>
2. Implement Binary search Tree (BST) Traversals.
<https://www.hackerrank.com/challenges/tree-inorder-traversal/problem>
<https://www.hackerrank.com/challenges/tree-preorder-traversal/problem>
<https://www.hackerrank.com/challenges/tree-postorder-traversal/problem>

UNIT – V

Graphs: Definition and Terminology, Types of Graph, Representation of Graphs-Adjacency Matrix and Adjacency list, Graph Traversals (BFS & DFS), Bi-Connected Components.

Practice:

1. Graph Traversal using Breadth First Search (BFS)
<https://www.hackerrank.com/challenges/bfsshortreach/problem>
2. Graph Traversal using Depth First Search (DFS)
<https://leetcode.com/problems/number-of-islands/description/>

Text Books:

1. The Complete Reference C++, Herbert Schildt, TMH, Fourth Edition, ISBN-10. 0070411832.
2. Fundamentals of Data Structures in C++, Ellis Horowitz, Sartaj Sahni, Dinesh Mehta, ISBN: 81-7515-278-8
3. Data Structures, KV Sambasivarao, S Rama Sree, S.Chand. ISBN: 978-9358704730

Reference Books:

1. The C++ Programming Language, Bjarne Stroustrup, Pearson, Fourth Edition, ISBN : 9780133522884.
2. Object oriented programming in C++, Joyce Farrell, Cengage, ISBN : 978-1418836269
3. Data structures and algorithms in C++, 3rd edition, Adam Drozdek, Thomson, ISBN: 9788131521267
4. The Algorithm Design Manual, Steven S. Skiena, Springer Publication, Second Edition. ISBN: 978-1849967204
5. Data Structures and Algorithms by Maganti Venkatesh, Naresh. ISBN: 9780929306407

Web Links:

1. <http://nptel.ac.in/courses/106105151/>
2. <https://nptel.ac.in/courses/106102064>
3. <https://archive.nptel.ac.in/courses/106/105/106105225/>
4. <https://www.udemy.com/topic/data-structures/>
5. <https://www.coursera.org/specializations/data-structures-algorithms>
6. <https://ds1-iiith.vlabs.ac.in/List%20of%20experiments.html>

Additional Practice:

SNO	Difficulty	Problem Name	URL
1	Easy	Arrays and Hashtables	https://leetcode.com/problems/two-sum/description/
2	Easy	Arrays and Pointers	https://leetcode.com/problems/remove-duplicates-from-sorted-array/description/?utm_source
3	Medium	Arrays and Pointers	https://leetcode.com/problems/two-sum-ii-input-array-is-sorted/description/?utm_source
4	Easy	Linked List	https://leetcode.com/problems/merge-two-sorted-lists/description/
5	Medium	Arrays and Matrix	https://leetcode.com/problems/diagonal-traverse/description/
6	Easy	Linked List	https://www.hackerrank.com/challenges/compare-two-linked-lists/problem
7	Medium	Stack applications	https://www.geeksforgeeks.org/problems/tower-of-hanoi-1587115621/1?utm
8	Medium	Binary Tree	https://leetcode.com/problems/binary-tree-right-side-view/description/
9	Medium	Stack applications	https://leetcode.com/problems/remove-k-digits/description/
10	Medium	Graph Theory	https://www.hackerrank.com/challenges/journey-to-the-moon/problem
11	Medium	Graph Traversals	https://leetcode.com/problems/number-of-provinces/description/
12	Medium	Graph Theory	https://www.hackerrank.com/challenges/torque-and-development/problem

	Basic Programs	Code chef	Hacker rank	Leet code	Geek for Geeks
Unit-1	3	0	2	1	0
Unit-2	0	1	3	2	0
Unit-3	0	0	1	5	0
Unit-4	0	0	3	2	0
Unit-5	0	0	1	1	0
Additional Practice	0	0	3	8	1
Total	3	1	13	19	1

Business Intelligence Lab
(Common to CE, EEE, ME, ECE, CSE, IT, AIML, CSE(DS), PT & Min.E)
(Syllabus for the batch admitted in the year 2025)

Course Code: 2501IT01	L	T	P	C
	0	0	2	2

Course Outcomes:

At the end of the course, student will be able to:

- CO1:** Utilize Excel and Power BI for data analysis, visualization, and reporting.
- CO2:** Apply various data analysis techniques in Excel and Power BI to extract meaningful insights from datasets
- CO3:** Create clear and compelling visualizations using Excel and Power BI to communicate data-driven insights.
- CO4:** Develop data models in Power BI to organize and analyze data efficiently.
- CO5:** Design interactive dashboards in Power BI to facilitate data exploration and decision-making.

Mapping of Course Outcomes with Program Outcomes:

CO/PO	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11
CO1	2	2	-	-	2	-	-	-	1	1	1
CO2	2	3	-	-	2	-	-	-	1	1	2
CO3	2	2	-	-	2	-	-	-	1	1	2
CO4	1	2	1	-	2	-	-	-	1	1	2
CO5	1	2	1	-	2	-	-	-	1	1	2

Mapping of Course Outcomes with Program Specific Outcomes:

CO/PSO	PSO1	PSO2
CO1	1	2
CO2	2	1
CO3	2	2
CO4	1	2
CO5	2	2

Practice:

1. Introduction to Excel

- a. Overview of Excel and its capabilities for data analysis
- b. Basics of Excel: Navigating the interface, entering data, formatting cells
- c. Introduction to functions and formulas: SUM, AVERAGE, IF, VLOOKUP, etc.
- d. Importing data into Excel from different sources: CSV, text files.

2. Data Analysis with Excel

- a. Data manipulation techniques: Sorting, filtering, and grouping data
- b. Advanced functions and formulas: INDEX/MATCH, SUMIFS, COUNTIFS etc.
- c. Data visualization with Excel: Creating charts and graphs

- d. Using PivotTables for data summarization and analysis
- 3. **Advanced Excel Features**
 - a. Introduction to Excel tables and structured references
 - b. Working with named ranges and dynamic ranges
 - c. Excel data validation techniques
- 4. **Introduction to Power BI**
 - a. Overview of Power BI and its advantages over Excel for large datasets
 - b. Installing Power BI Desktop
 - c. Understanding the Power BI interface: Navigation, ribbons, and panes
 - d. Importing data into Power BI Desktop from various sources
- 5. **Data Preparation in Power BI**
 - a. Introduction to Power Query for data transformation
 - b. Cleaning, shaping, and filtering data in Power Query Editor
- 6. **Data Preparation in Power BI**
 - a. Combining data from different sources
 - b. Loading data into Power BI model.
- 7. **Data Modelling in Power BI**
 - a. Understanding relationships between tables
 - b. Creating calculated columns and measures using DAX
- 8. **Data Modelling in Power BI**
 - a. Introduction to DAX functions: CALCULATE, FILTER, RELATED, etc.
 - b. Working with date and time functions in DAX
- 9. **Visualization Basics in Power BI**
 - a. Creating basic visualizations: Bar charts, line charts, pie charts, etc.
 - b. Customizing visualizations: Formatting, titles, legends, etc.
- 10. **Visualization Basics in Power BI**
 - a. Using slicers and filters to interact with visualizations
 - b. Adding drilldown capabilities to visualizations
- 11. **Advanced Visualizations and Dashboards in Power BI**
 - a. Exploring advanced visualizations: TreeMap, Waterfall chart, KPIs, etc.
 - b. Creating custom visuals from the marketplace
- 12. **Advanced Visualizations and Dashboards in Power BI**
 - a. Designing effective dashboards: Layout, arrangement, and organization
 - b. Adding interactivity with bookmarks and drillthrough

Additional Practice:

- 1. **Basic Data Analysis:** Import a dataset into Excel and perform basic data analysis tasks such as sorting, filtering, and creating simple charts to visualize the data.
- 2. **Expense Tracker:** Create a spreadsheet to track your expenses. You can have columns for date, item description, category, and amount. Use formulas to calculate totals and analyze your spending habits.

3. **Data modeling and extracting statistics from dataset:** Connecting Power BI to local data files and cloud servers (COVID19 dataset will be imported into the Power BI for visualization).

Text Books:

- 1 Learn Power BI - Second Edition: A comprehensive, step-by-step guide for beginners to learn real-world business intelligence 2nd Edition, ISBN: 9781801811958.
- 2 Power BI Beginner: Zero to Hero in Power BI Desktop by Philip Seamark, ISBN: 1691641227.

Reference Books:

- 1 Power BI Quick Start Guide: Build dashboards and visualizations to make your data come to life" by Devin Knight and Siddharth Mehta.
- 2 Learn Power BI: A Beginner's Guide to Analyzing Data and Creating Reports with Power BI" by Murilo Miranda.

Web Links:

- 1 <https://learn.microsoft.com/en-us/power-bi/>
- 2 <https://support.microsoft.com/en-us/excel>
- 3 <https://cce.sydney.edu.au/course/MSE1>
- 4 <https://cce.sydney.edu.au/course/PBBA>

Business Intelligence & AI Tools Lab

(Common to CE, EEE, ME, ECE, CSE, AIML, CSE(DS), PT & Min.E)

(Revised Syllabus for batches admitted from 2026 onwards)

Course Code: 2601AI01

L	T	P	C
0	0	2	2

Course Outcomes

At the end of the course, the student will be able to:

- CO1** Use Excel for data entry, formulas and built-in functions to perform basic data analysis.
- CO2** Apply data-analysis and visualization techniques in Excel (PivotTables, charts) to extract meaningful insights from datasets.
- CO3** Build data models and interactive dashboards in Power BI to support reporting and decision-making.
- CO4** Use generative AI tools (ChatGPT, Claude, Gemini, Perplexity) through well-structured prompts to solve everyday academic and analytical tasks.
- CO5** Apply AI tools responsibly to research, verify, summarize and create content and presentations.

Mapping of Course Outcomes with Program Outcomes:

CO/PO	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11
CO1	2	2	1	1	3	-	-	-	-	-	1
CO2	2	3	2	2	3	-	-	-	-	1	1
CO3	2	3	3	2	3	-	-	-	1	1	1
CO4	1	2	2	1	3	-	-	-	1	-	2
CO5	1	2	1	1	3	-	-	-	-	2	2

Mapping of Course Outcomes with Program Specific Outcomes:

CO/PSO	PSO1	PSO2
CO1		
CO2		
CO3		
CO4		
CO5		

MODULE A — Spreadsheet Analytics with Microsoft Excel

1. Excel Fundamentals

- a. Navigating the Excel interface; entering and formatting data; cell referencing (relative, absolute, mixed).

- b. Core functions and formulas: SUM, AVERAGE, COUNT, IF, VLOOKUP.
- c. Importing data into Excel from CSV and text files.

2. Data Analysis in Excel

- a. Data manipulation: sorting, filtering and grouping data.
- b. Advanced functions: INDEX/MATCH, SUMIFS, COUNTIFS, nested IF.
- c. Creating charts and graphs to visualize data.

3. PivotTables and Summarization

- a. Building PivotTables and PivotCharts for data summarization.
- b. Using slicers and timelines to interact with summaries.
- c. Calculated fields and grouping within PivotTables.

4. Advanced Excel Features

- a. Excel tables and structured references; named and dynamic ranges.
- b. Data-validation techniques (drop-down lists, input rules).
- c. What-if analysis: Goal Seek and Data Tables.

MODULE B — Business Intelligence with Microsoft Power BI

5. Getting Started with Power BI

- a. Overview of Power BI and its advantages over Excel for large datasets.
- b. Installing Power BI Desktop; understanding the interface (ribbons, panes, views).
- c. Importing data from multiple sources (Excel, CSV, web).

6. Data Preparation with Power Query

- a. Cleaning, shaping and filtering data in the Power Query Editor.
- b. Combining data from different sources (append and merge).
- c. Loading the prepared data into the Power BI model.

7. Data Modeling and DAX

- a. Creating relationships between tables; star-schema basics.
- b. Calculated columns and measures using DAX.
- c. Key DAX functions: CALCULATE, FILTER, RELATED, and date/time functions.

8. Visualizations and Interactive Dashboards

- a. Basic and advanced visuals: bar, line, pie, TreeMap, KPI cards.
- b. Slicers, filters and drill-down for interactivity.
- c. Designing an interactive dashboard with bookmarks and drill-through.

MODULE C — Working with AI Tools

9. Exploring the AI Tool Landscape

- a. Introduction to popular AI assistants: ChatGPT, Claude, Gemini, Perplexity.
- b. Comparing tools across tasks — summarizing, simple coding, and reasoning.
- c. Building a comparison matrix and choosing the right tool for a task.

10. Prompt Engineering Essentials

- a. Anatomy of a good prompt; clarity, context and constraints.
- b. Prompt patterns: persona, few-shot, chain-of-thought, and structured (JSON) output.
- c. Iterating and refining prompts for better results.

11. AI for Coding, Research and Verification

- a. AI coding assistants — code generation, explanation, and debugging support for simple programs.
- b. Using AI for topic research, explanations and quick literature scans.

- c. Three-step verification chain: cross-check claims against primary sources.
- d. Recognizing hallucinations, bias and link-rot; the limits of AI.

12. Responsible and Ethical Use of AI

- a. Academic integrity, plagiarism and proper acknowledgement of AI use.
- b. Privacy, data safety and never sharing sensitive information.
- c. Academic integrity and appropriate citation of AI assistance in coursework and submissions.
- d. Data privacy and security considerations, including obligations under India's Digital Personal Data Protection Act, 2023 (DPDP Act), when uploading personal or institutional data.
- e. Drafting a simple personal/class "AI use policy".

13. AI for Content and Presentations

- a. Summarizing documents and Q&A over your own notes (e.g., NotebookLM).
- b. Generating outlines, write-ups and email drafts with AI assistance.
- c. AI tools for scheduling, note-taking, and meeting/lecture summarization.
- d. Auto-creating slide decks from a brief (e.g., Gamma) and refining them.

14. AI-Assisted Data Analysis

- a. Using AI to write/explain Excel formulas and draft DAX measures.
- b. Cleaning and interpreting a dataset and explaining charts with AI help.

Cornerstone projects :

S. No	Project Title	Project Description	Dataset URL
1	Indian General Election Analytics Dashboard	Develop an interactive dashboard to analyze election results across all Indian states and union territories. The project includes Spreadsheet Analytics using Microsoft Excel, Business Intelligence using Microsoft Power BI, and AI insights to visualize ruling parties, constituencies won, vote share, voter turnout, alliance performance, and state-wise electoral trends through interactive reports and maps.	https://results.eci.gov.in/
2	Global Renewable Energy Analytics Dashboard	Design a Business Intelligence dashboard to analyze renewable energy production across countries. The project focuses on energy generation by source, installed capacity, consumption patterns, and sustainability trends using Excel, Power BI dashboards, and AI-driven insights for comparative analysis.	https://ourworldindata.org/energy

3	Air Quality Index (AQI) Analytics Dashboard	Build an interactive dashboard to monitor air pollution levels across cities and regions. Analyze AQI values, pollutant concentrations (PM2.5, PM10, NO ₂ , SO ₂), seasonal trends, and pollution hotspots using Excel, Power BI visualizations, and AI-powered insights.	https://www.kaggle.com/datasets/rohanrao/air-quality-data-in-india
4	FIFA World Cup Analytics Dashboard	Create a comprehensive dashboard to analyze FIFA World Cup tournaments by exploring team performance, match results, goals scored, player statistics, venues, and championship history. The project utilizes Excel, Power BI, and AI insights to identify historical trends and performance patterns.	https://www.kaggle.com/datasets/abecklas/fifa-world-cup
5	Global Earthquake Analytics Dashboard	Develop a dashboard that visualizes earthquake occurrences worldwide by analyzing magnitude, depth, geographic location, frequency, and affected regions. Excel is used for data preparation, while Power BI and AI insights help identify seismic trends and risk-prone areas.	https://earthquake.usgs.gov/earthquakes/feed/v1.0/csv.php
6	Flight Delay Analytics Dashboard	Design an interactive airline performance dashboard to evaluate flight delays, cancellations, airline efficiency, airport performance, and seasonal travel trends. The project combines Excel, Power BI, and AI insights to support operational analysis and decision-making.	https://www.kaggle.com/datasets/usdot/flight-delays
7	Global CO₂ Emissions Analytics Dashboard	Analyze global carbon dioxide emissions by country, region, and industry using Power BI. The dashboard presents emission trends, sector-wise contributions, historical comparisons, and sustainability indicators through Excel, interactive visualizations, and AI-generated insights.	https://ourworldindata.org/co2-and-greenhouse-gas-emissions
8	Olympics Performance Analytics Dashboard	Create a Power BI dashboard to evaluate Olympic Games performance by analyzing medal counts, athlete achievements, country rankings, sports categories, and historical participation. Excel and AI-powered visualizations are used to generate meaningful sports analytics and comparative insights.	https://www.kaggle.com/datasets/the-guardian/olympic-games

9	Netflix Content Analytics Dashboard	Develop an interactive dashboard to analyze Netflix's content library by genre, country, release year, ratings, duration, and content trends. Excel is used for preprocessing, while Power BI and AI insights help identify viewing patterns and content distribution across regions.	https://www.kaggle.com/datasets/hivamb/netflix-shows
10	Global Education Statistics Dashboard	Build a Business Intelligence dashboard to analyze global education indicators such as literacy rates, school enrollment, graduation rates, education expenditure, and gender parity. Using Excel, Power BI, and AI insights, the dashboard supports comparative analysis of educational development across countries.	https://data.worldbank.org/topic/education
11	Global Food Production Analytics Dashboard	Develop an interactive dashboard to analyze global food production, crop yields, agricultural output, and production trends across countries. The project incorporates Spreadsheet Analytics using Microsoft Excel, Business Intelligence using Microsoft Power BI, and AI-powered insights to identify production patterns, top-producing countries, and long-term agricultural trends through interactive visualizations.	https://ourworldindata.org/food-supply
12	Road Traffic Fatalities Analytics Dashboard	Design a Business Intelligence dashboard to analyze road traffic accidents and fatalities across countries. The dashboard visualizes accident rates, fatalities by road users, regional comparisons, and yearly trends using Microsoft Excel, Power BI, and AI insights to support road safety analysis and policy evaluation.	https://www.kaggle.com/datasets/data125661/india-road-accident-dataset
13	Global Population Demographics Dashboard	Build a comprehensive dashboard to analyze population growth, age distribution, urbanization, life expectancy, fertility rates, and demographic changes across countries. The project uses Excel for data preparation, Power BI for visualization, and AI insights to identify demographic trends and support population-based decision-making.	https://ourworldindata.org/population

14	International Tourism Analytics Dashboard	Create an interactive dashboard to evaluate global tourism trends by analyzing international tourist arrivals, tourism receipts, popular destinations, and regional tourism growth. Using Microsoft Excel, Power BI, and AI-driven insights, the dashboard enables comparative analysis of tourism performance across countries and years.	https://data.worldbank.org/indicator/ST.INT.ARVL
15	Global Internet Usage & Digital Connectivity Dashboard	Develop a Business Intelligence dashboard that analyzes internet penetration, broadband subscriptions, mobile connectivity, and digital adoption across countries. The project combines Spreadsheet Analytics in Microsoft Excel, interactive Power BI dashboards, and AI-generated insights to explore global digital transformation and connectivity trends.	https://data.worldbank.org/indicator/IT.NET.USER.ZS

Text Books

- 1 Learn Power BI – Second Edition: A comprehensive, step-by-step guide for beginners to learn real-world business intelligence, ISBN: 9781801811958.
- 2 Power BI Beginner: Zero to Hero in Power BI Desktop, Philip Seamark, ISBN: 1691641227.
- 3 Excel 2021 / Microsoft 365 – The Step-by-Step Guide to Mastering Excel, (latest edition).

Reference Books

- 1 Power BI Quick Start Guide: Build dashboards and visualizations to make your data come to life, Devin Knight and Siddharth Mehta.
- 2 Learn Power BI: A Beginner's Guide to Analyzing Data and Creating Reports with Power BI, Murilo Miranda.
- 3 Co-Intelligence: Living and Working with AI, Ethan Mollick (for responsible AI use).

Web Links / e-Resources

- 1 <https://learn.microsoft.com/en-us/power-bi/>
- 2 <https://support.microsoft.com/en-us/excel>
- 3 <https://aistudio.google.com/>
- 4 <https://notebooklm.google.com/>
- 5 <https://www.perplexity.ai/>

Note:

- The cornerstone project team size shall be four (4) students.
- Students may select any one of the above prescribed projects or a project of their own choice with the prior permission of the Course instructor.
- The evaluation of the Cornerstone Project shall be based on the project implementation, oral presentation, 10-minute video presentation, report and viva voce.
- The video presentation should consist of the working procedure of the project along with contribution of each student for a minimum of 2 minutes.
- Finally, the Source code of the cornerstone Project has to be pushed into the Students GitHub repository (if applicable).

Discrete Mathematics
(Common to CSE, IT, AIML & CSE (DS))

Course Code: 2501MA08

L T P C
2 1 0 3

Course Outcomes:

At the end of the course, student will be able to:

- CO1:** Apply the principles of mathematical logic to statement calculus and predicate calculus.
- CO2:** Compute transitive closure, equivalence classes of binary relations.
- CO3:** Apply basic counting techniques to solve the combinatorial problems.
- CO4:** Solve recurrence relations by various methods.
- CO5:** Apply the concepts of Graph theory to find Euler paths, Hamiltonian paths and demonstrate different traversal methods for trees.

Mapping of Course Outcomes with Program Outcomes:

CO/PO	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11
CO1	3	2	-	-	-	-	-	-	-	-	-
CO2	3	2	-	-	-	-	-	-	-	-	-
CO3	2	3	-	-	-	-	-	-	-	-	-
CO4	3	2	-	-	-	-	-	-	-	-	-
CO5	3	2	-	-	-	-	-	-	-	-	-

UNIT-I

Logic: Propositional Logic: Statements and logical connectives, Well-Formed Formulas, Truth Tables, Tautologies, Equivalence of Formulas, Duality Law, Tautological Implications, Normal Forms, Theory of Inference for Statement Calculus. Predicate Logic: Statement Functions, Variables, and Quantifiers; Inference Theory for Predicate Calculus.

Practice(Using any computational tool) :

- Construct the truth table calculator taking two inputs, P and Q, and calculate AND, OR and NOT.

UNIT-II

Relations: Properties of Binary Relations, Relation Matrix, Digraph, Operations on Relations, Partition and Covering, Transitive, Closure, Warshall Algorithm, Equivalence Relation, R-Equivalence Class, partially ordered sets, Hasse Diagrams.

UNIT-III

Combinatorics: Basis of Counting, Permutations, Permutations with Repetitions, Circular and Restricted Permutations, Combinations, Restricted Combinations, Binomial and Multinomial Coefficients and Theorems.

UNIT-IV

Recurrence Relations: Formation of Recurrence Relations, Solving Recurrence Relations by Substitution and Generating Functions, Method of Characteristic Roots.

Practice (Using any computational tool):

1. Compute the n^{th} Fibonacci number

UNIT – V

Graph Theory: Basic Concepts of Graphs, Matrix Representation of Graphs: Adjacency Matrix, Incidence Matrix, Isomorphic Graphs, Paths and Circuits, Euler and Hamilton Graphs, Planar Graphs, and Euler's Formula.

Trees: Tree Properties, Spanning Trees, BFS Algorithm, DFS Algorithm, Minimal Spanning Trees, and Kruskal's Algorithm, Graph coloring, chromatic number.

Practice (Using any computational tool):

1. BFS and DFS algorithms.

Text Books:

- 1 Discrete Mathematics and its Applications with Combinatorics and Graph Theory, Kenneth H. Rosen, McGraw Hill Education (India) Private Limited. ISBN 9780070681880.
- 2 Discrete Mathematical Structures with Applications to Computer Science, J. P. Tremblay and R. Manohar, Tata Mc Graw Hill. ISBN 978-0074631133

Reference Books:

- 1 Discrete Mathematical Structures, Bernard Kolman, Robert C. Busby and Sharon Cutler Ross, PHI. ISBN 978-9332549593.
- 2 Mathematical Foundations of Computer Science, S. Santha, E. V. Prasad, Cengage Publishers. ISBN 978-8131515938.

Web Links:

- 1 <http://nptel.ac.in/courses/106106094/>
- 2 <http://mathworld.wolfram.com/classroom/classes/DiscreteMathematics.html>
- 3 <http://mathworld.wolfram.com/topics/GeneralLogic.html>
- 4 <https://ggc-discrete-math.github.io/>

Probability & Statistics
(Common to CSE, IT, AIML & CSE(DS))

L T P C
2 1 0 3

Course Code: 2501MA09

Course Outcomes:

At the end of the course, student will be able to:

- CO1:** Apply Baye's theorem
- CO2:** Apply various Probability distributions for both discrete and continuous random variables
- CO3:** Compute mean and variance of sample means with replacement and without replacement and maximum errors.
- CO4:** Apply various tests to test the hypothesis concerning mean, Proportion, variance and attributes.
- CO5:** Apply the concepts of correlation and regression to the given statistical data.

Mapping of Course Outcomes with Program Outcomes:

CO/PO	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11
CO1	2	3	-	-	-	-	-	-	-	-	-
CO2	3	2	-	-	-	-	-	-	-	-	-
CO3	2	3	-	-	-	-	-	-	-	-	-
CO4	3	2	-	-	-	-	-	-	-	-	-
CO5	3	2	-	-	-	-	-	-	-	-	-

UNIT-I

Probability and Random Variables:

Probability – Conditional probability and Baye's Theorem-Random variables – Discrete and Continuous random variables-Mathematical Expectation, Variance and Moment generating function.

Practice(Using any computational tool):

1. Calculation of Mean and Variance.

UNIT-II

Probability Distributions:

Distribution function –Binomial, Poisson, Normal and Exponential distributions.

Practice(Using any computational tool):

1. Discrete and continuous probability distributions (Binomial, Poisson, normal and exponential distributions)

UNIT-III

Data Analytics and Sampling Theory:

Data science –Collection of data – primary and secondary data – Types of variables: dependent and independent Categorical and Continuous variables – Data visualization – Measures of Central tendency(Mean,mode and median) – Measures of Variability (spread or variance).

Sampling Theory: Introduction – Population and samples – Sampling distribution of Means and Variance – Central limit theorem (without proof)-Point and Interval estimations – Maximum error of estimate.

Practice (Using any computational tool):

1. Finding measures of variability and central tendency (mean, median, mode, arithmetic mean, geometric mean, Variance)
2. Data visualization (Construction of bar charts, pie charts).
3. Construction of confidence intervals

UNIT-IV

Tests of Hypothesis: Introduction – Hypothesis – Null and Alternative Hypothesis – Type I and Type II errors – Level of significance – One tail and two-tail tests – Tests concerning one mean and two means (Large and Small samples) – Tests on proportions, Chi-Square and F test.

Practice(Using any computational tool):

1. Z-test, t-test and Chi-square test

UNIT – V

Correlation and Regression: Method of least squares – Straight line - nonlinear curves– parabola -Exponential – Power curves-Correlation – Karl Pearson’s correlation coefficient – rank correlation – regression– regression coefficients and properties (without proof) – regression lines.

Practice(Using any computational tool):

1. Finding correlation coefficient and regression lines.

*Students are advised to use any Programming language/computational tool/AI tool like Python, Excel, PowerBI, Wolfram Alpha, Symbolab, Mathway, etc., for the practice.

Text Books:

1. Miller and Freund’s, Probability and Statistics for Engineers, 9/e, Pearson, 2020. ISBN 978-9353945237
2. Fundamentals of Mathematical Statistics, S.C. Gupta and V.K.Kapoor, 12th edition, Sultan Chand & Sons Publications, 2020. ISBN **978-9351611738**

Reference Books:

1. Probability, Statistics and Random processes, T.Veerarajan, Tata McGraw-Hill. ISBN 978-0070669253
2. Probability and statistics by T.K.V. Iyengar, S. Chand publishers, 2022 ISBN 9789355010643
3. Modern Statistics: Intuition, Math, Python, R by Mike X Cohen. ISBN 9798867723736

Web Links:

- 1 https://onlinecourses.nptel.ac.in/noc21_ma74/preview
- 2 <http://mathworld.wolfram.com/topics/ProbabilityandStatistics.html>
- 3 <https://www.khanacademy.org/math/statistics-probability>
- 4 <https://www.geeksforgeeks.org/statistics-with-python/>
- 5 <https://www.coursera.org/learn/inferential-statistical-analysis-python?specialization=statistics-with-python>

Artificial Intelligence
(Common to CSE, IT, AIML & CSE(DS))

Course Code: 2501AI02	L	T	P	C
	2	0	1	3

Course Outcomes: At the end of the Course, Student will be able to:

- CO1:** Illustrate the foundations, history, and applications of Artificial Intelligence using modern tools
CO2: Develop AI-based problem-solving models using Python
CO3: Implement search and optimization algorithms using Python libraries
CO4: Apply knowledge representation techniques using Python frameworks
CO5: Design simple intelligent systems and expert systems using Python

Mapping of Course Outcomes with Program Outcomes:

CO/PO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11
CO1	3			1				1	1		1
CO2	3	2		2				1	1		1
CO3	3	2	1	2	1			1	1		1
CO4	2		1					1	1		
CO5	2	2	1	1	1			1	1		1

Mapping of Course Outcomes with Program Specific Outcomes:

CO/PSO	PSO1	PSO2
CO1	1	
CO2	2	1
CO3	1	1
CO4	1	
CO5	1	1

Unit - I

Introduction to AI & Python Foundations

What is AI? Foundations and History of AI, AI Applications in real-world systems, Intelligent Agents and Environment, Rationality and Types of Agents, Fundamentals of Python for AI applications.

Practice (Python-based):

1. Implement simple AI agent (e.g., vacuum cleaner agent simulation)
2. Rule-Based AI Agent (Weather Decision Agent)

Unit – II

Problem Solving & Search Algorithms

Problem formulation and state space representation, Control strategies, Search strategies, Uninformed Search: BFS, DFS, Uniform Cost Search, Informed Search: Greedy, A* Algorithm, Heuristics and evaluation functions.

Practice (Python):

1. Implement DFS algorithm for Water Jug Problem
2. Solve Tic-Tac-Toe using BFS search strategy.
3. Implement A* Algorithm for pathfinding (e.g., grid navigation)

Unit – III**Optimization & Game Playing**

Problem graphs, Matching, Indexing, Local Search Algorithms: Hill Climbing, Simulated Annealing, Optimization Problems, Searching with Nondeterministic Actions, Constraint Satisfaction Problems (CSP), Game Playing: Minimax Algorithm, Alpha-Beta Pruning

Practice (Python):

1. Solve 8-Puzzle using Hill Climbing
2. Implement Travelling Salesman Problem (TSP) using heuristic approach

Unit – IV**Knowledge Representation**

Knowledge Representation Techniques, Propositional Logic & Predicate Logic, Inference & Resolution, Semantic Networks and Frames, Representation of knowledge through Planning generation Systems-K Strips Strategic explanations Why, why not and how explanations.

Practice (Python):

1. a) Implement Predicate Logic using Python (SymPy / logic module)
b) Develop a Semantic Network (e.g., Animals or Transport)
2. Create a Frame-based system (Restaurant domain)

Unit – V**Expert Systems & Modern AI Applications**

Expert Systems Architecture, Knowledge Acquisition & Representation, Meta knowledge, Rule-based Systems, Ethics in AI, Typical expert systems – EMYCIN, DART, XOON, Expert systems shells.

Practice (Python):

1. Build a Travel Recommendation Expert System
2. Develop a Student Career Guidance System

Text Books

1. Artificial Intelligence: A Modern Approach – Stuart Russell & Peter Norvig (need to add details)
2. Artificial Intelligence: Foundations of Computational Agents – Poole & Mackworth

Reference Books

1. Artificial Intelligence with Python – Prateek Joshi
2. Hands-On Machine Learning with Scikit-Learn & TensorFlow – Aurélien Géron
3. Python AI Projects for Beginners – Prateek Joshi

Web Resources

1. <https://docs.python.org>
2. <https://nptel.ac.in/courses/106105077>
3. <https://nptel.ac.in/courses/106106126>

Object Oriented Programming through C++

(Common to CSE, IT, AIML & CSE(DS))

	L	T	P	C
Course Code: 2501CS08	2	0	2	4

Course Outcomes:

At the end of the course, student will be able to:

CO1: Make use of C and C++ programming constructs to demonstrate OOP concepts

CO2: Develop applications using constructor and destructor.

CO3: Apply C++ features for problem solving.

CO4: Apply inheritance concepts and file I/O to solve a given problem.

CO5: Design C++ classes using templates and STL.

Mapping of Course Outcomes with Program Outcomes:

CO/PO	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11
CO1	2	1	2					1	1		
CO2	1	2	2					1	1		
CO3	1	1	1					1	1		
CO4	1	1	2					1	1		
CO5	2	1	2					1	1		

Mapping of Course Outcomes with Program Specific Outcomes:

CO/PSO	PSO1	PSO2
CO1	2	
CO2	2	
CO3	2	
CO4	2	
CO5	2	

UNIT – I

Introduction to C++: Differences between C and C++, Disadvantages of Conventional Programming, Evolution of C++, Key Concepts of Object Oriented Programming, Structure of C++ program, Advantages of OOP, scope resolution Operator, Namespace.

Practice:

- Find the roots of a quadratic equation.
- Find factorial of a given number using recursion
- Implement scope resolution and namespaces.
- Illustrate the use of default arguments and access specifiers

UNIT – II

Classes and Objects: Declaring Objects- Access Specifiers and their Scope, Defining Member Function, Rules for Inline Functions, static Member Variable, static Member Function, Friend functions, overloading Member Function, Array of Objects, Object as Parameter, Object as return type, Nested class, Introduction to Constructors and Destructor, Characteristics of Constructor and Destructor, Application with Constructor, Constructor with Arguments, Copy Constructor, Anonymous Objects.

Practice:

1. Program to illustrate inline functions and function overloading.
2. Program to illustrate friend function
3. Program to illustrate the use of Constructors and Destructors.
4. Program illustrating Constructor overloading.
5. Program illustrating Copy Constructor.

UNIT – III

Operator Overloading: Introduction, The Keyword Operator, Rules for Overloading Operators, Overloading Unary Operator, Overloading Binary Operator, Overloading using friend function.

Inheritance: Introduction, Reusability, Types of Inheritance, Virtual Base Classes, Object as a Class Member, Abstract Classes, Advantages and Disadvantages of Inheritance. Pointer to Class- Pointer Object, this Pointer, Pointer to Derived Classes and Base Class.

Binding Polymorphisms and Virtual Functions: Introduction, Binding in C++, Virtual Functions, Rules for Virtual Function, Abstract classes, Virtual Destructor

Practice:

1. Overload Unary, and Binary Operators using member function.
2. Overload Unary, and Binary Operators using friend function.
3. Incorporate various forms of Inheritance i. Single Inheritance ii. Multiple Inheritances iii. Multi-level inheritance iv. Hierarchical Inheritance v. Hybrid inheritance
4. Order of execution of constructors and destructors in inheritance.
5. Illustrate the use of object as a class member, pointer to a class, this pointer and Virtual Base Class.
6. Illustrate virtual functions.
7. Implement pure virtual function and calculate the area of different shapes by using abstract class.

UNIT – IV

Generic Programming with Templates: Introduction, Need for Templates, Definition of class Templates, Normal Function Templates, Overloading of Template Function, Bubble Sort Using Function Templates, Difference between Templates and Macros, Linked list with templates

Practice:

1. Illustrate the use of function template.
2. Implement template class.
3. Implement class templates with multiple parameters.

UNIT – V

Exception Handling: Introduction, Principles of Exception Handling, The Keywords try throw and catch, Multiple Catch Statements.

Files: Stream I/O ,Reading and writing to Files.

Overview of Standard Template Library: Introduction, STL Programming Model, Containers, Sequence Containers, Associative Containers, Algorithms, Iterators, Vectors, Lists, Maps

Practice:

1. Implement Exceptions handling.
2. Illustrate the use of multiple catch statements.
3. Implement List, Vector and its Operations.
4. Implement Deque and its Operations.
5. Implement Map and its Operations.

Additional Practice:

- a. Develop a C++ program for flight booking system
- b. Develop Qt application containing slider and spin box in which a slider responds to changes in the spin box.
- c. Develop a Qt application for creating a text pad.
- d. Develop a C++ program with maximum of 20 characters, that your user will be guessed and will show only asterisks (*) on the screen. The user will input or enter one character at a time. And for every correct character, the asterisk will be replaced by that character until all the characters or the mystery word/s will reveal. Your program will accept a maximum three (3) errors or mistakes in entering/inputting character otherwise the mystery word/s will be viewed. Sample Output:

Output: ***** Enter your character: e

Output: ***e**e

Enter your character: a Output: sorry! the character is not existing. you still have 2 chances

Enter your character: s Output: s**e**e

Enter your character: c Output: sc*e*ce

Enter your character: i Output: scie*ce

Enter your character: n Output: science

Cornerstone Project:

PROJECT 1: Number System Toolkit

Project Implementation, Documentation and Viva Voce

- **Implementation mainly focuses on**
 - Converting numbers (Decimal ↔ Binary)
 - Checking prime and palindrome numbers
 - Use of loops and functions
 - Input validation
 - Menu-driven program.
- **Documentation must contain**
 - Objective & problem definition
 - Algorithms for conversion and checking
 - Module explanation

- Flowcharts
- Sample outputs
- Enhancements

PROJECT 2: Menu-Driven Calculator

Project Implementation, Documentation and Viva Voce

- **Implementation mainly focuses on**
 - Arithmetic operations using switch-case
 - Loop-based continuous execution
 - Handling division by zero
 - Modular functions.
- **Documentation must contain**
 - Objective
 - Flowchart
 - Module descriptions
 - Exception handling
 - Sample outputs
 - Enhancements

PROJECT 3: Student Record Manager

Project Implementation, Documentation and Viva Voce

- **Implementation mainly focuses on**
 - Storing student data using arrays
 - Searching and analyzing marks
 - Finding highest/lowest marks
 - String handling.
- **Documentation must contain**
 - Objective
 - Array structure
 - Searching logic
 - Module explanation
 - Sample outputs
 - Enhancements

PROJECT 4: Matrix Operations System

Project Implementation, Documentation and Viva Voce

- **Implementation mainly focuses on**
 - Matrix addition and multiplication
 - Transpose of matrix
 - 2D array handling
 - Validation of matrix sizes.
- **Documentation must contain**
 - Objective
 - Matrix representation
 - Algorithms
 - Module explanation
 - Sample outputs
 - Enhancements

PROJECT 5: Employee Payroll System

Project Implementation, Documentation and Viva Voce

- **Implementation mainly focuses on**

- Using structures for employee data
- Salary calculation with bonus
- Pointer usage
- Generating payslip.
- **Documentation must contain**
 - Objective
 - Structure design
 - Salary logic
 - Module explanation
 - Sample outputs
 - Enhancements
 -

PROJECT 6: Address Book System

Project Implementation, Documentation and Viva Voce

- **Implementation mainly focuses on**
 - Storing contacts using structures
 - Add, search, delete operations
 - String handling
 - Menu-driven system.
- **Documentation must contain**
 - Objective
 - Data structure design
 - Searching logic
 - Module explanation
 - Sample outputs
 - Enhancements

PROJECT 7: Bank Account System

Project Implementation, Documentation and Viva Voce

- **Implementation mainly focuses on**
 - Class and object creation
 - Deposit, withdraw, balance check
 - Encapsulation
 - Input validation.
- **Documentation must contain**
 - Objective
 - Class diagram
 - Method explanation
 - Flowchart
 - Sample outputs
 - Enhancements

PROJECT 8: Student Result System

Project Implementation, Documentation and Viva Voce

- **Implementation mainly focuses on**
 - Using classes for student data
 - Grade calculation
 - Displaying results
 - Function modularization.
- **Documentation must contain**
 - Objective
 - Class design

- Grade logic
- Module explanation
- Sample outputs
- Enhancements

PROJECT 9: File-Based Notes Saver

Project Implementation, Documentation and Viva Voce

- **Implementation mainly focuses on**
 - Writing and reading from files
 - Appending notes
 - File handling using fstream.
- **Documentation must contain**
 - Objective
 - File handling flow
 - Module explanation
 - Sample outputs
 - Enhancements

PROJECT 10: Quiz Game System

Project Implementation, Documentation and Viva Voce

- **Implementation mainly focuses on**
 - MCQ-based quiz
 - Score calculation
 - File storage for results
 - OOP concepts.
- **Documentation must contain**
 - Objective
 - Class structure
 - Question handling logic
 - Module explanation
 - Sample outputs
 - Enhancements

Text Books:

- 1 The Complete Reference C++, Herbert Schildt, Fourth Edition, TMH,Fourth Edition, ISBN-100070411832.
- 2 The C++ Programming Language, Bjarne Stroustrup, Pearson, Fourth Edition, ISBN 978-013352 2884.

Reference Books:

- 1 A First Book Of C++, Gary Bronson, Fourth Edition, Cengage Learning ISBN-10. 8131532712 and ISBN-13. 978-8131532713
- 2 C++ Primer Plus By Stephen Prata, Sixth Edition, Pearson ISBN: 978-0321776402
- 3 C++ Programming:From Problem Analysis To Program Design, Ds Malik,Eighth Edition, Cengage Learning ISBN: 9781337102087

Web Links:

- 1 <http://nptel.ac.in/courses/106105151/>
- 2 <http://www.geeksforgeeks.org/c-plus-plus/>
- 3 https://infyspringboard.onwingspan.com/web/en/viewer/html/lex_auth_01350157284861542410101
- 4 <https://www.udemy.com/course/beginning-c-plus-plus-programming/>

Note:

- The Cornerstone project team size shall be four (4) students.
- Students may select any one of the above prescribed projects or a project of their own choice with the prior permission of the Course instructor.
- The SEE – Lab shall be evaluated for 50 marks based on project implementation, oral presentation, 10-minute video presentation, and viva voce.
- The video presentation should consist of the working procedure of the project along with contribution of each student for a minimum of 2 minutes.

Database Management Systems

(Common to CSE, IT, AIML & CSE(DS))

L	T	P	C
2	0	2	4

Course Code: 2501IT05

Course Outcomes:

At the end of the course, student will be able to:

- CO1:** Describe the Fundamental concepts of DBMS.
- CO2:** Interpret relational database using SQL.
- CO3:** Make use of normalization techniques for database design.
- CO4:** Illustrate the mechanisms of transaction management.
- CO5:** Optimize database performance with advanced indexing, query optimization, and robust backup and recovery strategies.

Mapping of Course Outcomes with Program Outcomes:

CO/PO	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11
CO1	3	2									
CO2	2	3	2								
CO3	3		2								
CO4		2	3								
CO5			3	3	2						

Mapping of Course Outcomes with Program Specific Outcomes:

CO/PSO	PSO1	PSO2
CO1	2	
CO2		3
CO3	3	
CO4		2
CO5	3	

UNIT – I

Introduction to DBMS: History and Architecture, Need and Purpose of DBMS, Applications of DBMS, Data and Metadata, Levels of abstraction, Three-Schema Architecture, structure of DBMS, Database Users & Roles of DBA, Basics of Parallel and Distributed Databases, Specialty Databases – Spatial, Temporal, Multimedia, NoSQL.

View of Data : Concepts of Schema, Data Models(Relational, ER, Object-based, Semi-structured), Steps in Database Design, Database system environment, Centralized and Client Server architecture for the database.

Practice

1. Familiarization with installation of DBMS(oracle 10g).
2. Draw the schema model for a University Database System by identifying the main entities using draw.io/diagrams.net or any similar tool.

UNIT – II

Introduction to the Relational Model: Structure of Relational Model, concepts of domain, attribute, tuple, relation, Database Schema and Schema Diagrams, Keys in Relational Model: Primary, Candidate, Alternate, Foreign, Importance and Handling of NULL Values, Relational Algebra: Fundamental Operations.

Basic SQL: Data types, table definitions (create, alter), DML operations (insert, delete, update), basic SQL querying (select, where clause, projection), arithmetic & logical operations, SQL functions, Introduction to GROUP BY and HAVING clauses.

Practice

1. Querying and modifying the database using Data Manipulation Language commands - select, insert, update, delete.
2. Implementation of SQL Functions – Use group-by and having clause.
 - Find Customer Referee using DML Operations
 - <https://leetcode.com/problems/find-customer-referee/description/?envType=study-plan-v2&envId=top-sql-50>
 - Average Time of Process per Machine using aggregate functions.
 - <https://leetcode.com/problems/average-time-of-process-per-machine/description/?envType=study-plan-v2&envId=top-sql-50>
 - DML Operations on given schema
 - <https://www.hackerrank.com/challenges/revising-the-select-query-2/problem?isFullScreen=true>
 - Aggregate Operators
 - <https://www.hackerrank.com/challenges/earnings-of-employees/problem?isFullScreen=true>
 - Basic Queries for salaries of employees
 - <https://www.hackerrank.com/challenges/salary-of-employees/problem?isFullScreen=true>

UNIT – III

ER Model – Introduction to entities, attributes, entity sets, relationships, relationship sets, constraints. Specialization, generalization, inheritance, subclasses and super classes using ER diagrams.

Advanced SQL – Creating tables with relationships, implementing key and integrity constraints, nested and correlated subqueries, grouping, aggregation, ordering, different types of joins (natural, equi, outer, left, right, inner), views (updatable and non-updatable), relational set operations.

Practice:

1. Perform join operations: natural, equi-join, outer join, left, right, inner; assess query performance.
2. Perform set operations: union, intersection, difference.
3. Implement nested and correlated subqueries.
4. Creating and querying views and materialized views.
 - Queries using join operations Ex: Product Sales Analysis I
 - <https://leetcode.com/problems/product-sales-analysis-i/description/?envType=study-plan-v2&envId=top-sql-50>
 - Queries using Nested queries. Ex: Employees Whose Manager Left the Company

- <https://leetcode.com/problems/employees-whose-manager-left-the-company/description/?envType=study-plan-v2&envId=top-sql-50>
- Queries using join operations
 - <https://leetcode.com/problems/primary-department-for-each-employee/description/?envType=study-plan-v2&envId=top-sql-50>
- Queries challenge the pads problem
 - <https://www.hackerrank.com/challenges/the-pads/problem?isFullScreen=true>
- Queries type of triangle problem
 - <https://www.hackerrank.com/challenges/what-type-of-triangle/problem?isFullScreen=true>
- Joins
 - <https://www.hackerrank.com/challenges/the-report/problem?isFullScreen=true>

UNIT – IV

Normalization: Purpose of Normalization or schema refinement, concept of functional dependency, normal forms based on functional dependency (1NF, 2NF and 3 NF), concept of surrogate key, Boyce-Codd normal form (BCNF), Lossless join and dependency preserving decomposition, Fourth normal form(4NF), Fifth Normal Form (5NF).

Transaction Concept: Transaction State, Implementation of Atomicity and Durability, Concurrent Executions, Serializability, Recoverability, Storage, Recovery and Atomicity, Recovery algorithm.

Practice

1. **Implement SQL queries on a normalized database schema** using the given university database structure. The schema consists of the following tables:
 - **Students** (StudentID, StudentName, Major)
 - **Courses** (CourseID, CourseName, Credits)
 - **Enrollments** (StudentID, CourseID, EnrollmentDate)
 - **Instructors** (InstructorID, InstructorName, Phone)
 - **Course_Instructors** (CourseID, InstructorID)
2. (a) Implementation of Data Control Language commands – grant and revoke.
- (b) Implementation of Transaction Control Language commands - commit, savepoint, and rollback.
 - Understanding Transaction, Commit and Rollback
 - <https://www.codechef.com/learn/course/sql/SQ00LS10A/problems/TRA01>
 - Queries on normalized database.
 - <https://www.hackerrank.com/challenges/symmetric-pairs/problem?isFullScreen=true>
 - Queries on occupations
 - <https://www.hackerrank.com/challenges/occupations/problem?isFullScreen=true>

UNIT – V

Indexing Techniques: Introduction, B+ Trees: Search, Insert, delete algorithms, File Organization and Indexing, Cluster Indexes, Primary and Secondary Indexes, Index data Structures, Hash Based Indexing: Tree base Indexing, Comparison of File Organizations.

Database Tuning: Introduction, Database Performance Tuning, Query Optimization: Introduction, Query Optimization algorithms, Backup and Recovery.

Practice

1. Create a Primary, Secondary Index on a Column.
2. Retrieve Data Using an Index.
3. Insert Data and Update Indexes.
4. Delete Data and Impact on Indexes.

*** Note:** The student must Complete & Submit a Database Foundations Certificate Course offered by Oracle Academy at the end of the Practice Session.

Capstone Project:

Project 1: University Academic Management

Project 2: Hospital Management System

Project 3: E-Commerce Order Management System

Project 4: Library Management System

Project 5: Bank Account Management System

Project 6: Online Shopping System

Project 7: Software Management System

Students should maintain for the project:**Data (Database)**

- Identify at least 6 entities for your domain (e.g., Student, Course, Faculty, Department, Enrollment, Results)
- Define all attributes for each entity – simple, composite, multi-valued, and derived attributes
- Maintain tables e.g., Students, Courses, Faculty, Enrollment, and Results
- Ensure proper relationships (Student–Course via Enrollment, Faculty–Course)
- Store accurate data with primary keys, foreign keys, and constraints
- Avoid redundancy through normalization (up to 3NF)
- Maintain data integrity and validation (no duplicate IDs, valid grades)

Documentation

- Clear objective and problem definition
- Well-defined database schema (tables & attributes)
- ER diagram showing entities and relationships
- Explanation of modules and functionalities
- Description of SQL operations and queries used
- Sample outputs/screenshots
- Mention of enhancements and improvements

Textbooks:

- 1 Database System Concepts ,Abraham Silberschatz, Henry Korth, and S. Sudarshan, McGraw-Hill , 8th Edition, ISBN-13: 978-1260230508.
- 2 Database Management Systems, Raghurama Krishnan, Johannes Gehrke, McGraw-Hill, 4th Edition, ISBN: 978-1260091195.

Reference Books:

- 1 Database Systems, Ramez Elmasri, Shamkant B. Navathe, 7th Edition, Pearson, ISBN: 978-0137504277.
- 2 Database Systems, Carlos Coronel, Steven Morris, Peter Rob, 10th Edition, Cengage, ISBN: 978-0357517864.
- 3 Introduction to Database Systems, C J Date, Pearson, 9th Edition, ISBN: 978-0133970777.

Web Links:

- 1 <https://academy.oracle.com/pages/coursedescription/Oracle%20Academy%20Database%20Foundations%20Course%20Description.pdf>
- 2 <https://www.w3schools.com/sql/>
- 3 https://onlinecourses.nptel.ac.in/noc22_cs91/

Additional Practice:

S.No	Difficulty	Problem Name	Link
1.	Easy	Select	https://www.codechef.com/learn/course/sql/SQ00LS04/problems/GSQ17
2.	Easy	DML queries	https://leetcode.com/problems/second-highest-salary/description/
3.	Easy	Select All	https://www.hackerrank.com/challenges/select-all-sql/problem?isFullScreen=true
4.	Easy	Basic employee names	https://www.hackerrank.com/challenges/name-of-employees/problem?isFullScreen=true
5.	Easy	Aggregate functions	https://www.hackerrank.com/challenges/revising-aggregations-sum/problem?isFullScreen=true
6.	Easy	Basic SQL Querying	https://www.codechef.com/learn/course/sql/SQ00LS04/problems/GSQ21
7.	Easy	Basic Join	https://www.hackerrank.com/challenges/the-report/problem?isFullScreen=true
8.	Easy	Basic Join	https://www.hackerrank.com/challenges/average-population-of-each-continent/problem?isFullScreen=true
9.	Easy	Views	https://leetcode.com/problems/article-views-i/
10.	Easy	Database Normalization	https://www.hackerrank.com/challenges/placements/problem?isFullScreen=true
11.	Easy	1NF	https://www.hackerrank.com/challenges/database-normalization-1-1nf/problem?isFullScreen=true
12.	Easy	1NF/2NF/3NF	https://www.hackerrank.com/challenges/database-normalization-123nf/problem?isFullScreen=true
13.	Easy	2NF/3NF	https://www.hackerrank.com/challenges/database-normalization-4/problem?isFullScreen=true
14.	Easy	Select	https://www.hackerrank.com/challenges/average-population-of-each-continent/problem?isFullScreen=true
15.	Easy	Select ID	https://www.hackerrank.com/challenges/select-by-id/problem?isFullScreen=true
16.	Easy	attributes	https://www.hackerrank.com/challenges/japanese-cities-attributes/problem?isFullScreen=true
17.	Easy	Select	https://www.hackerrank.com/challenges/select-by-id/problem?isFullScreen=true
18.	Easy	Select	https://www.hackerrank.com/challenges/weather-observation-station-3/problem?isFullScreen=true
19.	Easy	Select	https://www.hackerrank.com/challenges/weather-observation-station-1/problem?isFullScreen=true
20.	Easy	Select	https://www.hackerrank.com/challenges/more-than-75-marks/problem?isFullScreen=true
21.	Easy	Indexing	https://leetcode.com/problems/create-a-new-column/description/
22.	Medium	BCNF	https://www.hackerrank.com/challenges/database-normalization-5/problem?isFullScreen=true
23.	Medium	4NF	https://www.hackerrank.com/challenges/database-normalization-10/problem?isFullScreen=true

24.	Medium	select	https://www.hackerrank.com/challenges/the-company/problem?isFullScreen=true
25.	Medium	joins	https://www.hackerrank.com/challenges/harry-potter-and-wands/problem?isFullScreen=true
26.	medium	Indexing	https://leetcode.com/problems/primary-department-for-each-employee/description/
27.	Medium	Group BY	https://leetcode.com/problems/product-price-at-a-given-date/description/
28.	Medium	Group BY	https://leetcode.com/problems/group-sold-products-by-the-date/description/
29.	Hard	Delete index	https://leetcode.com/problems/delete-duplicate-emails/description/
30.	Hard	Insert and update	https://leetcode.com/problems/trips-and-users/description/
31.	Hard	Insert and update	https://leetcode.com/problems/students-and-examinations/description/
32.	Hard	Delete index	https://leetcode.com/problems/immediate-food-delivery-ii/description/
33.	Hard	Views	https://www.hackerrank.com/challenges/interviews/problem?isFullScreen=true
34.	Hard	joins	https://www.hackerrank.com/challenges/15-days-of-learning-sql/problem?isFullScreen=true

	Aditya's Internal Coding Platform (Maya)	Code chef	Hacker rank	Leet code	Total
Unit-1	0	0	0	0	0
Unit-2	0	0	3	2	5
Unit-3	0	0	3	3	6
Unit-4	0	1	2	0	0
Unit-5	0	0	0	0	0
Additional Practice	0	2	22	10	34
Total	0	3	30	15	45

Note:

- The cornerstone project team size shall be four (4) students.
- Students may select any one of the above prescribed projects or a project of their own choice with the prior permission of the Course instructor.
- The evaluation of the Cornerstone Project shall be based on the project implementation, oral presentation, 10-minute video presentation, report and viva voce.
- The video presentation should consist of the working procedure of the project along with contribution of each student for a minimum of 2 minutes.
- Finally, the Source code of the cornerstone Project has to be pushed into the Students GitHub repository (if applicable).

Data Mining
(Common to CSE, IT, AIML & CSE(DS))

Course Code: 2501AI03

L T P C
2 0 1 3

Course Outcomes:

At the end of the course, student will be able to:

- CO1:** Illustrate data warehousing architectures and mining concepts for knowledge discovery.
- CO2:** Apply preprocessing techniques to prepare data for mining algorithms.
- CO3:** Build classification model using Decision tree induction.
- CO4:** Analyze association rule generation using Apriori and FP growth algorithms.
- CO5:** Apply Clustering algorithms on given data to find similarity between classes.

Mapping of Course Outcomes with Program Outcomes:

CO/PO	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11
CO1	2	2	2		1			1	1		2
CO2	2	2	2		2			1	1		2
CO3	2	2	3		1			1	1		2
CO4	2	2	3		1			1	1		2
CO5	2	2	3		1			1	1		2

Mapping of Course Outcomes with Program Specific Outcomes:

CO/PSO	PSO1	PSO2
CO1		1
CO2		2
CO3		2
CO4		2
CO5		2

UNIT-I

Data Warehousing and Online Analytical Processing:

Data Warehouse: Basic Concepts, Data Warehouse Modeling: Data Cube and OLAP, Data Warehouse Design and Usage, Data Warehouse Implementation, Data Generalization by Attribute Oriented Induction.

Data Mining: What Is Data Mining, Why Data Mining, Data Mining Functionalities, Technologies Are Used, Major Issues in Data Mining, Architecture Of Data Mining Systems Classification Of Data Mining Systems.

Practice:

1. Illustrate KDD process and explore the Data Mining tool WEKA/KNIME for Data Preprocessing, Classification and Clustering.
2. Explain ETL process important for moving data in the data warehouse.

UNIT-II

Know Your Data : Data Objects and Attribute Types, Basic Statistical Descriptions of Data, Data Visualization, Measuring Data Similarity and Dissimilarity.

Data Preprocessing : An Overview, Data Cleaning – Data Integration and Transformation – Data Reduction – Data Discretization.

Practice:

1. Apply Statistical Descriptions and Measures of Similarity and Dissimilarity on given data
2. Apply Preprocessing for training data set related to Weather data

UNIT-III

Classification and Prediction: Classification: Basic Concepts, General Approach to Solving a Classification Problem, Decision Tree Induction, Model Overfitting, Evaluating the Performance of a Classifier, Issues Regarding Classification and Prediction

Practice:

1. Demonstrate classification rule process on given data set using id3 algorithm.
2. Demonstrate classification rule process on Student's Academic Performance Data using j48 algorithm.

UNIT-IV

Mining Frequent Patterns, Associations and Correlations: Basic Concepts and Methods, Frequent Itemset Mining Methods, Which Patterns Are Interesting?—Pattern Evaluation Methods, Association Mining to Correlation Analysis.

Practice:

1. Demonstrate Association rule generation on credit card data using apriori algorithm.
2. Demonstrate Association rule process on contact lenses. arff using FPGrowth Algorithm

UNIT – V

Cluster Analysis: Types of Data in Cluster Analysis – A Categorization of Major Clustering Methods – Partitioning Methods – Hierarchical methods – Evaluation of Clustering, Mining Spatial, Multimedia, Text and Web Data: Multidimensional Analysis and Descriptive Mining of Complex Data Objects – Spatial Data Mining – Multimedia Data Mining – Text Mining – Mining the World Wide Web.

Practice

1. Demonstrate clustering process on given dataset using simple k-means
2. Apply Hierarchical clustering process on dataset.

Cornerstone Project:

“Student Activity & Trend Detection using Data Mining (Library, Attendance, Events, Feedback)”

Introduction

This project focuses on identifying patterns and trends in student activities using data mining techniques. The analysis integrates multiple datasets such as Library Usage, Attendance, Event Participation, and Student Feedback.

Dataset Details

You will work with four primary datasets. Each dataset can be downloaded from publicly available sources such as Kaggle. Below are the complete details:

Project 1: Library Dataset

- Fields: StudentID, BookID, BorrowDate, ReturnDate, Category
- Purpose: Measure academic involvement through book borrowing patterns.
- Download: Kaggle – Book Recommendation or Library Management datasets.

1. Book Recommendation Dataset (contains user–book interactions)

 <https://www.kaggle.com/datasets/mohamedharris/book-recommendation-dataset>

2. Library Management System Dataset

 <https://www.kaggle.com/datasets/saurabhbhagchi/books-dataset>

3. Goodreads Book Borrow/User Activity Dataset

 <https://www.kaggle.com/datasets/gnanesh/goodreads-books-dataset>

Project 2: Attendance Dataset

- Fields: StudentID, AttendancePercentage, Class, Section, Subject
- Purpose: Identify correlation between attendance and performance.
- Download: Kaggle – Student Performance/Attendance datasets.

1. Student Performance & Attendance Dataset

 <https://www.kaggle.com/datasets/rodsaldanha/student-performance-data>

2. Students Exam Performance (contains attendance proxy + scores)

 <https://www.kaggle.com/datasets/spscientist/students-performance-in-exams>

3. Student Academic Performance Dataset (includes attendance)

 <https://www.kaggle.com/datasets/whenamancodes/students-performance>

Project 3: Events Participation Dataset

- Fields: StudentID, EventName, ParticipationType, CertificatesWon, EventCategory
- Purpose: Analyze co-curricular engagement.
- Download: Kaggle – Student activities & performance datasets.

1. Student Activity & Performance Dataset

 <https://www.kaggle.com/datasets/ardianumam/student-activity-and-performance>

2. Extra-curricular Activities & Participation Dataset

 <https://www.kaggle.com/datasets/lokhman/extra-curricular-activities-students>

3. Co-Curricular Activity Participation Dataset

 <https://www.kaggle.com/datasets/abhinavmoudgil95/student-activity-data>

Project 4: Student Feedback Dataset

- Fields: StudentID, CourseRating, TeacherRating, Comment, Sentiment
- Purpose: Extract student satisfaction trends (text + numeric feedback).
- Download: Kaggle – Feedback/Evaluations datasets.

1. Student Course Evaluation Dataset

 <https://www.kaggle.com/datasets/mateusdmachado/students-course-evaluations>

2. Student Satisfaction Survey (Feedback)

 <https://www.kaggle.com/datasets/ananthu017/student-feedback-survey>

3. Teaching Evaluation Dataset (Large Text Feedback)

 <https://www.kaggle.com/datasets/xplenty/academic-success-with-student-evaluations>

Student can select any one of the above and implement the capstone project using the following steps.

I. Data Preprocessing

1. Cleaning:

- Remove missing values.
- Normalize date formats (BorrowDate, ReturnDate).
- Remove duplicate entries.
- Convert categorical values (Department, Event Category).

2. Feature Engineering:

- LibraryScore = Total books borrowed per semester.
- AttendanceScore = Attendance percentage.
- EventScore = Count of events attended + certificates.
- FeedbackSentiment = Polarity score extracted using NLP.

3. Dataset Integration:

- Merge all datasets using StudentID as the primary key.
- Generate consolidated activity metrics for each student.

II. Model Implementation Steps

A. Clustering (Trend Detection)

- Algorithms: K-Means, DBSCAN.
- Input Features: LibraryScore, AttendanceScore, EventScore, FeedbackSentiment.
- Output: Activity clusters such as High, Medium, Low engagement.

B. Classification

- Algorithms: Decision Tree, Random Forest, Naïve Bayes.
- Target: Predict student performance or engagement levels.

C. Topic Modeling (Feedback)

- Algorithm: LDA
- Purpose: Extract themes from feedback comments such as:
 - Teaching Quality
 - Course Difficulty

- Infrastructure
- Stress Factors

III. Data Visualization Steps

Charts to be produced after analysis:

- Heatmap: Attendance vs CGPA
- Bar Chart: Library usage by department
- Pie Chart: Event participation percentages
- Line Chart: Monthly book borrowing trend
- Word Cloud: Feedback comments

Tools: Matplotlib, Seaborn, Plotly, Power BI.

IV. Insights & Interpretation

Based on combined analysis:

- Students with high library usage often have higher attendance and performance.
- Event participation is highest among CSE and AIML departments.
- Feedback sentiment indicates improvement needed in lab infrastructure.
- Attendance dips during mid-semester months but library usage peaks.

These insights help universities in academic planning and student support.

Text Books:

- 1 Data Mining Concepts and Techniques, Jiawei Han, Micheline Kamber and Jian Pei Third Edition, Elsevier, ISBN: 978-9380931913
- 2 Introduction to Data Mining, PangNing Tan, Michael Steinbach and Vipin Kumar Pearson Education, ISBN: 978-1-292-02615-2

Reference Books:

- 1 Data Mining: Introductory and Advanced Topics, Margaret H. Dunham, 1st Edition Pearson Edn, ISBN: 978-8177587852
- 2 Data Mining Techniques and Applications An Introduction, Hongbo Du, 1st Edition, Cengage India, ISBN: 978-8131519554
- 3 Data Warehousing, Data Mining and OLAP, Alex Berson,.Stephen J. Smith, McGrawHill series, ISBN: 978-0070062726

Web Links:

- 1 <https://nptel.ac.in/courses/106105174/>
- 2 <https://www.kdnuggets.com/>
- 3 <https://www.import.io/post/datascientistsvsdataanalystswhythedistinctionmatters/>

Note:

- The capstone project team size shall be 3 or 4 students.
- Students may select any one of the above prescribed projects or a project of their own choice with the prior permission of the Course instructor.
- The CIE – DDA & Internal Lab shall be evaluated for 25 marks based on project implementation, oral presentation, 10-minute video presentation, report and viva voce.
- The video presentation should consists of the working procedure of the project along with contribution of each student for a minimum of 2 minutes.
- Finally, the Source code of the capstone Project has to be pushed into the Students GitHub repository.

Java Programming

(Common to CSE, IT, AIML & CSE(DS))

Course Code: 2501IT06

L	T	P	C
2	0	2	4

Course Outcomes:

At the end of the course, student will be able to:

CO1: Apply Java features for problem solving.

CO2: Build applications using principles of OOPs, interfaces and Packages.

CO3: Develop programs using Exception Handling to handle run-time errors.

CO4: Develop applications using multithreading for inter thread communication.

CO5: Build JDBC applications for performing CRUD operations using MySQL.

Mapping of Course Outcomes with Program Outcomes:

CO/PO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11
CO1	2	1	1		1				1	2	1
CO2	2	1	3		1				1	2	1
CO3	2	3	2		1				1	2	1
CO4	2	2	2		1				1	2	1
CO5	2	2	3		1				1	2	1

Mapping of Course Outcomes with Program Specific Outcomes:

CO/PSO	PSO1	PSO2
CO1	1	
CO2	1	
CO3	1	
CO4	2	
CO5	3	

UNIT – I

Introduction to Java: History of Java, Features of Java Language, JVM Architecture, Java source file structure. Building Blocks of Java, Control Statements, Operators, Type Conversion, Command Line Arguments, Arrays.

Practice:

1. Control Statements

a. Select all the prime numbers within the range of 1 to 100.

https://leetcode.com/problems/count-primes/description/?utm_source

b. Find the sum of all even terms in the Fibonacci sequence up to the given range N.

<https://leetcode.com/problems/fibonacci-number/description/>

c. Check whether a given number is Armstrong or not.

<https://www.hackerrank.com/contests/iiitdm-contest1/challenges/armstrong-number-2>

2. Arrays

a. Sort an array of integers in ascending order.

b. Find the maximum and minimum element in an array.

- c. Remove duplicate elements from an array.

UNIT – II

Concepts of Class: Class, Object, Method, Constructor, Overloading- Method and Constructor Keywords: this, static and final, String Class and its Methods, StringTokenizer, StringBuffer and StringBuilder.

Practice:

1. Class Mechanism

- a. Display the details of a person. Personal details should be given in one method and the qualification details in another method.
- b. Implement constructor and constructor overloading.
- c. Implement method overloading.

2. Strings

- a. Check if a given string is a pangram (contains every letter of the alphabet at least once).
- b. Find the most frequently occurring character in a string.
- c. Find all permutations of a given string.
- d. Check if a given string is a anagram (Ex: CAT and ACT).

<https://leetcode.com/problems/valid-anagram/description/>

UNIT – III

Inheritance: Inheritance, Types of Inheritance, super and super(), Method Overriding, Using final with inheritance, abstract with Class and Method, Dynamic Method Dispatch. Interfaces: Introduction to interface, Multiple inheritance.

Practice:

1. Inheritance & interface

<https://www.hackerrank.com/challenges/java-inheritance-1/problem>

<https://www.hackerrank.com/challenges/java-interface/problem>

- a. Implement multi level Inheritance.

- b. Implement multiple Inheritance.

<https://www.hackerrank.com/challenges/java-interface/problem>

- c. Find the areas of different shapes using abstract classes.

<https://www.hackerrank.com/challenges/java-abstract-class/problem>

UNIT – IV

Packages: Introduction, Importing Packages and Classes, path and classpath, Access Specifiers, java.util: Collection Framework (related interfaces and classes), java.io: FileReader, FileWriter, FileInputStream, FileOutputStream, BufferedReader and BufferedWriter, Wrapper Classes.

Practice:**1. Packages & java.io**

- a. Import and use user defined package.

<https://www.geeksforgeeks.org/java/packages-in-java/>

- b. Illustrate the use of protected members in a package.
c. Copy Even numbers into Even.txt file and Odd Numbers into Odd.txt file.

2. Collection Framework

- a. ArrayList and LinkedList
b. Iterator and Iterable
c. Comparator and Comparable
d. HashMap and TreeMap
e. HashSet and TreeSet
f. HashTable

UNIT – V

Exception Handling: Introduction, Keywords: try, catch, throw, throws and finally, Multiple Catch Clauses, Checked and Unchecked Exceptions, User Defined Exceptions.

Multithreading: Introduction, Thread Life Cycle, Creation, Priorities, Synchronization, ITC.

Java Database Connectivity: Introduction, JDBC Architecture, Types of Drivers, JDBC Environment Setup, JDBC Steps, CRUD Operations.

Practice:**1. Exception Handling**

- a. Illustrate exception handling mechanism using multiple catch clauses.
b. Make use of Built-in and user-defined Exceptions in handling a run time exception.

2. Multithreading

- a. Creates threads by extending Thread class. First thread display “Good Morning “every 1 sec, the second thread displays “Hello “every 2 seconds and the third display “Welcome” every 3 seconds, (Repeat the same by implementing Runnable).
b. Solve Producer-Consumer problem using synchronization.

3. JDBC

- a. CRUD operations.

Cornerstone Project:**PROJECT 1: Student Attendance Management System****Project Implementation, Documentation and Viva Voce**

- **Implementation mainly focuses on**
 - Adding student details, marking and viewing attendance.
 - JDBC operations: insert, update, search by roll number.
 - Input validation (no duplicate roll numbers, days $\leq$ total days).
 - Attendance percentage calculation.

- Menu-driven console workflow with exception handling.
- **Documentation must contain**
 - Objective & problem definition
 - Attendance table structure
 - ER diagram (Student → Attendance)
 - Module explanations: Add, Mark, View, Search
 - JDBC connection flow
 - Screenshots of sample input/output
 - Enhancements added (login, validation, normalization)

PROJECT 2: Library Management System

- **Implementation mainly focuses on**
 - Adding, searching, updating, deleting book records.
 - JDBC CRUD operations on books table.
 - Validation of price, quantity.
 - Implementing search by ID, title, and author.
- **Documentation must contain**
 - Objective of library automation
 - Books table schema
 - Flowchart for Add → View → Delete operations
 - Module descriptions
 - Exception handling (invalid ID)
 - Screenshots
 - Enhancements (issue records, author search)

PROJECT 3: Student Course Registration System

Implementation Mainly Focuses On

- Course registration, view, update, delete operations.
- Database design with student, course, registration tables.
- Validation for duplicate registration.
- JDBC connectivity and table relationships.

Documentation Must Contain

- Objective
- Table design (student, course, registration)
- ER diagram
- Module explanation: Register, Display, Edit
- SQL constraints used
- Screenshots of registration process

PROJECT 4: Online Student Result Management System

Implementation Mainly Focuses On

- Marks entry and validation.
- Automatic total, percentage, grade calculation.
- Result storage and retrieval using JDBC.
- Web-based form input using HTML.

Documentation Must Contain

- Objective
- Marks table schema
- Grade calculation logic
- HTML form screenshots

- JDBC code explanation
- Enhancements (validation, grade generation)

PROJECT 5: Employee Leave Management System

Implementation Mainly Focuses On

- Leave application submission.
- Balance update logic.
- Validations on leave days and employee ID.
- JDBC-based leave approval or rejection.

Documentation Must Contain

- Objective
- Employee & leave tables
- Flowchart: Apply → Validate → Approve
- Module explanation
- Screenshots of leave form and output

PROJECT 6: Online Shopping Cart Simulation

Implementation Mainly Focuses On

- Displaying products and adding items to cart.
- Stock validation before adding to cart.
- Bill calculation with discounts/coupons.
- JDBC for storing cart and order history.

Documentation Must Contain

- Objective
- Product, cart, order tables
- Module flow: Add → Update → Bill
- Billing logic with formulas
- Screenshots of cart process

PROJECT 7: Bus Ticket Booking System

Implementation Mainly Focuses On

- Booking, cancelling, viewing seat availability.
- Preventing double booking of same seat.
- Route table and seat allocation logic.
- JDBC insert/update operations.

Documentation Must Contain

- Objective
- Route and seat tables
- Seat allocation flowchart
- Module descriptions
- SQL queries
- Screenshots of booking/cancel pages

Text Books:

1. The Complete Reference Java, Herbert Schildt, TMH ,8th Edition, ISBN 978-1260440232.
2. Java one step ahead, Anita seth, B.L.Juneja, Oxford, First Edition. ISBN: 9780199459643.

Reference Books:

- 1 Introduction to java programming, by Y Daniel Liang, Seventh Edition, Pearson. ISBN: 978-8131729588
- 2 Core Java: An Integrated Approach, R.Nageswara Rao, Dream tech press.ISBN:978-9351199250

Web Links:

- 1 <https://nptel.ac.in/courses/106105191/>
- 2 <http://java.sun.com/docs/books/tutorial/>

Note:

- Students must submit the Certificate of Completion offered by any Industry.
- The cornerstone project team size shall be four (4) students.
- Students may select any one of the above prescribed projects or a project of their own choice with the prior permission of the Course instructor.
- The SEE – Lab shall be evaluated for 50 marks based on project implementation, oral presentation, 10-minute video presentation, report and viva voce.
- The video presentation should consist of the working procedure of the project along with contribution of each student for a minimum of 2 minutes.
- Finally, the Source code of the cornerstone Project has to be pushed into the Students GitHub repository.

Additional Practice:

UNIT-I		
1	<u>Finding 3-Digit Even Numbers</u>	<u>Link: https://leetcode.com/problems/finding-3-digit-even-numbers/description/</u>
2	Loops	<u>Link: https://www.hackerrank.com/challenges/30-loops/problem</u>
3	<u>Unique 3-Digit Even Numbers</u>	<u>Link: https://leetcode.com/problems/unique-3-digit-even-numbers/description/</u>
4	<u>Best Time to Buy and Sell Stock</u>	<u>Link: https://leetcode.com/problems/best-time-to-buy-and-sell-stock/description/</u>
5	<u>Single Number</u>	<u>Link: https://leetcode.com/problems/single-number/description/</u>
6	Majority Element	<u>Link: https://leetcode.com/problems/majority-element/description/</u>
7	Contains Duplicate	<u>Link: https://leetcode.com/problems/contains-duplicate/description/</u>
8	Missing Number	<u>Link: https://leetcode.com/problems/missing-number/description/</u>

9	Second Largest Number	Link: https://www.naukri.com/code360/problem-details/second-largest-number_13762781
10	Java Program to Find if a Given Year is a Leap Year	Link: https://www.geeksforgeeks.org/java/java-program-to-find-if-a-given-year-is-a-leap-year/
11	Bitwise Operators	Link: https://www.geeksforgeeks.org/problems/bitwise-operators-1597314674/0
12	Program to Convert Octal Number to Binary Number	Link: https://www.geeksforgeeks.org/dsa/program-to-convert-octal-number-to-binary-number/
13	Neon Number	Link: https://www.geeksforgeeks.org/dsa/neon-number/
14	Automorphic Number	Link: https://www.geeksforgeeks.org/dsa/automorphic-number/
15	Harshad (Or Niven) Number	Link: https://www.geeksforgeeks.org/dsa/harshad-or-niven-number/
UNIT-II		
16	Longest Common Prefix	Link: https://leetcode.com/problems/longest-common-prefix/description/
17	Find the index of the first occurrence in a string	Link: https://leetcode.com/problems/find-the-index-of-the-first-occurrence-in-a-string/description/
18	Valid-Parentheses	Link: https://leetcode.com/problems/valid-parentheses/description/
19	Length of last word	Link: https://leetcode.com/problems/length-of-last-word/description/
20	Add Binary	Link: https://leetcode.com/problems/add-binary/description/
21	Isomorphic Strings	Link: https://leetcode.com/problems/isomorphic-strings/description/
22	Jewels and Stones	Link: https://leetcode.com/problems/jewels-and-stones/description/
23	Buddy Strings	Link: https://leetcode.com/problems/buddy-strings/description/
24	Reverse Only Letters	Link: https://leetcode.com/problems/reverse-only-letters/description/
25	Find Common Characters	Link: https://leetcode.com/problems/find-common-characters/description/
26	Find Pattern	Link: https://www.geeksforgeeks.org/problems/find-pattern/0
27	Largest Substring Between Two Equal Characters	Link: https://leetcode.com/problems/largest-substring-between-two-equal-characters/description/
28	Remove All Adjacent Duplicates In String	Link: https://leetcode.com/problems/remove-all-adjacent-duplicates-in-string/description/
29	Permutations of given string	Link: https://www.geeksforgeeks.org/dsa/write-a-c-program-to-print-all-permutations-of-a-given-string

30	Longest Repeating Subsequence	Link: https://www.geeksforgeeks.org/dsa/longest-repeating-subsequence/
UNIT-III		
31	Java Inheritance-1	Link: https://www.hackerrank.com/challenges/java-inheritance-1/problem
32	Java Inheritance-2	Link: https://www.hackerrank.com/challenges/java-inheritance-2/problem
33	Java Abstract Class	Link: https://www.hackerrank.com/challenges/java-abstract-class/problem
34	Java Interface	Link: https://www.hackerrank.com/challenges/java-interface/problem
35	Java Method Overriding	Link: https://www.hackerrank.com/challenges/java-method-overriding/problem
36	Java Method Overriding-2 (super keyword)	Link: https://www.hackerrank.com/challenges/java-method-overriding-2-super-keyword/problem
UNIT-IV		
37	Java program to append a string in an existing file	Link: https://www.geeksforgeeks.org/java/java-program-to-append-a-string-in-an-existing-file/
38	Java End-of-file	Link: https://www.hackerrank.com/challenges/java-end-of-file/problem
39	Java Stdin and Stdout II	Link: https://www.hackerrank.com/challenges/java-stdin-stdout/problem
40	Java Output Formatting	Link: https://www.hackerrank.com/challenges/java-output-formatting/problem
41	Find Duplicate File in System	Link: https://leetcode.com/problems/find-duplicate-file-in-system/description/
UNIT-V		
42	Java Exception Handling (Try-catch)	Link: https://www.hackerrank.com/challenges/java-exception-handling-try-catch
43	Java Exception Handling	Link: https://www.hackerrank.com/challenges/java-exception-handling
44	Java Factory Pattern	Link: https://www.hackerrank.com/challenges/java-factory
45	Print in Order	Link: https://leetcode.com/problems/print-in-order/description/
46	Print Zero Even Odd	Link: https://leetcode.com/problems/print-zero-even-odd/description/

	Code chef/greek for greeks	Hacker rank	Leet code	Total
Unit-1	0	1	2	3
Unit-2	0	0	1	1
Unit-3	0	4	0	4
Unit-4	1	0	0	1
Unit-5	0	0	0	0
Additional Practice	10	13	23	46
Total	11	18	26	55

Full Stack Application Development using MERN
Common to CSE, AIML & DS
(Syllabus for the batch admitted in the year 2026)

VI Semester	L	T	P	C
Course Code: 2601AI02	2	0	2	4

Course Outcomes:

At the end of the Course, Student will be able to:

- CO1: Develop static web pages using HTML and CSS.
 CO2: Apply JavaScript for Client side validations and XML for data transportation.
 CO3: Make use of Node.JS and Angular JS for developing a web server and dynamic webpages.
 CO4: Utilize React JS for developing responsive web pages.
 CO5: Develop web applications using PHP and MySQL/MongoDB.

Mapping of Course Outcomes with Program Outcomes:

CO/PO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	2	2	1	-	-	-	-	-	-	-	-	-
CO2	3	2	2	-	2	-	-	-	-	-	-	-
CO3	3	2	2	-	2	-	-	-	-	-	-	2
CO4	2	3	2	-	2	-	-	-	-	-	-	2
CO5	3	2	2	-	2	-	-	-	-	-	-	-

Mapping of Course Outcomes with Program Specific Outcomes:

CO/PSO	PSO1	PSO2
CO1	2	-
CO2	2	-
CO3	2	-
CO4	2	-
CO5	2	-

Unit – I: HTML and CSS

HTML 5: Introduction to Web, Overview of Web Technologies, HTML - Introduction, HTML - Need, Case-insensitivity, Platform-independency, DOCTYPE Declaration, Types of Elements, HTML Elements - Attributes, Metadata Element, Sectioning Elements, Paragraph Element, Division and Span Elements, List Element, Link Element, Character Entities, HTML5 Global Attributes, Creating Table Elements, Table Elements : Colspan/Rowspan Attributes, border, cellspacing and cellpadding attributes, Creating Form Elements, Input Elements - Attributes, Color and Date Pickers, Select and Datalist Elements, Editing Elements, Media, Iframe, Dynamic HTML.

CSS: Cascading style sheets, Levels of Style Sheets, Style Specification Formats, Selector Forms, Box Model, Conflict Resolution, CSS3.

Practice:

HTML:

1. Write a HTML program, that makes use of basic tags like <html>, <head>, <title>, <body>, <p>, <hr>,
, <h1> to <h6>, <!-- --> tags and their attributes.
2. Write a HTML program, that makes use of formatting tags like , <i>, <u>, , <sub>, <sup>, <tt>, <pre>, tags and their attributes.
3. Write a HTML program, to explain the working of lists.
Note: It should have an ordered list, unordered list, nested lists and ordered list in an unordered list and definition lists.
4. Write a HTML program, to explain the working of hyperlinks using <a> tag and href, target Attributes.
5. Note: Use text to link → <https://www.aec.edu.in/>
6. Use image to link → <https://www.aec.edu.in/?p=Gallery>
7. Write a HTML program, to explain the working of tables by preparing a timetable.
(Note: Use <caption> tag to set the caption to the table & also use cell spacing, cell padding, table border etc.).
8. Write a HTML program, to explain the working of frames, such that page is to be divided into 3 parts on either direction. (Note: first frame → image, second frame → paragraph, third frame → hyperlink. And make sure of using “no frame” attribute such that frames to be fixed).
9. Write a HTML program, to explain the working of forms by designing Registration form. (Note: Include text field, password field, number field, date of birth field, checkboxes, radio buttons, list boxes using <select> & <option> tags, <text area> and two buttons ie: submit and reset. Use tables to provide a better view).
10. Write a HTML program, that makes use of <article>, <aside>, <figure>, <figcaption>, <footer>, <header>, <main>, <nav>, <section>, <div>, tags.

CSS

1. Write a program to apply different types (or levels of styles or style specification formats) - inline, internal, external styles to HTML elements.
2. Write a program to apply different types of selector forms
 - i. Simple selector (element, id, class, group, universal)
 - ii. Combinator selector (descendant, child, adjacent sibling, general sibling)
 - iii. Pseudo-class selector
 - iv. Pseudo-element selector
 - v. Attribute selector
3. Write a program to apply Box model.
4. Write a CSS rule that places a background image halfway down the page, tilting it horizontally. The image should remain in place when the user scrolls up or down.
5. Write a program using the following terms related to CSS:
 - i. font-size ii. font-weight iii. Font-stretch
 - iv. text-decoration v. text-transformation vi. Text-alignment

Unit – II: Javascript and XML

JavaScript: Why we need JavaScript, What is JavaScript, Environment Setup, Working with Identifiers, Type of Identifiers, Primitive and Non Primitive Data Types, Variables – var, let, const, Operators and Types of Operators, Types of Statements, Non - Conditional

Statements, Types of Conditional Statements, If and Switch Statements, Types of Loops, Types of Functions, Declaring and Invoking Function, Arrow Function, Function Parameters, Nested Function, Built-in Functions, Variable Scope in Functions, Working With Classes, Creating and Inheriting Classes, In-built Events and Handlers, Working with Objects, Types of Objects, Predefined - String, Number, Array, Date, Math, Random, RegExp, User-defined objects - Creating Objects, Combining and cloning Objects using Spread operator, Destructuring Objects, Browser and Document Object Model, Introduction to Asynchronous Programming, Callbacks, Promises, Async and Await, Executing Network Requests using Fetch API, Creating and consuming Modules.

Working with XML: Document Type Definition (DTD), XML schemas, XSLT, XML and CSS, Document Object Model, Parsers - DOM and SAX.

Practice:

1. Write a JavaScript program, that makes use of different objects (predefined – Array, String, Math, Date, RegExp and User-defined). Note: Use atleast 5 properties and methods from each object.
2. Write a javascript to display the denomination of the amount deposited in the bank in terms of 100's, 50's, 20's, 10's, 5's, 2's & 1's. (Eg: If deposited amount is Rs.163, the output should be 1-100's, 1-50's, 1- 10's, 1-2's & 1-1's)
3. Write a JavaScript that takes a number from one text field in the range of 0-999 and display it in other text field in words. If the number is out of range, it should show “out of range” and if it is not a number, it should show “not a number” message in the result box.
4. Write a JavaScript program, that makes use of class, object, method, constructor for student information system.
5. Design a HTML having a text box and four buttons named Factorial, Fibonacci, Prime, and Palindrome. When a button is pressed an appropriate java script function should be called to display
 - i. Factorial of that number
 - ii. Fibonacci series up to that number
 - iii. Prime numbers up to that number
 - iv. Is it palindrome or not?
6. Write JavaScript programs on Event Handling
 - i. Open a Window from the current window
 - ii. Change color of background at each click of button or refresh of a page
 - iii. Display calendar for the month and year selected from combo box
 - iv. On Mouse over event
7. Write a JavaScript to validate the following fields in a registration page created in Experiment 2
 - i. Name (start with alphabet and followed by alphanumeric and the length should not be less than 6 characters)
 - ii. Password (it allows alphanumeric, special symbols and should not be less than 6 characters)
 - iii. E-mail (should not contain invalid email addresses)
8. Write an XML file which will display the Book information which includes the following: Title of the book, Author Name, ISBN number, Publisher name, Edition, Price.
 - i. Write a Document Type Definition (DTD) to validate the above XML file.

- ii. Write an XML Schema Definition (XSD) to validate the above XML file.
- iii. Write an Extensible Stylesheet Language Transformations (XSLT) to display data in table format.

Unit – III: Node.js and MongoDB

Node.js: Why and What Node.js, How to use Node.js, Create a web server in Node.js, Process Model, NPM, Modules - HTTP, File system, URL, Modular programming in Node.js, Restarting Node Application, Events.

MongoDB: Introduction Module Overview, Document Database Overview, Understanding JSON, MongoDB Structure and Architecture, MongoDB Remote Management, Installing MongoDB on the local computer (Mac or Windows), Introduction to MongoDB Cloud, Create MongoDB Atlas Cluster, GUI tools Overview, Install and Configure MongoDB Compass, Introduction to the MongoDB Shell, MongoDB Shell JavaScript Engine, MongoDB Shell JavaScript Syntax, Introduction to the MongoDB Data Types, CRUD Operations on documents, Create and Delete Databases and Collections, MongoDB Queries.

Practice:

Node.js

1. How to execute different functions successfully in the Node.js platform.
2. Write a program to show the workflow of JavaScript code executable by creating web server in Node.js
3. Write a Node.js module to show the workflow of modularization of Node application.
4. Write a program to show the workflow of restarting a Node application.
5. Create a text file src.txt and add the following data to it. Mongo, Express, Angular, Node.

MongoDB

Install MongoDB and configure ATLAS.

1. Write MongoDB queries to perform CRUD operations on document using insert(), find(), update(), remove().
2. Write MongoDB queries to create and drop databases and collections.

Unit – IV: Express.js and Typescript

Express.js: Express Development Environment, Defining a route, Handling Routes, Route and Query Parameters, How Middleware works, Chaining of Middlewares, Types of Middlewares, Connecting to MongoDB with Mongoose, Validation Types and Defaults, Models, CRUD Operations, API Development, Session management - Cookies, Sessions.

Typescript: Installation, Introduction, Function, Parameter Types and Return Types, Arrow Function, Function Types, Optional and Default Parameters, Rest Parameter, Creating an Interface, Duck Typing, Function Types, Extending Interfaces, Classes, Constructor, Access Modifiers, Properties and Methods, Creating and using Namespaces, Creating and using Modules, Module Formats and Loaders, Module Vs Namespace, What is Generics, What are Type Parameters, Generic Functions, Generic Constraints.ice:

Express.js

1. Implement routing using routes/route.js file.
2. Handle POST submissions, display customized error messages, perform logging
3. Write a Mongoose schema to connect with MongoDB.
4. Write a program to wrap the Schema into a Model object
5. Write a program to perform various CRUD (Create-Read-Update-Delete) operations using Mongoose library functions.
6. Include APIs based on the requirements provided - Fetch the details which is provided in the URL, Update the details based on the name which is provided in the URL and the data in the request body, Delete the details based on the name which is provided in the URL.
7. Write a program to explain session management using cookies.
8. Write a program to explain session management using sessions.

Typescript

1. Basics of TypeScript.
2. Define an arrow function inside the event handler to filter the product array with the selected product object using the productId received by the function. Pass the selected product object to the next screen.
3. Consider that developer needs to declare a function - getMobileByVendor which accepts string as input parameter and returns the list of mobiles.
4. Arrow Function.
5. Optional, Default, Rest parameters in a function.
6. Declare an interface named - Product with two properties like productId and productName with a number and string datatype and need to implement logic to populate the Product details.
7. Declare an interface named - Product with two properties like productId and productName with the number and string datatype and need to implement logic to populate the Product details.
8. Declare an interface with function type and access its value.
9. Declare a productList interface which extends properties from two other declared interfaces like Category, Product as well as implementation to create a variable of this interface type.
10. Consider the Mobile Cart application, Create objects of the Product class and place them into the productList array.
11. Declare a class named - Product with the below-mentioned declarations: (i) productid as number property (ii) Constructor to initialize this value (iii) getProductid method to return the message "Product id is <<id value>>".

- 12. Create a Product class with 4 properties namely productId, productName, productPrice, productCategory with private, public, static, and protected access modifiers and accessing them through Gadget class and its methods.**
- 13. Create a Product class with 4 properties namely productId and methods to setProductId() and getProductId().**
- 14. Create a namespace called ProductUtility and place the Product class definition in it.**
- 15. Import the Product class inside productlist file and use it.**
- 16. Consider the Mobile Cart application which is designed as part of the functions in a module to calculate the total price of the product using the quantity and price values and assign it to a totalPrice variable.**
- 17. Create a generic array and function to sort numbers as well as string values.**

Unit – V: React JS

React JS – Introduction, Displaying “Welcome React”, Introducing JSX, Rendering Elements, Components and Props, State and Lifecycle, Handling Events, Conditional Rendering, Lists and Keys, Forms, Lifting State Up, Composition vs Inheritance, Thinking in React, Hooks, API Integration

Practice:

1. Create a simple React application that displays the message "Welcome React" on the webpage.
2. Develop a React component that uses JSX syntax to display static and dynamic content.
3. Create and render elements dynamically.
4. Design a component that receives and displays student information through props and states.
5. Implement simple component and stateful component.
6. Implement form validation using events.
7. Implement conditional rendering.
8. Implement rendering lists and keys.
9. Implement routing to different pages using react router.
10. Implement hooks.
11. Implement sharing data between components
12. Implement to-do list application.
13. Implement API integration – CRUD operations using MySQL

Capstone Projects:

Project 1: Student Management System

Implementation mainly focuses on CRUD operations using MongoDB, Express, React, Node.js

Project 2: Online Food Ordering System

Implementation mainly focuses on menu display, cart, orders, user login, admin panel.

Project 3: Personal Portfolio with Admin Dashboard

Implementation mainly focuses on Edit portfolio sections via a protected admin panel.

Project 4: To-Do List Application

Implementation mainly focuses on add, edit, update and delete tasks.

Project 5: Event Registration Portal

Implementation mainly focuses on users register for events; admin can view/manage registrations.

Project 6: E-Commerce Product Catalog

Implementation mainly focuses on Product listings, categories, product details, cart basics.

Project 7: College Information & Admission Portal

Implementation mainly focuses on Forms, tables, student admission data, admin management.

Project 8: Blog Posting Platform

Implementation mainly focuses on users create posts, add images, edit, comment, delete.

Project 9: Movie Review and Rating System

Implementation mainly focuses on users can review movies, give ratings, view reviews list.

Project 10: Employee Record Management

Implementation mainly focuses on Employee details, salary, department, search filters.

Project 11: Notes Application

Implementation mainly focuses on Create/edit notes, categorize them, private notes per user.

Project 12: Online Quiz Application

Implementation mainly focuses on admin adding questions, users take quiz, store scores.

Project 13: Library Book Management System

Implementation mainly focuses on add books, issue/return system, student records, dashboards.

Project 14: Hospital Appointment Booking System

Implementation mainly focuses on users book appointments, doctors manage schedules.

Note: Documentation must contain Problem Definition, Objectives, Analysis & Design, Implementation and Sample Code, Output screens, Conclusion & Enhancement.

Text Books:

1. Programming the World Wide Web, 7th Edition, Robert W Sebesta, Pearson
2. Pro Mean Stack Development, 1st Edition, Eliot Dreyer, Apress O'Reilly.
3. React Explained, 2020 Edition, Zac Gordon, OSTRaining.
4. MongoDB – The Definitive Guide, 2nd Edition, Kristina Chodorow, O'Reilly.

Reference Books:

1. Web Technologies, HTML, JavaScript, PHP, Java, JSP, XML and AJAX, Black book, 1st Edition, Dream Tech.
2. An Introduction to Web Design, Programming, 1st Edition, Paul S Wang, Sanda S Katila, Cengage Learning.

Web Links:

1. <https://www.reactjs.org/docs/getting-started.html>
2. <https://www.university.mongodb.com/>

Note:

- The cornerstone project team size shall be four (4) students.
- Students may select any one of the above prescribed projects or a project of their own choice with the prior permission of the Course instructor.
- The evaluation of the Cornerstone Project shall be based on the project implementation, oral presentation, 10-minute video presentation, report and viva voce.
- The video presentation should consist of the working procedure of the project along with contribution of each student for a minimum of 2 minutes.
- Finally, the Source code of the cornerstone Project has to be pushed into the Students GitHub repository (if applicable).

Language Processors
(Common to AIML & CSE(DS))

Course Code: 2501CS09

L	T	P	C
2	1	0	3

Course Outcomes:

At the end of the course, student will be able to:

- CO1:** Explain the equivalence between NFA, DFA and Regular Expressions
- CO2:** Illustrate the concepts of Context Free Grammars, Push Down Automata and Turing Machines
- CO3:** Analyze the phases in compilation process.
- CO4:** Apply different parsing algorithms to develop parsers for a given grammar
- CO5:** Discuss code generation and code optimization techniques

Mapping of Course Outcomes with Program Outcomes:

CO/PO	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11
CO1	3	-	1	-	-	-	-	-	-	-	-
CO2	1	2	1	-	-	-	-	-	-	-	-
CO3	1	2	1	-	-	-	-	-	-	-	-
CO4	3	-	-	1	-	-	-	-	-	-	-
CO5	2	2	-	2	-	-	-	-	-	-	-

Mapping of Course Outcomes with Program Specific Outcomes:

CO/PSO	PSO1	PSO2
CO1	2	-
CO2	2	-
CO3	2	-
CO4	2	-
CO5	2	-

UNIT-I

Finite Automata and Regular Expressions: Formal Languages and Regular expressions, Deterministic and Non Deterministic Finite Automata, Finite Automata with ϵ moves, Equivalence of NFA and DFA, Minimization of Finite Automata, Applications of Finite Automata.

UNIT-II

Grammars , PDA and Turing Machines: Chomsky hierarchy, Properties of regular sets, Pumping Lemma for regular languages, ContextFree Grammars – Derivation trees, Ambiguous and unambiguous grammars , Left recursion, Left factoring, Pushdown Automata and ContextFree Languages, Turing machines (TM) – Turing Machine constructions – Variations of TMs.

UNIT-III

Phases of Compiler and Lexical Analyzer : Compilers Analysis of the source program The phases of a compiler Cousins of the compiler Compiler construction tools Lexical Analysis The role of the lexical analyzer Input buffering Specification of tokens Recognition of tokens A language for specifying lexical analyzers Design of a lexical analyzer.

UNIT-IV

Syntax Analysis and Syntax Directed Translation: The role of the parser Context free grammars Top down parsing Bottom up parsing Operator precedence parsing – automatic construction of efficient parser – predictive parser LR parsers Parser generators. Syntax directed definitions Construction of syntax trees Bottom up evaluation of Sattributed definitions Lattributed definitions Analysis of syntax directed definitions.

UNIT – V

Intermediate Code Generation and Code Generation: Intermediate languages Declarations Assignment statements Boolean expressions Back patching Procedure calls. Issues in the design of a code generator Runtime storage management Basic blocks and flow graphs The DAG representation of Basic Block Next use information simple code generator Register allocation and assignment –Code Optimization Peephole optimization Generating code from DAGs.

Text Books:

- 1 Introduction to Automata Theory, Languages and Computation, J. E. Hopcroft, R. Motwani and J. D. Ullman, 3rd Edition, Pearson, 2008, ISBN: 978-8131720479
- 2 Compilers Principles, Techniques And Tools, Alfred V Aho, J. D. Ullman, Ravi Sethi, PEA, Second Edition, 2007, ISBN: 978-9357054119

Reference Books:

- 1 Theory of Computer Science-Automata, Languages and Computation, K. L. P. Mishra and N. Chandrasekharan, PHI, 3rd Edition, ISBN: 978-8120329683
- 2 Elements of Theory of Computation, Lewis H.P. & Papadimitriou C.H., Pearson /PHI, ISBN: 978-0132624787
- 3 Theory of Automata, Languages and Computation, Rajendra Kumar, McGraw Hill, ISBN: 978-0070702042
- 4 Compiler Construction-Principles and Practice, Kenneth C Loudon, Cengage Learning, ISBN: 978-0534939724
- 5 The Compiler Design Handbook, Y.N. Srikant and Priti Shankar, CRC Press, 2nd ed, ISBN: 978-1420043822

Web Links:

- 1 <http://nptel.ac.in/courses/111103016>
- 2 <https://nptel.ac.in/courses/106/104/106104148/>
- 3 <https://nptel.ac.in/courses/106/108/106108113/>
- 4 <https://nptel.ac.in/courses/106/104/106104123/>
- 5 <https://nptel.ac.in/courses/106/104/106104072/>

Agile Software Engineering
(Common to CSE, IT, AIML & CSE(DS))

Course Code: 2501IT07

L T P C
2 0 1 3

Course Outcomes:

At the end of the course, student will be able to:

- CO1:** Apply software engineering practices and evaluate different software development models to design and manage the life cycle of a Student Management System (SMS).
- CO2:** Analyze the principles of Agile methodologies and compare them with traditional models by transitioning a retail software company from Waterfall to Agile.
- CO3:** Evaluate the impact of Agile processes on requirements engineering and manage unstable requirements for a social media platform project.
- CO4:** Design and implement a comprehensive testing strategy using TDD and test automation tools in an Agile project.
- CO5:** Apply Agile design principles and execute refactoring techniques to develop maintainable and scalable software systems.

Mapping of Course Outcomes with Program Outcomes:

CO/PO	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11
CO1	2	1	-	-	2	-	-	-	-	-	-
CO2	3	2	1	1	-	-	-	2	2	2	1
CO3	2	1	1	-	-	-	-	-	-	2	1
CO4	3	2	2	1	-	-	-	2	2	2	1
CO5	1	2	-	-	-	-	-	-	-	-	-

Mapping of Course Outcomes with Program Specific Outcomes:

CO/PSO	PSO1	PSO2
CO1	1	-
CO2	2	-
CO3	1	1
CO4	2	2
CO5	1	1

UNIT-I

Introduction to Software Engineering: Define Software Engineering, The Software Process, Software Engineering Practice, Software Myths

Software Life Cycle models and Processes: Software Process, Process Classification, Phased Development Life Cycle, Software Development Process Models – The Waterfall, Spiral and Evolutionary Models, Software Project Management Process, Project Planning and Estimation, Gathering Requirements, Software Design, Software Testing, Software Quality and Reliability.

Case Study: Developing a Student Management System (SMS)

UNIT-II

Fundamentals of Agile Methodology: Theories for Agile Management, Agile Software Development, Traditional Model Vs. Agile Model, Classification of Agile Methods, Agile Manifesto and Principles, Agile Project Management, Agile Team Interactions, Ethics in Agile Teams, Agility in Design, Testing, Agile Documentations, Agile Drivers, Capabilities and Values

Case Study: Implementing Agile Methodology in a Software Development Project

UNIT-III

Agile Processes: Lean production - SCRUM, Crystal, Feature Driven Development, Adaptive Software Development, and Extreme Programming: Method overview – lifecycle – work products, roles and practices.

Agility And Requirements Engineering: Impact of Agile Processes in RE, Current Agile Practices, Overview of RE Using Agile, Managing Unstable Requirements, Requirements Elicitation

Case Study: Agile Processes and Requirements Engineering in a Healthcare Software Project

UNIT-IV

Agile Testing: The Agile lifecycle and its impact on testing, Test-Driven Development (TDD), xUnit framework and tools for TDD, Testing user stories - acceptance tests and scenarios, Planning and managing testing cycle, Exploratory testing, Risk based testing, Regression tests, Test Automation, Tools to support the Agile tester.

Case Study: Implementing Test-Driven Development (TDD) for a Healthcare Application

UNIT – V

Agile Software Design and Development: Agile design practices, Role of design Principles including Single Responsibility Principle, Open Closed Principle, Liskov Substitution Principle, Interface Segregation Principles, Dependency Inversion Principle in Agile Design, Need and significance of Refactoring, Refactoring Techniques, Continuous Integration, Automated build tools, Version control.

Case Study: Refactoring an E-Commerce Backend Using Agile Design Principles

Text Books:

- 1 Software Engineering – Concepts and Practices: Ugrasen Suman, Cengage Learning, ISBN: 9789390555475.
- 2 Agile Software Development, Current Research and Future Directions, Springer-Verlag Berlin Heidelberg, Dingsoyr, Torgeir, Dyba, Tore, Moe, Nils Brede (Eds.), ISBN-10. 3642125743.

Reference Books:

- 1 Software Engineering, Lan Sommerville, Pearson, Ninth Edition, ISBN: 978-9332582699.
- 2 Agile Management for Software Engineering: Applying the Theory of Constraints for Business Results, Prentice Hall, David J. Anderson; Eli Schragenheim, ISBN: 978-0131424609

Web Links:

- 1 https://www.tutorialspoint.com/software_engineering/
- 2 <https://www.sciencedirect.com/science/article/pii/S0950584916303329>

Operating Systems

(Common to CSE, IT, AIML & CSE(DS))

Course Code: 2501CS13

L	T	P	C
2	0	1	3

Course Outcomes:

At the end of the course, student will be able to:

- CO1:** Describe basic concepts of operating systems and its structure.
- CO2:** Analyse various issues related to inter process communication like process scheduling, resource management and deadlocks.
- CO3:** Interpret the issues and challenges of memory management.
- CO4:** Illustrate concepts of Disk management and file system implementation.
- CO5:** Explain issues related to protection and security mechanisms.

Mapping of Course Outcomes with Program Outcomes:

CO/PO	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11
CO1	3	-	-	-	-	-	-	1	1	-	-
CO2	1	3	-	1	-	-	-	2	2	-	1
CO3	1	3	-	1	-	-	-	1	2	-	1
CO4	1	3	-	1	-	-	-	1	1	-	1
CO5	2	2	-	-	-	-	-	1	1	-	-

Mapping of Course Outcomes with Program Specific Outcomes:

CO/PSO	PSO1	PSO2
CO1	1	-
CO2	2	-
CO3	2	-
CO4	2	-
CO5	2	-

UNIT-I

Operating Systems Overview: Operating system functions, Operating system structure, Operating systems operations, Computing environments, OpenSource Operating Systems.

System Structures: Operating System Services, User and OperatingSystem Interface, systems calls, Types of System Calls, system programs, operating system structure, System Boot.

Case Study: The above topics are discussed as case study in Windows/ Unix OS.

Practice:

1. Basic Linux commands
2. Implementation of System calls
3. Multi-programming Memory management Implementation of fork (), wait (), exec() and exit (), System calls

UNIT-II

Process Concept: Process scheduling, Operations on processes, Interprocess communication.

Process Scheduling: Basic concepts, Scheduling criteria, Scheduling algorithms, Multiple processor scheduling, Thread scheduling.

Multithreaded Programming: Multithreading models, Thread libraries, Threading issues

Case Study: The above topics are discussed as case study in Windows/ Unix OS.

Practice:

1. Simulate the following CPU scheduling algorithms:(a) FCFS (b) SJF
2. Simulate the following CPU scheduling algorithms:(a) Priority (b) Round Robin

UNIT-III

Interprocess Communication: Race conditions, Critical Regions, Mutual exclusion with busy waiting, Sleep and wakeup, Semaphores, Mutexes, Monitors, Message passing, Classical IPC Problems Dining philosophers problem, Readers and writers problem.

Deadlocks: Resources, Conditions for resource deadlocks, Ostrich algorithm, Deadlock detection and recovery, Deadlock avoidance, Deadlock prevention.

Case Study: The above topics are discussed as case study in Windows/ Unix OS.

Practice:

1. Simulate Bankers Algorithm for Dead Lock Avoidance
2. Write a C program that illustrates two processes communicating using shared memory
3. Write C program to create a thread using pthreads library and let it run its function.
4. Write a C program to illustrate concurrent execution of threads using pthreads library

UNIT-IV

Memory Management Strategies: Introduction, Swapping, Contiguous memory allocation, Paging, Segmentation.

Virtual Memory Management: Introduction, Demand paging, Copy onwrite, Page replacement, Frame allocation, Thrashing, Memorymapped files, Kernel memory allocation.

File Systems: Files, Directories, File system implementation, management and optimization.

Case Study: The above topics are discussed as case study in Windows/ Unix OS.

Practice:

1. Simulate the Multiprogramming with a fixed number of tasks (MFT)
2. Simulate the Multiprogramming with a variable number of tasks (MVT)
3. Simulate the FIFO page replacement algorithm
4. Simulate the LRU page replacement algorithm
5. Simulate the following File allocation strategies (a) Sequenced (b) Indexed (c) Linked

UNIT – V

Secondary Storage Structure: Overview of disk structure, and attachment, Disk scheduling, RAID structure, Stable storage implementation.

System Protection: Goals of protection, Principles and domain of protection, Access matrix, Access control, Revocation of access rights.

System Security: Introduction, Program threats, System and network threats

Practice:

1. The above topics are discussed as case study in Windows/ Unix OS.

Text Books:

- 1 Operating System Concepts, Abraham Silberschatz, Peter B Galvin and Greg Gagne, John Wiley and Sons Inc, 12th Edition, ISBN: 978-0470128725
- 2 Operating Systems, William Stallings, Internals and Design Principles. Prentice-Hall, 7th Ed, ISBN: 978-9332518803

Reference Books:

- 1 Modern Operating Systems, Tanenbaum A S, Pearson Education, 3rd Edition, ISBN: 978-0136006633
- 2 Operating Systems A Concept Based Approach, Dhamdhere D M, Tata McGraw-Hill, 3rd edition, ISBN: 978-1259005589
- 3 Operating Systems, Nutt G, Pearson Education, 3rd edition, ISBN: 978-8131723593

Web Links:

- 1 <https://archive.nptel.ac.in/courses/106/106/106106144/>
- 2 <https://archive.nptel.ac.in/courses/106/105/106105214/>
- 3 <https://www.coursera.org/learn/iot/lecture/MrgxS/lecture-3-1-operating-systems>
- 4 <http://www.geeksforgeeks.org/operating-systems/>
- 5 <https://in.udacity.com/auth?next=/course/introduction-to-operating-systems--ud923>

Computer Networks
(Common to CSE, IT, AIML & CSE(DS))

Course Code: 2501CS07

L	T	P	C
3	0	0	3

Course Outcomes:

At the end of the course, student will be able to:

- CO1:** Describe network topologies, reference models and media for data transmission
- CO2:** Analyze error and flow control issues in data link layer
- CO3:** Classify MAC protocols and channelization techniques
- CO4:** Apply routing algorithms and congestion control techniques for effective data transmission
- CO5:** Analyze protocols Transport and Application Layers

Mapping of Course Outcomes with Program Outcomes:

CO/PO	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11
CO1	3	1	-	-	-	-	-	-	-	-	-
CO2	-	2	-	-	-	-	-	-	-	-	-
CO3	-	2	-	-	-	-	-	-	1	1	-
CO4	1	2	2	-	-	-	-	-	2	-	1
CO5	-	1	-	-	1	-	-	-	-	-	1

Mapping of Course Outcomes with Program Specific Outcomes:

CO/PSO	PSO1	PSO2
CO1	1	-
CO2	2	-
CO3	2	-
CO4	2	-
CO5	2	-

UNIT – I

Network Overview: interfaces, protocols and services, connection-oriented and connectionless services, OSI & TCP/IP Reference Models. Local Area Networks: Topologies - star, bus, ring, media access control - deterministic and probabilistic, IEEE 802.x. wireless networking.

UNIT – II

Data Link Protocols: Framing and Data Transparency, Error Detection & Correction, Flow control.

UNIT – III

Media Access Control: Random Access: ALOHA, Carrier sense multiple access (CSMA), CSMA with Collision Detection, CSMA with Collision Avoidance, Controlled Access: Reservation, Polling, Token Passing, Channelization: frequency division multiple Access (FDMA), time division multiple access (TDMA), code division multiple access (CDMA).

UNIT – IV

Routing Algorithms: The Optimality principle, Shortest path, Flooding, Distance vector, Link state, Hierarchical, Congestion Control algorithms: General principles of congestion control, Congestion prevention policies, Approaches to Congestion Control, Traffic Aware Routing, Admission Control, Traffic Throttling, Load Shedding, Traffic Control Algorithm: Leaky bucket & Token bucket.

UNIT – V

IP Protocols: IP Addressing, IP & ICMP.

Transmission Control Protocol: UDP & TCP.

Application Layer: World Wide Web, HTTP, Electronic mail, Architecture, web based mail, email security, TELENET, local versus remote Logging, Domain Name System: Name Space, DNS, SNMP.

Additional Practice (Not considered for examination):

1. Write a Program to implement the data link layer framing methods such as i) Character stuffing ii) bit stuffing.
2. Write a Program to implement Sliding window protocols.
3. Programs to implement routing protocols like shortest path.
4. NS2 Simulator i. NS2 Simulator-Introduction ii. Simulate to Find the Number of Packets Dropped iii. Simulate to Find the Number of Packets Dropped by TCP/UDP.

Text Books:

- 1 Computer Networks — Andrew S Tanenbaum and David J Wetherall, Pearson Education, 5th Edition. ISBN: 978-0132126953
- 2 Data Communications and Networking – Behrouz A.Forouzan, McGraw Hill Education, 5th Edition ISBN: 978-1259064753

Reference Books:

- 1 Data Communications and Networks- Achut S Godbole, AtulKahate, McGraw-Hill Education (India) Pvt Limited, 2nd Edition. ISBN: 978-0-07-123110-7
- 2 Computer Networks, Mayank Dave, CENGAGE India, 6th Edition ISBN: 978-8131509869

Web Links:

- 1 <https://nptel.ac.in/courses/106105081>
- 2 <https://www.coursera.org/learn/fundamentals-network-communications>

Machine Learning
(Common to CSE, IT, AIML & CSE(DS))

Course Code: 2501AI05

L	T	P	C
2	0	2	4

Course Outcomes:

At the end of the course, student will be able to:

- CO1:** Outline the Concepts of Machine Learning and Statistical Learning
- CO2:** Build Regression and Classification models for given data.
- CO3:** Apply Instance based Learning techniques and SVM techniques linear and nonlinear data.
- CO4:** Apply clustering techniques on high dimensional data to group the similar entities.
- CO5:** Make use of ensemble learning techniques to improve the performance of a model.

Mapping of Course Outcomes with Program Outcomes:

CO/PO	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11
CO1	2	2	-	-	2	2	-	1	1	-	-
CO2	2	2	3	-	2	2	-	1	1	-	-
CO3	3	2	3	-	2	-	-	1	1	-	2
CO4	3	2	3	-	2	-	-	1	1	-	-
CO5	2	2	2	-	2	-	-	1	1	-	2

Mapping of Course Outcomes with Program Specific Outcomes:

CO/PSO	PSO1	PSO2
CO1	-	1
CO2	-	2
CO3	-	2
CO4	-	2
CO5	-	2

UNIT-I

INTRODUCTION: Machine Learning, Types of Machine Learning Systems, Main Challenges of Machine Learning. **Statistical Learning:** Introduction, Supervised and Unsupervised Learning, The Learning Problem, Feasibility of Learning.

Practice:

1. Installation of Jupiter/Spider notebook and working on basic commands.
2. Loading and apply key preprocessing techniques on the dataset and also analyse the dataset.

UNIT-II

Supervised Learning(Regression/Classification):Basic Methods:

Concept Learning: General-to-Specific Hypotheses Ordering, Find-S and Candidate Elimination Algorithm, Version Space, and Inductive Bias.

Bayesian Learning: Probability Overview, MLE and MAP Estimates, Gaussian Naive Bayes Classifier, Bayesian Networks.

Instance-based Learning: k-Nearest Neighbour (kNN) Classifier, Voronoi Diagram and Distance-Weighted kNN, Distance Metrics and Curse of Dimensionality.

Practice:

1. Implement and demonstrate the FIND-S algorithm for finding the most specific hypothesis based on a given set of training data samples. Read the training data from a .CSV file.
2. For a given set of training data examples stored in a .CSV file, implement and demonstrate the Candidate Elimination algorithm to output a description of the set of all hypotheses consistent with the training examples.
3. Exercises to solve the real-world problems using Binary Classifier
4. Write a program to implement k-Nearest Neighbour algorithm to classify the iris data set. Print both correct and wrong predictions.

UNIT-III

Linear Models and Regression: Linear Classification, Linear Regression, Non-linear Transformation, Logistic Regression.

Support Vector Machines: Decision Boundary and Support Vector: Optimization and Primal-Dual Problem, Soft Margin and Non-linear Decision Boundary, Kernel Functions and Radial Basis Functions introduction.

Practice:

1. Exercises to solve the real-world problems using Linear Regression
2. Exercises to solve the real-world problems using Logistic Regression
3. Consider Patient Dataset. Apply linear classification technique(SVM) to identify the rate of heart patients.

UNIT-IV

Classifier / Hypothesis Evaluation: Accuracy, Precision, Recall and F-Measures, Scores, Sampling, Bootstrapping and ROC, Hypotheses Testing and Cross-validation.

Unsupervised Learning:

Clustering: Partitional Clustering and Hierarchical Clustering, Cluster Types, Attributes and Salient Features, Hierarchical and Density-based Clustering Algorithms, Inter and Intra Clustering Similarity, Cohesion and Separation. MST and DBSCAN Clustering Algorithms.

Practice:

1. Develop a program for Bias, Variance, Remove duplicates , Cross Validation
2. Write a program to implement One-hot Encoding.
3. Write a program to implement Categorical Encoding.

UNIT – V

Ensemble Learning: Bagging and Boosting, Adaboost and Random Forest

Computational Learning Theory: Error and Noise Formalisms, Training vs. Testing, Theory of Generalization, PAC Learnability and VC Dimensions, Overfitting, Regularization and Validation.

Practice:

1. Write a program to demonstrate the working of Random Forest classifier. Use appropriate dataset for Random Forest Classifier.
2. Use a sentiment analysis dataset from Twitter or other social media platforms, available on platforms like Kaggle and apply bagging and boosting techniques for prediction.

Additional Practice:

1. Assuming a set of documents that need to be classified, use the naïve Bayesian Classifier model to perform this task. Built-in Java classes/API can be used to write the program. Calculate the accuracy, precision, and recall for your data set.
2. Apply EM algorithm to cluster a Heart Disease Data Set. Use the same data set for clustering using k Means algorithm. Compare the results of these two algorithms and comment on the quality of clustering. You can add Java/Python ML library classes/API in the program.

Corner Stone Project:**PROJECT 1: Intelligent Loan Risk Assessment System (End-to-End ML Pipeline)****Project Implementation, Documentation and Viva Voce****• Implementation mainly focuses on**

- Collecting and integrating multiple datasets (loan + financial history)
- Advanced preprocessing (missing values, outliers, feature engineering)
- Implementing multiple models (Logistic Regression, Random Forest, XGBoost)
- Handling imbalanced data (SMOTE / resampling techniques)
- Model evaluation using ROC-AUC, F1-score, cross-validation
- Building a simple UI (Streamlit/Web app) for predictions
- Model comparison and optimization

• Documentation must contain

- Objective & real-world problem definition
- Dataset merging and preprocessing pipeline
- Feature engineering techniques
- Model comparison and evaluation metrics
- System architecture diagram
- Screenshots (UI + outputs)
- Enhancements (hyperparameter tuning, deployment)

PROJECT 2: Smart Disease Prediction System with Model Ensemble**• Implementation mainly focuses on**

- Using medical datasets (heart disease/diabetes/multi-disease)
- Data preprocessing and feature selection
- Applying multiple classifiers (SVM, kNN, Random Forest, Gradient Boosting)
- Ensemble learning (Voting / Stacking models)
- Model evaluation using confusion matrix, ROC curves
- Explainability (feature importance / SHAP basics)
- Web-based prediction interface

- **Documentation must contain**

- Objective
- Dataset and preprocessing steps
- Model architecture and ensemble approach
- Evaluation metrics and comparison
- Screenshots (prediction system)
- Enhancements (multi-disease prediction)

PROJECT 3: Real-Time Sentiment Analysis System with Web Scrapping

- **Implementation mainly focuses on**

- Scraping live data (Twitter/news using APIs or scraping tools)
- Text preprocessing (stopwords, stemming, vectorization – TF-IDF)
- Training models (Naïve Bayes, Logistic Regression, LSTM optional)
- Real-time sentiment prediction
- Visualization dashboard (charts for sentiment trends)
- Handling large-scale streaming data

- **Documentation must contain**

- Objective
- Data collection methodology (APIs/web scraping)
- NLP preprocessing pipeline
- Model building and evaluation
- Dashboard explanation
- Screenshots
- Enhancements (real-time alerts, topic modeling)

PROJECT 4: Heart Disease Prediction using SVM

- **Implementation mainly focuses on**

- Loading patient dataset
- Applying Support Vector Machine (SVM)
- Data preprocessing and feature scaling
- Classification of patients (disease/no disease)
- Model evaluation using confusion matrix

- **Documentation must contain**

- Objective
- Dataset description
- SVM working principle
- Evaluation metrics
- Output results
- Screenshots
- Enhancements (kernel comparison)

PROJECT 5: Customer Segmentation using Clustering

- **Implementation mainly focuses on**

- Loading customer dataset
- Applying K-Means clustering
- Identifying groups based on features
- Visualizing clusters using plots
- Comparing clustering results

- **Documentation must contain**

- Objective
- Dataset details
- Clustering technique explanation
- Cluster visualization
- Results interpretation
- Screenshots
- Enhancements (DBSCAN comparison)

PROJECT 6: Fake News Detection System using Machine Learning

- **Implementation mainly focuses on**

- Dataset collection (news datasets / scraping)
- Text preprocessing (tokenization, TF-IDF, n-grams)
- Applying classification models (Logistic Regression, SVM, Random Forest)
- Model evaluation using precision, recall, F1-score
- Comparing multiple models
- Building a simple interface for prediction

- **Documentation must contain**

- Objective
- Dataset description
- NLP pipeline
- Model comparison
- Evaluation metrics
- Screenshots
- Enhancements (deep learning models)

PROJECT 7: Sentiment Analysis using Ensemble Learning

- **Implementation mainly focuses on**

- Collecting dataset (Twitter/Kaggle)
- Text preprocessing
- Applying Bagging and Boosting techniques
- Training ensemble models (Random Forest / AdaBoost)
- Predicting sentiment (positive/negative)

- **Documentation must contain**

- Objective
- Dataset source
- Preprocessing steps
- Ensemble methods explanation
- Performance comparison

- Screenshots
- Enhancements (real-time data analysis)

PROJECT 8: Model Evaluation and Comparison System

• Implementation mainly focuses on

- Implementing multiple models (kNN, SVM, Regression)
- Performing cross-validation
- Calculating accuracy, precision, recall, F1-score
- Comparing model performance
- Visualizing results using graphs

• Documentation must contain

- Objective
- Models used
- Evaluation metrics explanation
- Comparison results
- Graphs and charts
- Screenshots
- Enhancements (hyperparameter tuning)

Text Books:

- 1 Hands On Machine Learning with ScikitLearn, Keras, and TensorFlow, 2nd Edition, O'Reilly Publications, 2019, ISBN: 978-1492032649
- 2 Data Science and Machine Learning Mathematical and Statistical Methods, Dirk P. Kroese, Zdravko I. Botev, Thomas Taimre, Radislav Vaisman, 2019, ISBN: 978-1138492530

Reference Books:

- 1 Machine Learning Probabilistic Approach, Kevin P. Murphy, MIT Press, ISBN: 9780262018029
- 2 Machine Learning Tools, Dr Muddafa Maruli Krishna, Dr A Vanathi, Final Thawaksr, Dr Lokesh P. Gangani, publisher: Book Rivers, ISBN: 978-93-5515-730-0

Web Links:

- 1 <https://www.deeplearning.ai/machinelearningyearning/>
- 2 <https://www.cse.huji.ac.il/~shais/UnderstandingMachineLearning/index.html>
- 3 https://onlinecourses.nptel.ac.in/noc21_cs24/preview

Note:

- Students must submit the Certificate of Completion offered by any Industry.
- The capstone project team size shall be four (4) students.
- Students may select any one of the above prescribed projects or a project of their own choice with the prior permission of the Course instructor.
- The SEE – Lab shall be evaluated for 50 marks based on project implementation, oral presentation, 10-minute video presentation, and viva voce.
- The video presentation should consist of the working procedure of the project along with contribution of each student for a minimum of 2 minutes.

Advanced Data Structures & Algorithm Analysis
(Common to AIML, CSE, CSE-DS & IT)

	L	T	P	C
Course Code: 2501CS10	2	0	1	3

Course Outcomes:

At the end of the Course, Student will be able to:

- CO1:** Analyze the algorithms efficiency and hashing techniques for searching.
- CO2:** Illustrate the concepts of search trees and operations of Priority Queues.
- CO3:** Analyze the algorithms of Divide & Conquer and Greedy paradigms.
- CO4:** Analyze the algorithms of Dynamic Programming paradigm.
- CO5:** Design the algorithms of Backtracking and Brach & Bound paradigms.

Mapping of Course Outcomes with Program Outcomes:

CO/PO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11
CO1	3	2	1	1	-	-	-	-	-	-	-
CO2	2	2	1	-	-	-	-	-	-	-	-
CO3	1	2	1	2	-	-	-	-	-	-	-
CO4	2	2	2	1	-	-	-	-	-	-	-
CO5	2	1	1	2	-	-	-	-	-	-	-

Mapping of Course Outcomes with Program Specific Outcomes:

CO/PSO	PSO1	PSO2
CO1	2	-
CO2	2	-
CO3	2	-
CO4	2	-
CO5	2	-

UNIT – I

Introduction to Algorithm Analysis, Space and Time Complexity analysis, Asymptotic Notations.

Hashing: Introduction to Static Hashing, Hash Tables, Hash Functions, Different Hash Functions, Collision Resolution Techniques, Dynamic Hashing.

Practice:

1. Write a program to implement collision resolution techniques of Hash data structure.

UNIT – II

AVL Trees – Creation, Insertion, Deletion operations and Applications.

B-Trees – Creation, Insertion, Deletion operations and Applications

Priority Queues (Heaps): Introduction, Binary Heaps-Model and Simple Implementation, Basic Heap Operations, Other Heap Operations, Applications of Priority Queues

Practice:

1. Write a program to implement AVL tree operations
2. Write a program to implement Max heap and min heap operations

UNIT – III

Divide and Conquer: The General Method, Binary Search, Merge Sort, Quick Sort.

Greedy Method: The General Method, Job Sequencing with deadlines, Knapsack Problem, Minimum cost spanning trees, Single Source Shortest Paths.

Practice:

1. Write a program to sort the given list of elements using Merge sort technique using divide and conquer approach.
2. Write a program to implement Single Source Shortest Paths using greedy approach.

UNIT – IV

Dynamic Programming: The General Method, Single Source Shortest Paths– General Weights (Bellman Ford Algorithm), All-pairs shortest paths, Optimal Binary Search Trees, 0/1 Knapsack, Travelling Salesperson problem

Practice:

1. Write a program to implement 0/1 Knapsack problem using Dynamic Programming approach.
2. Write a program to implement all pairs shortest path problem using Dynamic Programming approach.

UNIT – V

Backtracking: The General Method, N-Queens Problem, Sum of Subsets problem, Graph Coloring, Hamiltonian cycles.

Branch and Bound: The General Method, 0/1 Knapsack Problem, Travelling Salesperson problem.

Practice:

1. Write a program to implement N-Queens problem using backtracking algorithm.
2. Write a program to implement Travelling Salesperson problem using branch and bound approach.

Text Books:

- 1 Fundamentals of Data Structures in C++, Horowitz, Ellis; Sahni, Sartaj; Mehta, Dinesh, 2nd Edition Universities Press
- 2 Computer Algorithms in C++, Ellis Horowitz, Sartaj Sahni, Sanguthevar Rajasekaran, 2nd Edition University Press.

Reference Books:

- 1 Data Structures and program design in C, Robert Kruse, 2nd Edition Pearson Education Asia.
- 2 An introduction to Data Structures with applications, Trembley & Sorenson, McGraw Hill
- 3 The Art of Computer Programming, Vol.1: Fundamental Algorithms, Donald E Knuth, Addison - Wesley.
- 4 Data Structures using C & C++: Langsam, Augenstein & Tanenbaum, Pearson

Web Links:

- 1 <https://archive.nptel.ac.in/courses/106/102/106102064/>
- 2 <https://archive.nptel.ac.in/courses/106/106/106106131/>
- 3 <http://peterindia.net/Algorithms.html>

Deep Learning

(Common to CSE, IT, AIML & CSE(DS))

Course Code: 2501AI11

L	T	P	C
2	0	2	4

Course Outcomes:

At the end of the course, student will be able to:

- CO1:** Demonstrate the basic statistical concepts in deep learning.
- CO2:** Explain architecture and mathematical foundation for various deep neural networks.
- CO3:** Illustrate the challenges and optimization strategies in Deep Learning.
- CO4:** Build a convolutional neural network using different activation functions.
- CO5:** Build and train RNN and LSTMs using sequence modelling.

Mapping of Course Outcomes with Program Outcomes:

CO/PO	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11
CO1	-	2	1	-	2	-	-	1	1	-	3
CO2	-	2	1	-	2	-	-	1	1	-	3
CO3	-	2	-	3	1	-	-	1	1	-	1
CO4	2	2	3	-	1	-	-	1	1	-	-
CO5	1	2	3	-	1	-	-	1	1	-	-

Mapping of Course Outcomes with Program Specific Outcomes:

CO/PSO	PSO1	PSO2
CO1		2
CO2		2
CO3		2
CO4		2
CO5		2

UNIT-I

DEEP LEARNING CONCEPTS: Fundamentals about Deep Learning, Perception Learning Algorithms, Probabilistic modelling, Early Neural Networks, How Deep Learning different from Machine Learning, Scalars. Vectors, Matrixes, Higher Dimensional Tensors, Manipulating Tensors. Vector Data, Hyper parameters Vs Parameters - validation sets - Estimators, Bias, Variance , Overfitting and Underfitting, Introduction to Keras and TensorFlow and PyTorch.

Practice:

1. Installation and basic commands of scikit, TensorFlow and PyTorch
2. Implement Random Forest by using scikit, TensorFlow and PyTorch
3. Implement multilayer perceptron algorithm for MNIST Handwritten Digit Classification

UNIT-II

NEURAL NETWORKS : About Neural Network, Building Blocks of Neural Network, Introduction to Neural Networks, Feed-forward Networks, Deep Feed-forward Networks - Learning XOR, Gradient Based learning, Hidden Units, Back-propagation and other Differential Algorithms, Data Pre-processing for neural networks, Feature Engineering.

Practice:

1. Design a neural network for classifying movie reviews (Binary Classification) using IMDB dataset.
2. a) Design a neural Network for classifying news wires (Multi class classification) using Reuters dataset
b) Design a neural network for predicting house prices using Boston Housing Price dataset.

UNIT-III

OPTIMIZATION TECHNIQUES: Optimizers – SGD (Stochastic Gradient Descent), Mini-batch Gradient Descent, MS prop (Root Mean Square Propagation), Adagrad (Adaptive Gradient Algorithm), Adadelta (Adaptive Delta), Adam (Adaptive Moment Estimation), Adamax (Adaptive Moment Estimation with Infinity Norm).

Activation Functions : sigmoid, tanh, ReLU, leaky ReLU, Soft Max, Linear Loss Functions - cross-entropy loss, the mean-squared error, the Huber loss, the hinge loss ,L2 loss , mean absolute loss Regularization – L1, L2 and drop out . Learning Rate, Normalization

Practice:

1. Implement word embeddings for IMDB dataset.
2. Implement one hot encoding of words or characters.
3. Consider Patient Dataset. Apply linear classification technique(SVM) to identify the rate of heart patients. Also apply the optimization techniques.
4. Write a Python program to construct a Bayesian network considering medical data. Use this model to demonstrate the diagnosis of heart patients using standard Heart Disease Data Set

UNIT-IV

CONVOLUTIONAL NEURAL NETWORK : About CNN, Building a convolutional neural network, Input Layers, Convolution Layers, Pooling Layers, Dense Layers, Backpropagation Through the Convolutional Layer, Filters and Feature Maps, Backpropagation Through the Pooling Layers, Dropout Layers and Regularization, Batch Normalization

Pre trained CNN: LeNet, Alex Net, VGG16, ResNet.

Practice:

1. Build a Convolution Neural Network for MNIST Handwritten Digit Classification.
2. a) Use a pre-trained convolution neural network (VGG16) for image classification
b) Build a Convolution Neural Network for simple image (dogs and Cats) Classification
3. Student Portfolio Creation using GitHub, Hugging Face & Kaggle

UNIT – V

RNN : Recurrent Neural Networks ,Sequence-to-Sequence Modelling – Embedding - Recurrent Neural Networks - Bidirectional RNNs, Analysing Variable Length Inputs –

Tackling seq2seq Problem – Beam Search and Global Normalization – Recurrent Neural Networks (RNN)– Hidden States – Perplexity – Character-level Language Models –Modern RNNs: Gated Recurrent Units (GRU), Long Short-Term Memory (LSTM).

Practice:

1. Implement a Recurrent Neural Network for IMDB movie review classification problem.
2. Implement Boosting algorithms using scikit, Tensorflow and PyTorch

Additional Practice:

1. Assuming a set of documents that need to be classified, use the naïve Bayesian Classifier model to perform this task. Built-in Java classes/API can be used to write the program. Calculate the accuracy, precision, and recall for your data set.
2. Apply EM algorithm to cluster a Heart Disease Data Set. Use the same data set for clustering using k-Means algorithm. Compare the results of these two algorithms and comment on the quality of clustering. You can add Java/Python ML library classes/API in the program.

Cornerstone Projects :

PROJECT 1: Student Performance Prediction using Deep Neural Networks

Project Implementation, Documentation and Viva Voce

Implementation mainly focuses on:

- Collecting and preprocessing student academic datasets
- Handling missing values and feature normalization
- Applying feature engineering techniques
- Building a Deep Feed Forward Neural Network using TensorFlow/Keras
- Training the model for student performance prediction
- Applying activation functions such as ReLU and Softmax
- Using optimizers like SGD and Adam for model training
- Evaluating prediction accuracy using confusion matrix and classification report
- Comparing different optimization techniques and activation functions

Documentation must contain:

- Objective and problem definition
- Dataset description and preprocessing methods
- Neural network architecture diagram
- Optimizer and activation function comparison
- Training and validation performance graphs
- Prediction results and accuracy analysis
- Challenges faced during implementation
- Future enhancements using ensemble learning

PROJECT 2: Heart Disease Prediction System using Deep Learning

Project Implementation, Documentation and Viva Voce

Implementation mainly focuses on:

- Loading and preprocessing heart disease datasets
- Performing normalization and feature selection
- Building Deep Neural Network models for disease prediction
- Applying dropout and regularization techniques to reduce overfitting
- Comparing DNN performance with SVM classifier
- Using TensorFlow/PyTorch for implementation

- Evaluating the model using accuracy, precision, recall, and F1-score
- Creating a simple prediction interface/dashboard
- Analyzing loss convergence and optimizer performance

Documentation must contain:

- Objective and healthcare problem statement
- Dataset details and preprocessing techniques
- DNN architecture and workflow diagram
- Optimization and regularization techniques used
- Model evaluation metrics and confusion matrix
- Prediction screenshots and analysis
- Challenges and limitations
- Future scope and enhancements

PROJECT 3: Handwritten Digit Recognition using Convolutional Neural Networks
Project Implementation, Documentation and Viva Voce

Implementation mainly focuses on:

- Loading and preprocessing the MNIST dataset
- Performing image normalization and reshaping
- Building a CNN model with convolution, pooling, and dense layers
- Applying dropout and batch normalization techniques
- Training and validating the CNN model
- Visualizing feature maps and convolution outputs
- Predicting handwritten digits from custom images
- Comparing CNN performance with traditional neural networks
- Evaluating accuracy and loss convergence

Documentation must contain:

- Objective and problem definition
- Dataset description and preprocessing steps
- CNN architecture diagram
- Training parameters and optimizer details
- Accuracy and loss analysis
- Sample prediction outputs
- Feature visualization results
- Future enhancements using pre-trained CNN models

PROJECT 4: Animal Image Classification using Transfer Learning
Project Implementation, Documentation and Viva Voce

Implementation mainly focuses on:

- Collecting and preprocessing animal image datasets
- Performing image augmentation and normalization
- Using pre-trained CNN models such as VGG16 or ResNet
- Applying transfer learning for image classification
- Fine-tuning dense layers for improved performance
- Training and validating the classification model
- Comparing transfer learning with custom CNN models
- Predicting unseen animal images
- Generating classification reports and confusion matrix

Documentation must contain:

- Objective and application overview
- Dataset preparation and augmentation methods
- Transfer learning workflow diagram
- Pre-trained model architecture explanation

- Model evaluation and performance analysis
- Accuracy comparison graphs
- Prediction screenshots and outputs
- Future enhancements using advanced CNN architectures

PROJECT 5: Movie Review Sentiment Analysis using LSTM

Project Implementation, Documentation and Viva Voce

Implementation mainly focuses on:

- Loading and preprocessing IMDB movie review dataset
- Performing text cleaning and tokenization
- Applying one-hot encoding and word embeddings
- Building an LSTM-based sentiment analysis model
- Training the model for binary text classification
- Using sequence padding and embedding layers
- Evaluating model accuracy and loss convergence
- Predicting sentiment for custom user reviews
- Comparing RNN and LSTM performance

Documentation must contain:

- Objective and problem statement
- Dataset and vocabulary analysis
- Text preprocessing methodology
- LSTM architecture and sequence flow diagram
- Training parameters and optimizer details
- Accuracy/loss convergence graphs
- Sample prediction outputs
- Future scope using Bidirectional LSTM or Transformers

PROJECT 6: News Category Classification using RNN and Word Embeddings

Project Implementation, Documentation and Viva Voce

Implementation mainly focuses on:

- Collecting and preprocessing news article datasets
- Performing tokenization and sequence generation
- Implementing one-hot encoding and word embeddings
- Building RNN/LSTM models for multi-class text classification
- Training the model to classify news into categories
- Applying dropout and regularization techniques
- Evaluating model performance using precision, recall, and F1-score
- Visualizing training accuracy and loss graphs
- Comparing Simple RNN and LSTM model performance

Documentation must contain:

- Objective and problem definition
- Dataset description and preprocessing techniques
- RNN/LSTM architecture workflow
- Embedding and sequence modeling explanation
- Training configuration and evaluation metrics
- Classification results and confusion matrix
- Challenges in sequence modeling
- Future enhancements using attention mechanisms

Text Books:

- 1 Deep Learning, Ian Goodfellow, Yoshua Bengio, Aaron Courville, MIT Press, ISBN: 9780262035613
- 2 Deep learning: A practitioner's approach, Josh Patterson and Adam Gibson, O'Reilly Media, First Edition, ISBN: 978-1491914250

Reference Books:

- 1 Fundamentals of Deep Learning, Designing next generation machine intelligence algorithms, Nikhil Buduma, O'Reilly, Shroff Publishers, ISBN: 978-9352135608
- 2 Deep learning Cookbook, Practical recipes to get started Quickly, Douwe Osinga, O'Reilly, Shroff Publishers, ISBN: 978-9352137572

Web Links:

- 1 https://onlinecourses.nptel.ac.in/noc20_cs62/preview
- 2 <https://keras.io/datasets/>

Note:

- The cornerstone project team size shall be four (4) students.
- Students may select any one of the above prescribed projects or a project of their own choice with the prior permission of the Course instructor.
- The evaluation of the Cornerstone Project shall be based on the project implementation, oral presentation, 10-minute video presentation, report and viva voce.
- The video presentation should consist of the working procedure of the project along with contribution of each student for a minimum of 2 minutes.
- Finally, the Source code of the cornerstone Project has to be pushed into the Students GitHub repository (if applicable).

Natural Language Processing & Prompt Engineering

Course Code: 2501AI20

L	T	P	C
2	0	1	3

Course Outcomes:

At the end of the course, student will be able to:

- CO1:** Explain Text Normalization and utilize Ngram language models for various NLP tasks.
- CO2:** Explain Text preprocessing and stemming algorithms.
- CO3:** Apply similarity measures and word embedding models
- CO4:** Summarize morphology and NLP applications
- CO5:** Explain prompt engineering and its applications.

Mapping of Course Outcomes with Program Outcomes:

CO/PO	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11
CO1	2	2	1	-	1	-	-	1	1	-	2
CO2	2	2	2	-	2	-	-	1	1	-	2
CO3	2	2	3	-	1	-	-	1	1	-	2
CO4	2	2	3	-	1	-	-	1	1	-	1
CO5	2	2	3	-	1	-	-	1	1	-	1

Mapping of Course Outcomes with Program Specific Outcomes:

CO/PSO	PSO1	PSO2
CO1	-	1
CO2	-	2
CO3	-	2
CO4	-	2
CO5	-	2

UNIT-I

Introduction: Introduction to Natural Language Processing Overview of NLP Introduction to Levels of NLP –Regular Expressions, Text Normalization, Edit Distance Language Modelling: Ngram Language Models.

Practice:

1. Word Analysis Learn about morphological features of a word by analysing it
2. Word Generation generate word forms from root and suffix information

UNIT-II

Text Processing: Tokenization, Stemming, Text Preprocessing & Feature Representation Introduction to Corpora, Sentence Segmentation, Stemming: Porter Stemmer, Bag of words and Vector Space Model, Topic Modelling, Ngram Language Model, Smoothing,

Practice:

1. Implement Porter Stemming Algorithm
2. NGrams learn to calculate bigrams from a given corpus and calculate probability of a sentence

UNIT-III

Vector Semantics and Embeddings: Lexical Semantics, Vector, Words and Vectors, Cosine for measuring similarity, TFIDF: Weighing terms in the vector, Pointwise Mutual Information (PMI) , Applications of the tfidf or PPMI vector models , . Word Embeddings: Word2Vec, Glove and Fasttext, Visualizing Embeddings, Semantic properties of embeddings , Bias and Embeddings , Evaluating VectorModels .

Practice:

1. Apply term frequency"(TFIDF) to Measures the importance of a word to a specific document
2. Implement word embedding using word2vec

UNIT-IV

Morphology: Sequence Labelling for Parts of Speech and Named Entities, PartofSpeech Tagging, Named Entities and Named Entity Tagging , HMM PartofSpeech Tagging , Conditional Random Fields (CRFs), Evaluation of Named Entity Recognition Applications of NLP Machine Translation Encoder & Decoder Model, Attention Models, Question Answering Knowledge based Q&A Chatbots & Dialogue Systems, Automatic Speech Recognition and Text to Speech.

Practice:

1. Morphology understanding the morphology of a word by the use of Add Delete table.
2. POS Tagging – calculate emission and transition matrix which will be helpful for tagging Parts of Speech using Hidden Markov Model.

UNIT – V

Introduction to Prompt Engineering : What is prompt engineering and why it matters

Prompt types: explicit, implicit, and creative prompts, Best Practices for Crafting Effective Prompts.

Practical Applications of Prompt Engineering : Improving NLP Tasks with Custom Prompts, Enhancing Creativity and Diversity in AI Generated Content, Addressing AI Ethics and Bias through Thoughtful Prompt Engineering, Personalization and Adaptability in AI Generated Content.

Future Directions and Emerging Trends in Prompt Engineering : Leveraging Advanced AI Models and Techniques, The Convergence of Human and AI Creativity, The Role of Prompt Engineering in the AI Driven Economy

Practice:

1. Chunking understand the concept of chunking and get familiar with the basic chunk tagset.
2. Building Chunker the importance of selecting proper features for training a model and size of training corpus in learning how to do cunking.

Additional Practice:

1. Text normalization is a crucial process in natural language processing (NLP) that involves cleaning and preparing text data to ensure consistency and usability across different NLP tasks. By standardizing text, we reduce data variability, making it easier for NLP models to identify patterns and generate accurate predictions.
Apply text normalization to the following text
Jaron Lanier said: "It would be unfair to demand that people cease pirating files when those same people aren't paid for their participation in very lucrative network schemes. Ordinary people are relentlessly spied on, and not compensated for information taken from them. While I'd like to see everyone eventually pay for music and the like, I'd not ask for it until there's reciprocity."
2. Demonstrate text smoothing using Laplace Smoothing (Additive Smoothing) for a simple bigram language model.
3. For the give documents data Interpret the documents that are closely related or similar in content, apply TFIDF and Cosine Similarity
Doc1 = "The quick brown fox jumps over the lazy dog"
Doc2 = "Never jump over the lazy dog quickly"
Doc3 = "Bright blue fox jumps quickly"
Doc4 = "The fox is quick and the dog is lazy"

Capstone Project**Sentiment Analysis and Emotion Detection in Tweets or Product Reviews**

Objective: **Analyze social media or review texts to detect sentiment (positive/negative) and optionally the emotion (joy, anger, etc.).**

Domain: **Social Media / E-commerce / Healthcare Communication**

Techniques & Concepts Used:

- Text Preprocessing and Tokenization (Unit II)
- Word Embeddings (Word2Vec/FastText) (Unit III)
- Sequence Labeling for emotion classes (Unit IV)
- Prompt Engineering (for custom sentiment questions) (Unit V)

Text Books:

- 1 Speech and Language Processing, Dan Jurafsky, James H. Martin Draft of 3rd Edition, Prentice Hall 2022, ISBN: 978-0130950697
- 2 Springer Handbook of Speech Processing, Jacob Benesty, M. M. Sondhi, Yiteng Huang Springer, ISBN: 978-3662533000

Reference Books:

- 1 Speech and Language Processing, Daniel Jurafsky and James H. Martin. 2020. 3rd Edition (draft), ISBN: 978-0135041963
- 2 Foundations of Statistical Natural Language Processing, Christopher, D. Manning and Hinrich Schütze, MIT Press, ISBN: 978-0262133609

Web Links:

- 1 <https://www.nltk.org/data.html>
- 2 [https://www.analyticsvidhya.com/blog/2017/01/ultimateguidetounderstandimpleme
nt
naturallanguageprocessingcodesinpython/](https://www.analyticsvidhya.com/blog/2017/01/ultimateguidetounderstandimplementnaturallanguageprocessingcodesinpython/)
- 3 [https://datahack.analyticsvidhya.com/contest/languipediacodefestnaturallanguagepro
cessing1/?utm_source=ultimateguidetounderstandimplementnaturallanguageproces
singcodesinpython&utm_medium=blog](https://datahack.analyticsvidhya.com/contest/languipediacodefestnaturallanguageprocessing1/?utm_source=ultimateguidetounderstandimplementnaturallanguageprocessingcodesinpython&utm_medium=blog)

Reinforcement Learning & Gen AI

Course Code: 2501AI21

L	T	P	C
2	0	1	3

Course Outcomes:

At the end of the course, student will be able to:

- CO1:** Outline the basic concepts of Reinforcement learning.
- CO2:** Identify the appropriate learning tasks for Reinforcement learning techniques.
- CO3:** Implement adversarial training techniques to train GAN models.
- CO4:** Analyse the applications of VAEs in various domains such as image generation, anomaly detection, and data imputation.
- CO5:** Evaluate the ethical considerations and societal impact of reinforcement learning and generative AI technologies.

Mapping of Course Outcomes with Program Outcomes:

CO/PO	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11
CO1	2	2	-	-	2	-	-	-	1	-	-
CO2	2	2	-	-	2	-	-	-	1	-	-
CO3	3	2	-	-	2	-	-	-	1	-	-
CO4	3	2	1	-	2	-	-	-	1	-	-
CO5	2	1	1	-	2	-	-	-	1	-	-

Mapping of Course Outcomes with Program Specific Outcomes:

CO/PSO	PSO1	PSO2
CO1	2	-
CO2	2	1
CO3	3	1
CO4	2	-
CO5	3	1

UNIT-I

Basics of reinforcement learning (RL), RL components: agents, environments, rewards
 Markov Decision Processes (MDPs), Exploration vs. Exploitation dilemma
 Basic algorithms: Qlearning, SARSA, MonteCarlo (MC) Learning, TemporalDifference (TD) Learning, TDLambda and Eligibility Traces.

Practice:

1. Installation of TensorFlow and implement the basic programs.
2. Installation of PYTORCH and implement the basic programs.

UNIT-II

Advanced Reinforcement Learning Techniques: Deep QNetworks (DQN), Policy Gradient methods, ActorCritic architectures, Advantage ActorCritic (A2C) and Proximal Policy Optimization (PPO), Continuous action spaces and algorithms like Deep Deterministic Policy Gradient (DDPG).

Practice:

1. Implement a simple grid world environment where an agent learns to navigate from a starting point to a goal while avoiding obstacles.
2. Train an agent to balance a pole on a cart using discrete actions such as pushing the cart left or right.

UNIT-III

Generative Adversarial Networks (GANs): Introduction to generative models, Basics of GANs: generator, discriminator ,Training GANs: adversarial training ,Variants of GANs: Conditional GANs, Wasserstein GANs, etc, Applications of GANs in image generation, style transfer, and data augmentation.

Practice:

1. Model an agent learning to drive a car up a steep mountain by applying the correct amount of throttle and braking.
2. Train an agent to play the classic game of Pong, where it learns to control a paddle to hit a ball back to the opponent while preventing it from reaching its own side.

UNIT-IV

Variational Autoencoders (VAEs): Introduction to autoencoders , Variational inference and latent variable models ,Encoder and decoder architectures in VAEs , Training VAEs: maximizing evidence lower bound (ELBO) , Applications of VAEs in image generation, anomaly detection, and data imputation.

Practice:

1. Use deep reinforcement learning to train an agent to play various Atari games, such as Breakout, Space Invaders, or PacMan.
2. Experiment with different strategies for solving the multiarmed bandit problem, where an agent must decide which arm of a slot machine to pull to maximize cumulative reward.

UNIT – V

Advanced Topics in Reinforcement Learning and Generative AI: Model based RL and world models, multiagent reinforcement learning ,Transfer learning and meta learning in RL, Adversarial attacks and defences in generative models, Ethical considerations and societal impact of RL and generative AI, LangChain Framework

Practice:

1. Train an agent to play Flappy Bird, a sidescrolling game where the agent controls the flight of a bird through a series of pipes.
2. Develop an agent capable of playing TicTacToe optimally against a human opponent or another agent.

Additional Practice:

1. Train a robotic arm to perform various tasks, such as reaching a target location or manipulating objects, using reinforcement learning.
2. Develop a trading agent that learns to make profitable trades in financial markets by analysing historical data and adapting its trading strategy over time

Capstone Project

Smart Traffic Signal Control Using Q-Learning

Objective: Optimize traffic signal timings at intersections to reduce vehicle waiting time using RL.

Domain: Smart Cities / Traffic Management

Techniques & Concepts Used:

- *Q-Learning (Tabular RL)
- *State and Reward Modeling
- *Traffic Simulation Environment (e.g., SUMO or custom gridworld)
- *Visualization of Learning Process
- *Performance Metrics: Average wait time, throughput

Text Books:

- 1 Reinforcement Learning An Introduction, R. S. Sutton and A. G. Bart., MIT Press, 2018, ISBN: 978-0262039246

Reference Books:

- 1 Algorithms for Reinforcement Learning, Szepesvári, Csaba, United States: Morgan & Claypool, ISBN: 978-1627050278
- 2 Markov Decision Processes, Discrete Stochastic Dynamic Programming, Puterman, Martin L., Germany, Wiley, ISBN: 978-0471727200
- 3 Artificial Intelligence, Dr. R. Sravanth Kumar, Dr. A. Mallikarjuna Reddy, Dr T. Prabhakara Rao and Dr. Gayatri Parasa Published By Pandit Publications- 2024, ISBN: 978-93-93769-74-9

Web Links:

- 1 https://onlinecourses.nptel.ac.in/noc20_cs74/preview

2 <https://www.coursera.org/learn/fundamentalsofreinforcementlearning>

Big Data Analytics
(Common to CSE, AIML & CSE(DS))

Course Code: 2501AI04

L	T	P	C
2	0	1	3

Course Outcomes:

At the end of the course, student will be able to:

- CO1:** Illustrate big data challenges in different domains
- CO2:** Use various techniques for mining data stream.
- CO3:** Demonstrate Building blocks of Hadoop
- CO4:** Make use of Pig and Hive to structure and work with big Data
- CO5:** Make use of Spark tool to work with big data.

Mapping of Course Outcomes with Program Outcomes:

CO/PO	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11
CO1	3	2	-	1	2	-	-	1	2	-	1
CO2	2	3	-	1	2	-	-	1	2	-	1
CO3	2	1	-	3	2	-	-	1	2	-	2
CO4	2	3	-	2	2	-	-	1	2	-	2
CO5	2	2	-	1	3	-	-	1	2	-	2

Mapping of Course Outcomes with Program Specific Outcomes:

CO/PSO	PSO1	PSO2
CO1	-	2
CO2	-	2

CO3	-	2
CO4	-	2
CO5	-	2

UNIT-I

Introduction to big data: Introduction to Big Data Platform, Challenges of Conventional Systems, Intelligent data analysis, Nature of Data, Analytic Processes and Tools, Analysis vs Reporting.

Practice:

1. Hadoop File System Operations: Implement the following file management tasks in Hadoop:
 - a.) Adding files and directories b.) Retrieving files c.) Deleting files

UNIT-II

Stream Processing:

Mining data streams: Introduction to Streams Concepts, Stream Data Model and Architecture, Stream Computing, Sampling Data in a Stream, Filtering Streams, Counting Distinct Elements in a Stream, Estimating Moments, Counting Oneness in a Window, Decaying Window, Real time Analytics Platform (RTAP) Applications.

Practice:

1. Loading DataSet in to HDFS for Spark Analysis.

UNIT-III

Introduction to Hadoop: History of Hadoop, the Hadoop Distributed File System, Components of Hadoop Analyzing the Data with Hadoop, Scaling Out, Hadoop Streaming, Design of HDFS, Java interfaces to HDFS Basics, Developing a Map Reduce Application, How Map Reduce Works, Anatomy of a Map Reduce Job run, Failures, Job Scheduling, Shuffle and Sort, Task execution, Map Reduce Types and Formats, Map Reduce Features Hadoop environment.

Practice:

1. Map Reduce Word Count Hadoop Run a basic Word Count Map Reduce program to understand Map Reduce Paradigm

UNIT-IV

Pig: Hadoop Programming Made Easier: Admiring the Pig Architecture, Going with the Pig Latin Application Flow, Working through the ABCs of Pig Latin, Checking out the Pig Script Interfaces, Scripting with Pig Latin. Working with Hive Data Types, Creating and Managing Databases and Tables, Seeing How the Hive Data Manipulation Language Works with examples, Querying and Analyzing Data.

Practice:

1. Hive Queries a) Install Hive Framework b) Implement Hive to create, alter, and drop databases, tables
2. Hive Queries Implement hive queries and joins to perform display and retrieve the data

UNIT – V

Spark: Installing Spark, Spark applications, Jobs, stages and Tasks, Resilient Distributed data sets, Shared Variables, Anatomy of a Spark job run.

Practice:

1. Demonstrate Spark SQL on Hive
 - a. Create a SQLContext object and load the Parquet file into DataFrame
 - b. Load the Dataframe into Hive table.
 - c. Verify the created Hive table in Hive environment
 - d. Execute Spark SQL query

Text Books:

- 1 Hadoop: The Definitive Guide, Tom White, O'reilly, 4th Edition, ISBN: 978-1491901632
- 2 Hadoop for Dummies, Dirk deRoos, Paul C.Zikopoulos, Roman B.Melnyk, Bruce Brown, Rafael Coss, John Wiley & Sons, ISBN: 978-1118727128

Reference Books:

- 1 Taming the Big Data Tidal Wave: Finding Opportunities in Huge Data Streams with Advanced Analytics, Bill Franks, John Wiley& sons, ISBN: 978-1118224912
- 2 Harness the Power of Big Data:The IBM Big Data Platform, Paul Zikopoulos, DirkdeRoos, Krishnan Parasuraman, Thomas Deutsch, James Giles, David Corrigan, Tata McGraw Hill Publications, ISBN: 9780071808187
- 3 Big Data Science & Analytics: A Hands On Approach , Arshdeep Bahga and Vijay Madiseti, VPT, ISBN: 978-0996025577
- 4 Learning Spark: Lightning Fast Big Data Analysis Paperback, Holden Karau, ISBN: 978-1449358624

Web Links:

- 1 Hadoop: <http://hadoop.apache.org/>
- 2 Hive: <https://cwiki.apache.org/confluence/display/Hive/Home>
- 3 <https://nptel.ac.in/courses/106106142>
- 4 <https://www.cloudera.com/servicesandsupport/tutorials.html>
- 5 <https://www.databricks.com/spark/gettingstartedwithapachespark>

Multidisciplinary Courses (MDC)

Course Code	Course Name	Level	L	T	P	C	CIE	SEE	Total	Pre-requisite
2501EE01	Basic Electrical & Electronics Engineering	FC	2		2	4	50	50	100	-
2501EC95	Digital Logic Design	FC	2	1		3	50	50	100	-
2501MB01	Engineering Economics & Management	FC	2			2	50	50	100	-
Total			Total	6	1	2	9			

Basic Electrical & Electronics Engineering
(Common to CE, ME, ECE, CSE, IT, AIML, CSE(DS), PT & Min.E)

	L	T	P	C
Course Code: 2501EE01	2	0	2	4

Course Outcomes:

At the end of the course, student will be able to:

- CO1:** Analyze the concepts associated to AC and DC circuits.
- CO2:** Explain the operating principles of motors, generators and measuring instruments.
- CO3:** Analyze the Different Energy Resources and Equipment Safety Measures.
- CO4:** Explain the concept and the applications of semiconductor Diodes.
- CO5:** Analyze the Basic Electronic Circuits and interpret numeric information in different code formats.

Mapping of Course Outcomes with Program Outcomes:

CO/PO	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11
CO1	2	3	1	-	1	-	-	-	2	2	-
CO2	2	3	1	-	-	-	-	-	2	2	-
CO3	3	2	1	-	-	-	-	-	2	2	-
CO4	3	2	1	-	-	-	-	-	2	2	-
CO5	3	2	1	-	-	-	-	-	2	2	-

UNIT-I

DC & AC Circuits:

DC circuits: Ohm's and Kirchhoff's laws, analysis of series, parallel and series-parallel circuits excited by independent voltage sources for R, L, C parameters, current division, voltage division

AC circuits: Generation of sinusoidal voltage, frequency of generated voltage, average value, RMS value, form, and peak factors. Real power, reactive power, apparent power, and Power factor.

Practice:

1. Verification of ohms law
2. Verification of KCL and KVL
3. Verification of KCL, KVL and ohm's law using simulation

UNIT-II

Machines and Measuring Instruments: Principles and operation of DC machines, Transformers – Synchronous Machines - three Phase and single phase induction motors - Moving coil and moving iron instruments, Wheatstone bridge and Megger

Practice:

1. Magnetisation Characteristics of DC shunt generator
2. Measurement of Power and Power factor using Single-phase wattmeter
3. Measurement of Resistance using Wheat stone bridge
4. Measurement of Earth Resistance using Megger.

UNIT-III

Energy Resources, Electricity Bill & Safety Measures: Conventional and non-conventional energy resources; Layout and operation of various Power Generation systems: Hydel, Thermal, Solar and Wind power generation. Calculation of electricity bill for domestic appliances. Working principle of Fuse and Miniature circuit breaker (MCB). Electric Shock, Earthing and its types, Safety Precautions to avoid shock.

Practice:

1. Calculation of Electrical Energy for Domestic Premises

UNIT-IV

Semiconductor Devices: Intrinsic semiconductors – Extrinsic semiconductors - P type and N type - P-N junction characteristics of P N Junction Diode — Zener Effect — Zener Diode and its Characteristics. working of simple zener voltage regulator and amplifier- Bipolar Junction Transistor — CB, CE, CC Configurations and Characteristics.

Practice:

1. Sketch the V-I characteristics of PN Junction diode A) Forward bias B) Reverse bias.
2. Sketch the V-I characteristics of Zener Diode and its application as voltage Regulator
3. Plot Input & Output characteristics of BJT in CE and CB configurations.
4. Obtain Frequency response of CE amplifier

UNIT – V

BASIC ELECTRONIC CIRCUITS: Block diagram description of a dc power supply, working of a half and full wave, bridge rectifier, filters.

DIGITAL ELECTRONICS: Overview of Number Systems, Logic gates including Universal Gates, BCD codes, Excess-3 code, Gray code, Hamming code. Truth Tables and Functionality of Logic Gates – NOT, OR, AND, NOR, NAND, XOR and XNOR. Simple combinational circuits–Half and Full Adders

Practice:

1. Implementation of half wave and full wave rectifiers.
2. Design Half Adder and Full Adder circuits.
3. Verification of truth table for Logic gates using ICs

Text Books:

- 1 Basic Electrical and Electronics Engineering, Salivahanan S, Tata McGraw Hill Education (India) Private Limited, New Delhi, ISBN: 9789389691801
- 2 Principles of Electrical Engineering, V. K. Mehta, R. Mehta, S. Chand & Company Ltd., New Delhi, ISBN-13: 9788121930888
- 3 Digital Fundamentals, Thomas Floyd, Prentice Hall, 10th Edition, ISBN: 9780132737968

Reference Books:

- 1 Electronic Devices & Circuit Theory, Robert L. Boylestad and Louis Nashelsky, Pearson, 11/e, ISBN: 9780135026496
- 2 Power System Engineering, P.V. Gupta, M.L. Soni, U.S. Bhatnagar and A. Chakrabarti, Dhanpat Rai & Co, ISBN: 9788177000207

Web Links:

- 1 <https://nptel.ac.in/courses/108/101/108101091/> (NPTEL Video by Dr.Mahesh B. Patil from IIT Bombay)
- 2 <https://nptel.ac.in/courses/117/106/117106108/> (NPTEL Video by Prof. Nagendra Krishnapura from IIT Madras)

Digital Logic Design
(Common to CSE, IT, AIML & CSE(DS))

Course Code: 2501EC95	L	T	P	C
	2	1	0	3

Course Outcomes:

At the end of the course, student will be able to:

- CO1:** Understand various number systems, perform conversions between them, and apply binary codes in digital representations. (BTL: 2)
- CO2:** Understand basic Boolean algebra rules and simplify Boolean expressions using Karnaugh maps. (BTL: 2)
- CO3:** Design and implement basic combinational logic circuits such as adders, decoders, and multiplexers. (BTL: 3)
- CO4:** Apply the concepts of flip-flops to implement basic sequential circuits like registers, and counters. (BTL: 3)
- CO5:** Develop logic circuits using PLDs such as PROM, PAL, and PLA by utilizing programming tables. (BTL: 3)

Mapping of Course Outcomes with Program Outcomes:

CO/PO	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11
CO1	3	2	-	-	-	-	-	2	1	-	1
CO2	2	2	-	-	-	-	-	2	1	-	1
CO3	2	2	3	1	-	-	-	2	1	-	1
CO4	2	2	3	1	-	-	-	2	1	-	1
CO5	2	2	3	1	-	-	-	2	1	-	1

Mapping of Course Outcomes with Program Specific Outcomes:

CO/PSO	PSO1	PSO2
CO1	-	2
CO2	-	2
CO3	-	3
CO4	-	3
CO5	-	3

UNIT-I

Digital Systems and Binary Numbers

Digital Systems, Binary Numbers, Number based Conversions, Octal & Hexadecimal Numbers, Complements, Signed binary Numbers, Arithmetic addition and subtraction.

Binary Codes: BCD, 2421, 8421, Excess-3, Gray codes

UNIT-II

Concept of Boolean algebra and Gate Level Minimization

Basic Definitions, Axioms and laws, Basic Theorems, Boolean Functions Simplification .
Digital logic gates, The Map Method –K-Maps(up to 4 variable). Product of Sums
Simplification, Sum of Products Simplification, Don't Care Conditions.

UNIT-III

Combinational Logic

Full adders, Full subtractor, Ripple carry adder, 4-bit Binary adder/subtractor circuit,
Decoders(up to 3×8), Encoders(up to 8×3), Multiplexers(up to 8×1), De-Multiplexers(up to
 1×8), One bit comparator.

UNIT-IV

Sequential Circuits

Introduction to Sequential Circuits, Latches, RS- Latch Using NAND and NOR Gates,
Flipflops(RS, JK, D and T)Truth Tables.

Registers and Counters

Registers, Shift Registers, Ripple Counters – Binary Ripple counter, 3 Bit synchronous counter,
Ring Counter.

UNIT – V

Programmable Logic Devices: Introduction to PLDs: PROM, PAL, PLA-Basics structures,
realization of Boolean function with PLDs, comparison, merits & demerits of PROM, PAL,
PLA.

Text Books:

- 1 Switching and Finite Automata Theory, ZviKohavi& Niraj K.Jha, 3rdEdition, ISBN: 978-0521857482.
- 2 Digital Design, Morris Mano, Pearson, 3rd Edition, ISBN: 978-8178085555.

Reference Books:

- 1 Modern Digital Electronics, RP Jain, Tata Mc Graw Hill, 5thEdition, 2022, ISBN: 978-9355321770.
- 2 Fundamentals of Logic Design, Charles H. Roth Jr., Jaico Publishers, ISBN: 978-0534378042.

Web Links:

- 1 <http://nptel.ac.in/courses/117/106/117106086/> (By Prof. Goutam Saha, Electronics & Electrical Communication Engineering Dept, IIT Kharagpur)
- 2 www.nptelvideos.in/2012/12/digital-circuits-and-systems.html(By Prof. Santanu Chattopadhyay, Electronics & Electrical Communication Engineering Dept, IIT Kharagpur).
- 3 <https://www.smartzworld.com/notes/switching-theory-and-logic-design-stld/>.

Engineering Economics & Management
(Common to CE, EEE, ME, CSE, IT, AIML & CSDS)

Course Code: 2501MB01	L	T	P	C
	2	0	0	2

Course Outcomes:

At the end of the course, student will be able to:

- CO1:** Explain the Business Economic concepts, law of demand and forecasting methods.
- CO2:** Identify the production, cost behavior for managerial decision making with Break-Even Point (BEP).
- CO3:** Make use of financial accounting and capital budgeting techniques for decision making.
- CO4:** Summarize management and motivational theories to renovate the practice of Management.
- CO5:** Illustrate the functional management and project management using PERT and CPM.

Mapping of Course Outcomes with Program Outcomes:

CO/PO	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11
CO1	-	-	-	-	-	-	-	2	2	-	-
CO2	1	-	-	-	-	-	-	-	-	2	-
CO3	-	-	-	-	-	-	-	-	-	3	-
CO4	1	-	-	-	-	-	-	1	1	2	-
CO5	-	-	-	-	-	-	-	-	-	3	-

UNIT — I

Introduction to Managerial Economics and Demand Analysis: Definition of Managerial Economics —Scope of Managerial Economics- Concept of Demand, Determinants of Demand- Law of Demand and its limitations- Elasticity of Demand, Types-Demand forecasting and its Methods.

UNIT — II

Production and Cost Analyses: Concept of Production function Law of Variable Proportions- Isoquants and Isocosts -Producer Equilibrium, Cost concepts: opportunity costs, explicit and implicit costs- Fixed costs, Variable Costs — Cost —Volume-Profit Analysis-Determination of Breakeven point (simple problems).

UNIT — III

Introduction to Markets and Financial Accounting: Market Structures-Classification of markets,. Introduction to Financial Accounting, Accounting cycle, Journal entries and Ledger (Simple Problems), Methods of capital budgeting (Simple Problems).

UNIT — IV

Operations Management : Concept nature and importance of Management, Generic Functions of Management, Theories of Motivation, SWOT analysis.

UNIT — V

Functional Management and Project Management: Concept of HRM, Functions of HR Manager, Merit Rating, Marketing Management, Functions of Marketing, Channels of distributions - Development of Network, Difference between PERT and CPM, Finding Critical Path (Simple Problems)

Text Books:

1. Managerial Economics and Financial Analysis, Dr. A. R. Aryasri, TMH, ISBN 978-0070078031
2. Managerial Economics and Financial Analysis, Dr. N. Appa Rao, Dr. P. Vijay Kumar, Cengage Publications, New Delhi, ISBN 978-8131515952
3. Management Science, Aryasri, Tata McGraw Hill, ISBN 978-0070090279
4. Management, James Arthur, Finch Stoner, R. Edward Freeman, and Daniel R. Gilbert Pearson Education/Prentice Hall, 6* Edition, ISBN 978-0131087477

Reference Books:

1. Principles of Marketing: A South Asian Perspective by Kotler Philip, Gary Armstrong, Prafulla Y. Agnihotri, and Eshan ul Haque, Pearson Education/Prentice Hall of India, 13th Edition, ISBN 9788131731017
2. A Handbook of Human Resource Management Practice, Michael Armstrong Kogan, Page Publishers, ISBN 978-1789661033

Web Links:

1. www.managementstudyguide.com
2. www.citehr.com
3. www.nptel.ac.in/courses/122106032
4. www.btechguru.com/courses--nptel--basic-course

Ability Enhancement Courses (AEC)

Course Code	Course Name	Level	L	T	P	C	CIE	SEE	Total	Pre-requisite
2501EN01	Essential Cognitive Skills for Engineers	FC			1	1	100	-	100	-
2501EN02	Advanced Cognitive Skills for Engineers	FC			1	1	100	-	100	ECSE-I
2501UC07	Design Thinking using AI	FC			1	1	100	-	100	-
2501UC08	Universal Human Values	FC	2			2	100	-	100	-
2501UC09	Technical Paper Publication	AC			2	2	100	-	100	-
2501AI35	Student Activity Based Learning	AC				2				
Total			2		5	9				

Essential Cognitive Skills for Engineers
(Common to CE, EEE, ME, ECE, CSE, IT, AIML, CSE(DS), PT & Min.E)

Course Code: 2501EN01	L	T	P	C
	0	0	1	1

Course Outcomes:

At the end of the course, student will be able to:

- CO1:** Recognize the different aspects of the English language proficiency with emphasis on LSRW skills.
- CO2:** Apply communication skills through various language learning activities.
- CO3:** Analyze the English speech sounds, stress, intonation and syllable division for better listening and speaking comprehension.
- CO4:** Enable them to learn and apply fundamentals of English grammar concepts for improved language
- CO5:** Make use of various types of vocabulary in different academic and professional careers

Mapping of Course Outcomes with Program Outcomes:

CO/PO	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11
CO1	-	-	-	-	-	-	-	-	3	-	-
CO2	-	-	-	-	-	-	-	-	3	-	-
CO3	-	-	-	-	-	-	-	-	3	-	-
CO4	-	-	-	-	-	-	-	-	3	-	-
CO5	-	-	-	-	-	-	-	-	3	-	-

Practice:

UNIT – I Outstanding people A/B/C/D

Speaking	Conversation about Jocelyn Bell- Burnell, Podcast: The 30-day challenge, Starting a new job, Conversation about technology Discussing inspiring people, Asking and answering questions about challenges, Explaining a process; Checking understanding, Discussing technology.
Reading	Articles: <i>Protector of the sea</i> and <i>The woman who reinvented children's TV</i> , Interviews: <i>30-day challenge</i> , Article: <i>Tech free!</i>
Writing	Article Organizing an article
Grammar	Review of Tenses, Questions
Vocabulary	Character adjectives, trying and succeeding
Pronunciation	The letter e; Word stress, Rapid speech

UNIT – II Survival A/B/C/D

Listening	Conversation about a survival situation, Interview: The Tiger, Cooking for a friend, Talking about getting lost
Speaking	Telling a survival story, Giving advice; Asking questions, Giving compliments and responding, Discussing the natural environment

Reading	Article: Lost at sea, Leaflet: <i>How to survive...an animal attack</i> , Leaflet: <i>Be wise and survive</i>
Writing	Guidelines, organizing guidelines in a leaflet
Grammar	Narrative tenses, Future time clauses and conditionals
Vocabulary	Expressions with <i>get</i> , Animals and the environment
Pronunciation	Sound and Spelling: g, Intonation in question tags

UNIT – III

Talent A/B/C/D

Listening	Conversation: learning experiences, Radio Programme: The sports gene, Making wedding plans, Interviews about sport
Speaking	Talking about something you have put a lot of effort into, Discussing sport and ways to improve performance, planning a party, Talking about popular sports
Reading	Text about learning; <i>Learning to learn</i> , Article: <i>Born to be the best</i> ; Three articles about athletes, Article: <i>Fitness: Seattle snapshot</i>
Writing	Article describing data
Grammar	Multi-word verbs, Present perfect and present perfect continuous
Vocabulary	Ability and achievement, word connected with sport
Pronunciation	Word stress, sound and spelling consonant sounds

UNIT – IV

Life Lessons A/B/C/D

Listening	Interview: Psychology of money; Two monologues: Life-changing events, Two monologues; training for a job, Presenting photos, Three monologues; living in different places
Speaking	Talking about how your life has changes, Discuss experiences of training and rules, Describing photos: Expressing careful disagreement, Discussing living in a different country
Reading	Two texts about life-changing events that helped people become rich, Article: <i>Training for the emergency frontline</i> , Advert for being an international student ‘buddy’
Writing	Job application, Giving a positive impression
Grammar	<i>Used to</i> and <i>would</i>
Vocabulary	Cause and result, Talking about difficulty
Pronunciation	Sound and spelling: u

UNIT – V

Chance A/B/C/D

Listening	Monologue: What are your chances?, Conversation: Talking about work, Money problems, News reports: environmental problems
Speaking	Discussing possible future events, Role Play: job interview, Explaining and responding to an idea for a café, Giving opinions on environmental problems
Reading	Quiz: <i>Are you an optimist or a pessimist?</i> ; Article: <i>Why we think we’re going to have a long and happy life</i> , Quiz: <i>The unknown continent</i> ; Article: <i>Cooking in Antarctica</i> , Essay about protecting the environment
Writing	For and against essay, Arguing for and against an idea
Grammar	Future probability, Future perfect and future continuous
Vocabulary	Adjectives describing attitude, The natural world
Pronunciation	Sound and spelling : <i>th</i> , Intonation groups

Text Book:

1. Cambridge Empower – Second Edition B2 Level - Adrian Doff, Craig Thaine, Herbert Puchta, Jeff Stranks, Peter Lewis – Jones. ISBN: 978-1107468726

Suggested Software:

- Cambridge Empower
- Soft X (K-Van Solutions)

Reference Books:

- 1 Effective Technical Communication, M Ashraf Rizvi, ISBN: 9352605780
- 2 Raymond Murphy: English Grammar in Use, Cambridge University Press. Fifth Edition, ISBN: 978-3125354241
- 3 J. Sethi & P.V. Dhamija. A Course in Phonetics and Spoken English, (2nd Ed), Kindle, 2013, ISBN: 9788120314955

Web Links:

- 1 www.cambridgeone.org/login
- 2 <https://www.britishcouncil.in/english/online>
- 3 www.englishmedialab.com

Advanced Cognitive Skills for Engineers
(Common to CE, EEE, ME, ECE, CSE, IT, AIML, CSE(DS), PT & Min.E)

Course Code: 2501EN02	L	T	P	C
	0	0	1	1

Course Outcomes:

At the end of the course, student will be able to:

- CO1:** Recognize the basics of communication and summarize formal and informal language expressions in all aspects.
- CO2:** Establish and maintain interpersonal relationships and transmit the message through different language activities.
- CO3:** Use language effectively to prepare and demonstrate proficiency in facing various types of interviews.
- CO4:** Demonstrate and exhibit professionalism in participating in various public speaking activities like debates, group discussions and presentation skills.
- CO5:** Identify the basic elements of writing and apply the fundamentals to compose e-mails catering to different professional needs.

Mapping of Course Outcomes with Program Outcomes:

CO/PO	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11
CO1	-	-	-	-	-	-	-	-	3	-	-
CO2	-	-	-	-	-	-	-	-	3	-	-
CO3	-	-	-	-	-	-	-	-	3	-	-
CO4	-	-	-	-	-	-	-	-	3	-	-
CO5	-	-	-	-	-	-	-	-	3	-	-

List of the Topics

UNIT – I Around the globe A/B/C/D

Listening	Two monologues about sightseeing tours, Interview: disappearing languages, Asking for a favour, conversation: a trip to the Grand Canyon
Speaking	Comparing different tourist destinations, Agreeing and disagreeing, Asking for a favour, Discussing local tourist destinations.
Reading	Website about four tourist destinations; Website: <i>Where to go?</i>
Writing	Travel blog, Using descriptive language
Grammar	Infinitives and <i>-ing</i> forms
Vocabulary	Travel and tourism, Describing changes
Pronunciation	Consonant clusters, Consonant sounds

UNIT – II City living A/B/C/D

Listening	Interview: 'Smart' cities: Two monologues talking about 'smart' cities, Two monologues: house renovations, Flat hunting, Interviews about a new shopping centre
Speaking	Discussing good and bad points about a city
Reading	Article: <i>Quick-slow down!</i> , Article: <i>Who puts the 'real' in reality TV?</i>

Writing	Email: Complaining about an important issue.
Grammar	Email of complaint, Using formal language
Vocabulary	<i>Too/enough; so/such</i> , Causative <i>have/get</i>
Pronunciation	Describing life in cities, Film and TV; Houses
UNIT – III	Dilemmas A/B/C/D
Listening	Radio programme: person finance, Three monologues about honesty, Going to the bank, Conversation about a TV programme
Speaking	Giving opinions on financial matters, Discussing moral dilemmas, Talking about hopes and worries Discussing programmes about crime
Reading	Article: <i>Is it time to give up on cash?</i> , Newspaper article: <i>The honesty experiment</i> , Review: <i>Crime with a smile</i>
Writing	Review, Organising a review
Grammar	First and second conditionals, Third conditional; <i>should have+past participle</i>
Vocabulary	Money and finance, Crime
Pronunciation	Stressed and unstressed words; Sound and spelling: <i>l</i> , Word groups
UNIT – IV	Discoveries A/B/C/D
Listening	Conversation about inventions, Conversation about an email hoax, Finding the perfect flat, Four monologues about alternative medicine
Speaking	Talking about inventions, Describing a hoax or a scam or a case of fraud, Giving and receiving surprises
Reading	Article: <i>Too good to be true?</i> , Article: <i>The rise and fall of Barry Minkow</i> , Essay: <i>The Value of alternative medicine</i>
Writing	Opinion essay, Presenting a series of arguments
Grammar	Relative clauses, Reported speech; Reporting verbs
Vocabulary	Health, Verbs describing thought and knowledge
Pronunciation	Sound and spelling : <i>ui</i> , Linking and intrusion
UNIT – V	Possibilities A/B/C/D
Listening	Interview about Dan Cooper, Two monologues: pursuing a dream, Celebrating good news, conversation about goals
Speaking	Telling stories about coincidences, Describing and comparing brave or amazing people, Telling an important piece of news, Talking about performing
Reading	Story: The man who disappeared; Blog: <i>The Wreck of the Titan</i> , Article: <i>Dream to help</i> , Story: Rosa's diary: <i>The ultimate goal</i>
Writing	Story, Making a story interesting
Grammar	Past modals of deduction, Wishes and regrets
Vocabulary	Adjectives with prefixes, Verbs of effort
Pronunciation	Word stress, Linking, Consonant clusters

Text Book:

1. Cambridge Empower – Second Edition B2 Level - Adrian Doff, Craig Thaine, Herbert Puchta, Jeff Stranks, Peter Lewis – Jones. ISBN: 978-1107468726

Suggested Software:

- Cambridge Empower
- Soft X (K-Van Solutions)

Reference Books:

- 1 Technical Communication. Raman Meenakshi, Sangeeta-Sharma. Oxford University Press.2018, ISBN: 97893549772256
- 2 Practical English Usage -Michael Swan, ISBN: 9780194202466
- 3 English Conversation Practice, Taylor Grant: Tata McGraw-Hill Education India, ISBN: 978-0070996038

Web links:

- 1 <https://www.cambridgeone.org/login>
- 2 <https://www.coursera.org/>
- 3 <https://www.skillshare.com/>
- 4 <https://www.mindtools.com/cawh8bu/communication-tools>

Design Thinking using AI
(Common to CE, EEE, ME, ECE, CSE, IT, AIML, CSE(DS), PT & Min.E)

Course Code: 2501UC07	L	T	P	C
	0	0	1	1

Course Outcomes:

At the end of the course, student will be able to:

- CO1:** Appreciate various design process procedure
- CO2:** Generate and develop design ideas through different technique
- CO3:** Identify the significance of reverse Engineering to Understand products
- CO4:** Draw technical drawing for design ideas
- CO5:** Illustrate design teams to create feasible and user-focused solutions to complex problems in design.

Mapping of Course Outcomes with Program Outcomes:

	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11
CO1	-	-	-	-	-	-	-	2	2	-	-
CO2	-	-	-	-	-	-	-	-	-	2	-
CO3	-	-	-	-	-	-	-	-	-	3	-
CO4	-	-	-	-	-	-	-	1	1	2	-
CO5	-	-	-	-	-	-	-	-	-	3	-

UNIT-I

Process of Design Understanding Design thinking: Shared model in team-based design – Theory and practice in Design thinking – Explore presentation signers across globe – MVP or Prototyping.

UNIT – II

Tools for Design Thinking: Real-Time design interaction capture and analysis – Enabling efficient collaboration in digital space – Empathy for design – Collaboration in distributed Design

Practice using any AI tool:

Students are advised to use any AI tool like Otter AI etc for Transcribe interviews automatically and summarize user insights.

UNIT – III

Design Thinking in IT: Design Thinking to Business Process modelling – Agile in Virtual collaboration environment – Scenario based Prototyping

Practice using any AI tool:

Students are advised to use any AI tool like ChatGPT, Claude, Perplexity etc to define, synthesize, ideate and prototype.

UNIT – IV

DT For strategic innovations: Growth – Story telling representation – Strategic Foresight - Change – Sense Making - Maintenance Relevance – Value redefinition - Extreme Competition – experience design.

Practice using any AI tool:

Students are advised to use any AI tool like looka, logomkr, canva and figma etc for logo, prototyping and sketching.

UNIT – V

Design thinking workshop: Design Thinking Work shop Empathize, Design, Ideate, Prototype and Test.

Text Books:

- 1 Engineering Design, John.R.Karsnitz, Stephen O'Brien and John P. Hutchinson, Cengage learning (International edition) Second Edition, ISBN: 9781133708766
- 2 The Design of Business: Why Design Thinking is the Next Competitive Advantage, Roger Martin, Harvard Business Press, ISBN: 9781422177808

Reference Books:

- 1 Engineering Design Process, Yousef Haik and Tamer M. Shahin, Cengage Learning, Second Edition, ISBN: 978-8131529041
- 2 Book - Solving Problems with Design Thinking - Ten Stories of What Works (Columbia Business School Publishing) Hardcover – 20 Sep 2013 by Jeanne Liedtka (Author), Andrew King (Author), Kevin Bennett (Author), ISBN: 978-0231163569

Web Links:

- 1 www.tutor2u.net/business/presentations/. /Product lifecycle/default.html
- 2 https://docs.oracle.com/cd/E11108_02/otn/pdf/. /E11087_01.pdf

Universal Human Values

(Common to CE, EEE, ME, ECE, CSE, IT, AIML, CSE(DS), PT & Min.E)

Course Code: 2501UC08

L	T	P	C
1	1	0	2

Pre Requisites: Universal Human Values (UHV-I) (desirable).

Course Objectives:

This course input is intended

1. To help the students appreciate the complementarity between 'VALUES' and 'SKILLS' and understand how ethical foundations enhance technical competence to achieve sustainable happiness, prosperity, and responsible professional growth.
2. To develop a Holistic perspective among students towards life and profession as well as towards happiness and prosperity based on a right understanding of the Human reality and the rest of Existence. Such a holistic perspective forms the basis of Universal Human Values (UHV) and movement towards value-based living in a natural way.
3. To highlight real-world implications of Holistic understanding of ethical human conduct, trustful and mutually fulfilling human behaviour and mutually enriching interaction with Nature.
4. To encourage the students to realise their full potential and act accordingly.
5. To assist the students to live with a feeling of relationship, harmony and co-existence.

Thus, this course is intended to provide a much-needed input in value education to the young enquiring minds.

UNIT I INTRODUCTION TO VALUE EDUCATION

Lecture 1: Holistic Development and the Role of Education (Right Understanding, Relationship and Physical Facility)

Lecture 2: Understanding Value Education

Tutorial 1: Practice Session PS1 - Sharing about Oneself

Lecture 3: Self-Exploration as the Process for Value Education

Lecture 4: Continuous Happiness and Prosperity – the Basic Human Aspirations

Tutorial 2: Practice Session PS2 - Exploring Human Consciousness

Lecture 5: Happiness and Prosperity – Current Scenario

Lecture 6: Method to Fulfill the Basic Human Aspirations

Tutorial 3: Practice Session PS3 - Exploring Natural Acceptance.

UNIT II HARMONY IN THE HUMAN BEING

Lecture 7: Understanding Human being as the Co-existence of the self and the body

Lecture 8: Distinguishing between the Needs of the self and the body

Tutorial 4: Practice Session PS4 - Exploring the difference of Needs of self and body

Lecture 9: The body as an Instrument of the self

Lecture 10: Understanding Harmony in the self

Tutorial 5: Practice Session PS5 - Exploring Sources of Imagination in the self

Lecture 11: Method to ensure self-regulation and Health

Lecture 12: Programme to ensure self-regulation and Health

Tutorial 6: Practice Session PS6 - Exploring Harmony of self with the body.

UNIT III HARMONY IN THE FAMILY AND SOCIETY

Lecture 13: Harmony in the Family – the Basic Unit of Human Interaction
Lecture 14: 'Trust' – the Foundational Value in Relationship
Tutorial 7: Practice Session PS7 - Exploring the Feeling of Trust
Lecture 15: 'Respect' – as the Right Evaluation
Tutorial 8: Practice Session PS8 - Exploring the Feeling of Respect
Lecture 16: Other Feelings, Justice in Human-to-Human Relationship
Lecture 17: Understanding Harmony in the Society
Lecture 18: Vision for the Universal Human Order
Tutorial 9: Practice Session PS9 - Exploring Systems to fulfil Human Goal

UNIT IV HARMONY IN THE NATURE/EXISTENCE

Lecture 19: Understanding Harmony in Nature
Lecture 20: Interconnectedness, self-regulation and Mutual Fulfilment among the Four Orders of Nature
Tutorial 10: Practice Session PS10 - Exploring the Four Orders of Nature
Lecture 21: Realizing Existence as Co-existence at All Levels
Lecture 22: The Holistic Perception of Harmony in Existence
Tutorial 11: Practice Session PS11 - Exploring Co-existence in Existence.

UNIT V IMPLICATIONS OF THE HOLISTIC UNDERSTANDING A LOOK AT PROFESSIONAL ETHICS

Lecture 23: Natural Acceptance of Human Values
Lecture 24: Definitiveness of (Ethical) Human Conduct
Tutorial 12: Practice Session PS12 - Exploring Ethical Human Conduct

Lecture 25: A Basis for Humanistic Education, Humanistic Constitution and Universal Human Order
Lecture 26: Competence in Professional Ethics
Tutorial 13: Practice Session PS13 - Exploring Humanistic Models in Education
Lecture 27: Holistic Technologies, Production Systems and Management Models-Typical Case Studies
Lecture 28: Strategies for Transition towards Value-based Life and Profession
Tutorial 14: Practice Session PS14 - Exploring Steps of Transition towards Universal Human Order

Course Outcomes:

Upon successful completion of the course, students will be able to

CO1: Demonstrate an understanding of basic human aspiration and the concept of Natural Acceptance and apply them in personal and professional decision-making.

CO2: Develop self-awareness and practice self-regulation.

CO3: Recognize human-human relationship (Justice) and identify human goals in society.

CO4: Appreciate the harmony in nature and existence.

CO5: Develop as socially and ecologically responsible engineers in handling problems with sustainable solutions (user-friendly and eco-friendly).

Text Books:

1. R R Gaur, R Asthana, G P Bagaria, *A Foundation Course in Human Values and Professional Ethics*, 3rd Revised Edition, UHV Publications, Sarva Shubha Nyas, Kanpur, 2023. ISBN: 978-81-957703-7-3 (Printed Copy) ISBN: 978-81-957703-6-6 (e-book)
2. R R Gaur, R Asthana, G P Bagaria, *Teachers' Manual for a Foundation Course in Human Values and Professional Ethics*, 3rd Revised Edition, UHV Publications, Sarva Shubha Nyas, Kanpur, 2023.

Reference Books:

1. *Jeevan Vidya: Ek Parichaya*, A Nagaraj, Jeevan Vidya Prakashan, Amarkantak, 1999
2. *Human Values*, A.N. Tripathi, New Age Intl. Publishers, New Delhi, 2004.
3. *The Story of Stuff* (Book), Annie Leonard, Free Press, 2010.
4. *The Story of My Experiments with Truth*, Mohandas Karamchand Gandhi, Fingerprint! Publishing
5. *Small is Beautiful* - E. F Schumacher, Random House, 2011.
6. *Slow is Beautiful* - Cecile Andrews, New Society Publishers, 2006
7. *Economy of Permanence* - J C Kumarappa
8. *Vivekananda* - Romain Rolland

Online Resources

1. <https://fdp-si.aicte-india.org/index.php>
2. https://onlinecourses.swayam2.ac.in/aic22_ge23/preview
3. <https://uhv.org.in/>
4. <https://www.youtube.com/@UniversalHumanValues/playlists>

Skill Enhancement Courses (SEC)

Course Code	Course Name	Level	L	T	P	C	CI E	SE E	Total	Pre-requisite
2501CS17	Object Oriented Analysis & Design using UML	IC			2	2	50	50	100	ASE
2501AI34/ 2601CS01	Web Application Development using MERN Stack*/ Linux Programming#	AC			2	2	50	50	100	-
2501CS19	CI/CD using DevOps	AC			1	1	100	-	100	-
Total					5	5				

Object Oriented Analysis & Design using UML

(Common to CSE, IT AIML & CSE(DS))

Course Code: 2501CS17

L	T	P	C
0	0	2	2

Course Outcomes

At the end of the course, student will be able to:

CO1: Explain the importance of system analysis and design in solving complex problems.

CO2: Compare object-oriented approach with traditional approach in system analysis and design.

CO3: Analyse the importance of modelling and design of various applications.

CO4: Compare various object relationships.

CO5: Show the role and function of each UML model in developing object-oriented software.

Mapping of Course Outcomes with Program Outcomes

CO/PO	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11
CO1	2	2	3	1							
CO2	2	3	2								
CO3	3	2	2	1	3						
CO4	1	2									
CO5	2	1	1	3	1						

Mapping of Course Outcomes with Program Specific Outcomes

CO/PSO	PSO1	PSO2
CO1	2	
CO2	2	
CO3	3	
CO4	3	
CO5	3	

Practice: Laboratory Experiments

Lab Experiment 1: OOAD Fundamentals & UML Tool Familiarization

Objectives

- Understand Software Development Life Cycle
- Understand OOAD methodology
- Learn UML diagrams
- Install and explore Rational Rose / StarUML / Visual Paradigm

Activities

- OO concepts
- UML overview
- Modelling simple classes
- Associations
- Inheritance
- Aggregation
- Composition

Deliverables

- Simple UML Class Diagram
- UML Tool Familiarization Report

Lab Experiment 2: Requirement Engineering**Activities**

- Choose one cornerstone project for all experiments.
- Perform:
 - Stakeholder Identification
 - Functional Requirements
 - Non-functional Requirements
 - Business Rules
 - Scope Definition
 - Event Identification

Deliverables

- SRS (Requirement Specification)
- Event List
- Event Table

Lab Experiment 3: Use Case Modelling**Activities**

- Identify Actors
- Identify Use Cases
- Use Case Packages
- Use Case Diagram
- Include
- Extend
- Generalization
- Detailed Use Case Specifications

Deliverables

- Complete Use Case Model

Lab Experiment 4: Domain Analysis**Activities**

- Domain Classes

- Entity Classes
- Boundary Classes
- Control Classes
- Attributes
- Relationships
- Multiplicity
- Constraints

Deliverables

- Domain Model
- Domain Class Diagram

Lab Experiment 5: Object Interaction Modelling**Activities**

- For every major use case, develop:
- System Sequence Diagram
- High-Level Sequence Diagram

Deliverables

- Sequence Models

Lab Experiment 6: Detailed Object Design**Activities**

- Develop:
- Detailed Sequence Diagrams
- Communication Diagrams
- Following Three-layer architecture:
- Boundary
- Control
- Entity

Deliverables

- Interaction Models

Lab Experiment 7: Design Class Modelling**Activities**

- Transform Domain Model into Design Class Diagram
- Identify:
- Attributes
- Operations
- Visibility
- Interfaces
- Dependencies
- Associations
- Aggregation
- Composition

- Inheritance
- Abstract Classes

Deliverables

- Complete Design Class Diagram

Lab Experiment 8: Behavioural Modelling**Activities**

- Develop:
- Activity Diagrams
- State Machine Diagrams
- For major objects, e.g. Order, Payment, Booking, Patient, Admission

Deliverables

- Behavioural Models

Lab Experiment 9: Architectural Modelling**Activities**

- Develop:
- Package Diagram
- Component Diagram
- Deployment Diagram
- Optional: Layered Architecture, MVC Architecture, Microservice decomposition

Deliverables

- Architecture Design

Lab Experiment 10: Database & Persistence Modelling**Activities**

- Map Class Diagram → Relational Database
- Design: Tables, Primary Keys, Foreign Keys
- Develop: Persistence Diagram, CRUD Matrix

Deliverables

- Database Design
- CRUD Matrix

Lab Experiment 11: Complete Project Integration**Activities**

- Verify consistency among: Requirements, Use Cases, Sequence Diagrams, Class Diagram, Activity Diagram, State Diagram, Components, Deployment

Deliverables

- Integrated UML Model

Lab Experiment 12: Design Review & Case Study Presentation**Activities**

- Each team:

- Demonstrates complete project
- Explains UML decisions
- Defends architecture
- Peer review
- Faculty review

Deliverables

- Software Design Document (SDD)
- Project Presentation

Cornerstone Projects

Instead of small case studies, one project is assigned per team.

Tier 1 (Highly Recommended)

1. Hospital Management System

Modules

- Patient Registration
- OP
- IP
- Pharmacy
- Laboratory
- Billing
- Doctors
- Reports

Actors

- Patient
- Doctor
- Receptionist
- Pharmacist
- Lab Technician
- Cashier
- Admin

2. University ERP

Modules

- Admissions
- Student Management
- Faculty
- Timetable
- Attendance
- Examination
- Hostel
- Library

- Fees
- Placement

3. E-Commerce Marketplace

Modules

- Buyer
- Seller
- Inventory
- Cart
- Orders
- Payments
- Delivery
- Reviews
- Admin

4. Banking System

Modules

- ATM
- Accounts
- Loans
- Credit Cards
- Internet Banking
- Mobile Banking
- Reports

5. Smart City Management

Modules

- Water
- Electricity
- Complaint Management
- Traffic
- Property Tax
- Citizen Services

Tier 2

- Airport Management
- Hotel Reservation
- Railway Reservation
- Vehicle Rental
- Online Examination
- Food Delivery
- Movie Ticket Booking
- Warehouse Management
- Learning Management System
- Insurance Management

Tier 3 (AI / Modern Systems)

- Smart Healthcare using IoT
- Drone Delivery Management
- EV Charging Network
- AI Recruitment System
- Smart Agriculture
- Smart Parking
- Cyber Security Incident Response Platform
- Disaster Management System
- Digital Evidence Management System
- Crime Investigation Management System

Text Books

1. Object-oriented analysis and design using UML, Mahesh P. Matha, PHI, ISBN: 9788120333222
2. Head first object-oriented analysis and design, Brett D. McLaughlin, Gary Pollice, Dave West, O'Reilly. ISBN: 9780596008673

Reference Books

1. Object-oriented analysis and design with the Unified process, John W. Satzinger, Robert B. Jackson, Stephen D. Burd, Cengage Learning. ISBN: 978-0619216436
2. The Unified modelling language Reference manual, James Rumbaugh, Ivar Jacobson, Grady Booch, Addison Wesley. ISBN: 9780321245625
3. Object Oriented Analysis & Design, Atul Kahate, The McGraw-Hills Companies. ISBN: 9780070583764

Web Links

1. https://onlinecourses.nptel.ac.in/noc24_cs40/preview
2. <https://online.visual-paradigm.com/diagrams/solutions/free-uml-editor-online/>
3. <https://creatly.com/lp/uml-diagram-tool/>

Note

- The cornerstone project team size shall be three to five (3–4) students.
- Students may select any one of the above prescribed projects or a project of their own choice with the prior permission of the Course instructor.
- CIE – 50 Marks: The Continuous Internal Evaluation consists of 25 marks for the Internal Lab Test, 15 marks for Day-to-Day Evaluation, 5 marks for Review–1, and 5 marks for Review–2.
- The SEE Lab shall be evaluated for 50 marks based on project implementation, oral presentation, 10-minute video presentation, and viva voce.
- The video presentation should consist of the working procedure of the project along with contribution of each student for a minimum of 2 minutes.

WEB Application Development using MERN Stack
(Common to CSE, IT, AIML & CSE (DS))
(Syllabus for the batch admitted in the year 2025)

Course Code: 2501AI34

L	T	P	C
0	0	2	2

Course Outcomes:

At the end of the course, student will be able to:

- CO1:** Make use of HTML elements, CSS styles and their attributes for designing static web pages.
- CO2:** Apply JavaScript to develop dynamic web pages and validate forms.
- CO3:** Build a basic web server using Node.js and also working with Node Package Manager (NPM) & Make use of Typescript to optimize JavaScript code using strict type checking
- CO4:** Make use of router, template engine and authentication using sessions to develop application in Express JS & components, props, stats and render data in ReactJS
- CO5:** Build a single page application using RESTful APIs in ExpressJS. & Make use of MongoDB queries

Mapping of Course Outcomes with Program Outcomes:

CO/PO	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11
CO1	2	2	3		2			1	2		2
CO2	2	3	2		2			1	2		2
CO3	2	2	3	1	2			1	2		2
CO4	2	3	2	2	2			1	2		2
CO5	2	2	3	1	2			1	2		2

Mapping of Course Outcomes with Program Specific Outcomes:

CO/PSO	PSO1	PSO2
CO1	2	
CO2	2	
CO3	2	
CO4	2	
CO5	2	

Practice:

1. Lists, Links, Images, Tables, Forms.
 - a. Write a HTML program, to explain the working of lists.
Note: It should have an ordered list, unordered list, nested lists and ordered list in an unordered list and definition lists.
 - b. Write a HTML program, to explain the working of hyperlinks using <a> tag and href, target Attributes.
Note: Use text to link □ <https://www.aec.edu.in/>
Use image to link □ <https://www.aec.edu.in/?p=Gallery>
 - c. Create a HTML document that has your image and your friend's image with a specific height and width. Also when clicked on the images it should navigate to their respective profiles.

- d. Write a HTML program, to explain the working of tables. (use tags: <table>, <tr>, <th>, <td> and attributes: border, rowspan, colspan)
 - e. Write a HTML program, to explain the working of forms by designing Registration form. (Note: Include text field, password field, number field, date of birth field).
2. HTML 5 and Cascading Style Sheets, Types of CSS & CSS Box Model
- a. Write a HTML program, that makes use of <article>, <aside>, <figure>, <figcaption>, <footer>, <header>, <main>, <nav>, <section>, <div>, tags.
 - b. Write a HTML program, to embed audio and video into HTML web page.
 - c. Write a program to demonstrate the various ways you can reference a color in CSS.
 - d. Write a program, to explain the importance of CSS Box model using
 - i. Content ii. Border iii. Margin iv. padding
3. Selector forms & JavaScript-internal and & I/o
- a. Write a program to apply different types of selector forms
 - i. Simple selector (element, id, class, group, universal)
 - ii. Combinator selector (descendant, child, adjacent sibling, general sibling)
 - iii. Write a program to embed internal and external JavaScript in a web page.
 - iv. Write a program to explain the different ways for displaying output.
4. Javascript Pre-defined and User-defined Objects, Conditional & Loop Statements
- a. Write a program using document, window, math & string object properties and methods.
 - b. Write a program which asks the user to enter three integers, obtains the numbers from the user and outputs HTML text that displays the larger number followed by the words “LARGER NUMBER” in an information message dialog. If the numbers are equal, output HTML text as “EQUAL NUMBERS”.
 - c. Write a program to print 1 to 10 numbers using for, while and do-while loops.
5. Javascript Functions and Events & Node.js
- a. Design a appropriate function should be called to display
 - i. Factorial of that number
 - ii. ii. Fibonacci series up to that number
 - iii. Write a program to show the workflow of JavaScript code executable by creating web server in Node.js.
 - iv. Write a program to transfer data over http protocol using http module.
 - v. Create a text file src.txt and add the following content to it. (HTML, CSS, Javascript, Typescript, MongoDB, Express.js, React.js, Node.js)
6. Typescript
- a. Write a program to understand simple and special types.
 - b. Write a program to understand function parameter and return types.
7. ExpressJS – Routing, HTTP Methods, Templating
- a. Write a program to define a route, Handling Routes, Route Parameters, Query Parameters and URL building.
 - b. Write a program to accept data, retrieve data and delete a specified resource using http methods.
 - c. Write a program using templating engine.

8. ExpressJS – Cookies, Sessions, Authentication, Database.
 - a. Write a program for session management using cookies and sessions.
 - b. Write a program for user authentication.
 - c. Write a program to connect MongoDB database using Mongoose and perform CRUD operations
9. ExpressJS – Templating, Form Data, Cookies, Sessions
 - a. Write a program using templating engine.
 - b. Write a program to work with form data.
 - c. Write a program for session management using cookies and sessions.
10. ReactJS – Render HTML, JSX, Props and States
 - a. Write a program to render HTML to a web page.
 - b. Write a program for writing markup with JSX.
 - c. Write a program to work with props and states.
11. ReactJS – Conditional Rendering, Rendering Lists, React Router
 - a. Write a program for conditional rendering.
 - b. Write a program for rendering lists.
 - c. Write a program for routing to different pages using react router.
12. ReactJS – Hooks, Sharing data between Components, To-do list and Quiz & MongoDB – Installation, Configuration
 - a. Write a program to understand the importance of using hooks.
 - b. Write a program for sharing data between components.
 - c. Design to-do list application.
 - d. Install MongoDB and configure ATLAS

Cornerstone Project:

Project 1 : Student Management System (MERN CRUD App)

- **Implementation mainly focuses on**
 - Create, update, view, and delete student records using MongoDB, Express, React, Node.js.
- **Documentation must contain**
 - Problem Definition, Objectives, Analysis& Design, Implementation and Sample Code, Output screens, Conclusion & Enhancement

Project 2: Online Food Ordering System Using MERN

- **Implementation mainly focuses on**
 - Menu display, cart, orders, user login, admin panel.
- **Documentation must contain**
 - Problem Definition, Objectives, Analysis& Design, Implementation and Sample Code, Output screens, Conclusion & Enhancement

Project 3: Personal Portfolio with Admin Dashboard (MERN + Authentication)

- **Implementation mainly focuses on**
 - Edit portfolio sections via a protected admin panel.

- **Documentation must contain**
 - Problem Definition, Objectives, Analysis& Design, Implementation and Sample Code, Output screens, Conclusion & Enhancement

Project 4: To-Do List Application with User Login (MERN + Sessions/JWT)

- **Implementation mainly focuses on**
 - Add, edit, delete tasks, user registration/login, MongoDB storage.
- **Documentation must contain**
 - Problem Definition, Objectives, Analysis& Design, Implementation and Sample Code, Output screens, Conclusion & Enhancement

Project 5: Event Registration Portal (HTML + CSS + JS + MERN Backend)

- **Implementation mainly focuses on**
 - Users register for events; admin can view/manage registrations.
- **Documentation must contain**
 - Problem Definition, Objectives, Analysis& Design, Implementation and Sample Code, Output screens ,Conclusion &Enhancement

Project 6: E-Commerce Product Catalog Using MERN

- **Implementation mainly focuses on**
 - Product listings, categories, product details, cart basics.
- **Documentation must contain**
 - Problem Definition, Objectives, Analysis & Design, Implementation and Sample Code, Output screens, Conclusion & Enhancement

Project 7: College Information & Admission Portal (MERN Full Stack)

- **Implementation mainly focuses on**
 - Forms, tables, student admission data, admin management.
- **Documentation must contain**
 - Problem Definition, Objectives, Analysis & Design, Implementation and Sample Code, Output screens, Conclusion & Enhancement

Project 8: Blog Posting Platform Using MERN (CRUD + File Upload)

- **Implementation mainly focuses on**
 - Users create posts, add images, edit, comment, delete.
- **Documentation must contain**
 - Problem Definition, Objectives, Analysis & Design, Implementation and Sample Code, Output screens, Conclusion & Enhancement

Project 9: Movie Review and Rating System Using MERN

- **Implementation mainly focuses on**
 - Users can review movies, give ratings, view reviews list.

- **Documentation must contain**
 - Problem Definition, Objectives, Analysis & Design, Implementation and Sample Code, Output screens, Conclusion & Enhancement

Project 10: Employee Record Management (MERN CRUD)

- **Implementation mainly focuses on**
 - Employee details, salary, department, search filters.
- **Documentation must contain**
 - Problem Definition, Objectives, Analysis & Design, Implementation and Sample Code, Output screens, Conclusion & Enhancement

Project 11: Notes Application Using MERN with Authentication

- **Implementation mainly focuses on**
 - Create/edit notes, categorize them, private notes per user.
- **Documentation must contain**
 - Problem Definition, Objectives, Analysis & Design, Implementation and Sample Code, Output screens, Conclusion & Enhancement

Project 12. Online Quiz Application Using MERN (MCQ Based)

- **Implementation mainly focuses on**
 - Admin adds questions; users take quiz; store scores.
- **Documentation must contain**
 - Problem Definition, Objectives, Analysis & Design, Implementation and Sample Code, Output screens, Conclusion & Enhancement

Project 13: Library Book Management System

- **Implementation mainly focuses on**
 - Add books, issue/return system, student records, dashboards.
- **Documentation must contain**
 - Problem Definition, Objectives, Analysis & Design, Implementation and Sample Code, Output screens, Conclusion & Enhancement

Project 14: Hospital Appointment Booking System

- **Implementation mainly focuses on**
 - Users book appointments; doctors manage schedules.
- **Documentation must contain**

Problem Definition, Objectives, Analysis & Design, Implementation and Sample Code, Output screens, Conclusion & Enhancement

Reference Books:

- 1 Programming the World Wide Web, Robert W. Sebesta, Pearson, 7th Edition. ISBN 139789332518827
- 2 Pro MERN Stack: Full Stack Web App Development with Mongo, Express, React, and Node, Vasan Subramanian, APress, O'Reilly, 2nd edition. ISBN 9781484226520

Web Links:

- 1 https://infyspringboard.onwingspan.com/en/app/toc/lex_17739732834840810000_shared/overview (HTML5)
- 2 https://infyspringboard.onwingspan.com/en/app/toc/lex_18109698366332810000_shared/overview (Javascript)
- 3 https://infyspringboard.onwingspan.com/web/en/app/toc/lex_auth_01384329019595161635073_shared/overview (Express Js)
- 4 https://infyspringboard.onwingspan.com/en/app/toc/lex_auth_013177169294712832113_shared/overview (MongoDB)

Note:

- Students must submit the Certificate of Completion offered by any Industry.
- The capstone project team size shall be four (4) students.
- Students may select any one of the above prescribed projects or a project of their own choice with the prior permission of the Course instructor.
- The SEE – Lab shall be evaluated for 50 marks based on project implementation, oral presentation, 10-minute video presentation, report and viva voce.
- The video presentation should consists of the working procedure of the project along with contribution of each student for a minimum of 2 minutes.
- Finally, the Source code of the capstone Project has to be pushed into the Students GitHub repository.

Linux Programming
(Common to CSE, AIML, CSE(DS))
(Syllabus for the batch admitted in the year 2026)

Course Code: 2601CS01	L	T	P	C
	0	0	2	2

Course Outcomes:

At the end of the course, student will be able to:

- CO1:** Demonstrate proficiency in Linux commands, file-system operations
- CO2:** Develop shell scripts using decision-making and looping constructs
- CO3:** Apply Linux utilities for file handling operations
- CO4:** Exhibit user management and file transfer operations
- CO5:** Develop shell scripts to access data using web urls.

Mapping of Course Outcomes with Program Outcomes:

CO/PO	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11
CO1	2	2	-	-	2	-	-	1	2	-	-
CO2	3	2	-	-	3	-	-	1	2	-	-
CO3	2	2	-	-	3	-	-	2	1	-	-
CO4	2	2	-	-	1	-	-	1	1	-	-
CO5	2	2	-	-	2	-	-	1	1	-	-

Mapping of Course Outcomes with Program Specific Outcomes:

CO/PSO	PSO1	PSO2
CO1	1	2
CO2	2	1
CO3	2	1
CO4	1	2
CO5	2	1

Practice:

Week 1: Practice the following basic Linux commands

Basic commands: pwd, ls, mkdir, rmdir, chmod, chown, time, cp, rm, man, echo, touch, cat, vi, cal, df, du, nano, vim, fallocate, read, bash.

Week 2: Observe the usage of the following Networking commands: useradd, userdel, passwd, df, du, ps, uname, hostname, systemctl, find, mount watch, jobs, kill, shutdown, ping, wget, curl, scp, rsync, ip, netstat, traceroot, nslookup, dig, history, ln, alias, unalias

Week 3: Excersie how to execute sudo command for adding and deleting users

Root privileges: sudo, sudo adduser, sudo deluser, sudo deluser, sudo mv, sudo gedit, uname, sudo apt-get update, sudo apt-get install, sudo apt-get upgrade, sudo apt-get remove, sudo apt-get purge, sudo apt-get autoremove, sudo apt-get clean, sudo apt-get autoclean, sudo apt-get check

Week 4: if-fi loop variants

1. Write a shell script to display your name by taking input from the user.
2. Write a shell script to calculate SGPA using conditional statements.
3. Write a shell script to find the factorial of a number by taking input from the user.

Week 5: For and case-esac

1. Write a shell script using for loop to print numbers of the user's choice by accepting input at the command prompt.
2. Write a shell script to create menu using case and esac.

Week 6: File operations

1. Write a shell script to extract first column of data from .csv file.
2. Write a shell script to copy file to another using 'cp' command.

Week 7: Editing file

1. Write a shell script to create and edit a file using vi and nano.
2. Write a shell script to a) find b) replace c) first and third columns of a .csv file using sed, find and cut commands.
3. Write a shell script to remove duplicate lines in a file.

Week 8: Pattern matching using filters

1. Write a shell script to search for a pattern using 'grep' with all possible flags and wildcards.
2. Write a shell script to sort lines of text which is stored in a .csv file.
3. Write a shell script using while loop to display week days.

Week 9: Changing the location of file from one location to another

1. Write a shell script to link and unlink a text file using ln and unlink commands.
2. Write a shell script to check username and password of the user logged in.

Week 10: User privileges using sudo command

1. Illustrate 'sudo' to show administrative privileges with all possible options.
2. Illustrate 'su' command to show user logged in with possible options.

Week 11: Accessing file from web and perform operations

1. Write a shell script to display contents of a file from web using curl.
2. Write a shell script to open a 'google.com' from the shell prompt using 'xdg-open'.

Week 12: Installing software using sudo apt-get install

1. Install python in linux terminal and execute simple python program.
2. Install 'C' on linux platform and execute simple program.

Week 13: Transfer of files from local to remote

1. Install VMWARE and run 'C' program
2. Install VMWARE and run simple Java program.

Additional Practice

1. Write a shell script to create menus for illustrating inter process communication for displaying student details like marks, attendance, list of students in each branch etc.
2. Write a c program using signals in UNIX for checking authenticated user or not by checking with the password file.

Text Books:

1. Red Hat Enterprise Linux 9 , Vishesh Kumar, Gitanjali Mehra, BPB Publications.
2. Linux Essentials – Christine Bresnahan and Richard Blum, Wiley Publications.

Reference Books:

1. The Linux Command Line: A Complete Introduction (2nd Edition) – William E. Shotts Jr.
Linux Command Line and Shell Scripting Bible (4th Edition) – Richard Blum and Christine Bresnahan.
2. Linux Administration: A Beginner's Guide (8th Edition) – Wale Soyinka.
3. UNIX and Linux System Administration Handbook (5th Edition) – Evi Nemeth, Garth Snyder, Trent R. Hein, Ben Whaley, Dan Mackin.
4. How Linux Works: What Every Superuser Should Know (3rd Edition) – Brian Ward.
5. Red Hat System Administration I (RH124) – Red Hat Press.

Web Links:

1. https://docs.redhat.com/en/documentation/red_hat_enterprise_linux/9
2. <https://www.gnu.org/software/bash/manual/>
3. <https://labex.io/linuxjourney>
4. <https://www.freecodecamp.org/news/tag/linux/>
5. <https://linuxize.com/>

CI/CD using Devops
(Common to CSE, IT, AIML & CSE (DS))

Semester:	L	T	P	C
Course Code: 2501CS19	0	0	1	1

Course Outcomes:

At the end of the course, student will be able to:

- CO1:** Summarize the life cycle & principles of agile software development
- CO2:** Develop the fundamentals programs using Devops
- CO3:** Analyze the adoption of Devops in Projects and Process
- CO4:** Demonstrate the types of continuous integration and continuous delivery in Devops
- CO5:** Build an automated CICD pipeline using a stack of tools
- CO6:** Develop basic branching and merging in GIT

Mapping of Course Outcomes with Program Outcomes:

CO/PO	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11
CO1	1	3	1	-	2	-	-	2	2	-	1
CO2	1	2	1	-	3	-	-	2	2	-	1
CO3	1	3	2	2	2	-	-	2	2	-	1
CO4	-	1	3	-	2	-	-	2	2	-	1
CO5	2	1	3	-	3	-	-	2	2	-	2
CO6	2	3	2	-	3	-	-	2	2	-	1

Mapping of Course Outcomes with Program Specific Outcomes:

CO/PSO	PSO1	PSO2
CO1	1	-
CO2	1	-
CO3	2	-
CO4	2	-
CO5	3	-
CO6	2	-

Practice:

1. Get an understanding of the stages in software development lifecycle, the process models, values and principles of agility and the need for agile software development. This will enable you to work in projects following an agile approach to software development.
2. Get a working knowledge of using extreme automation through XP programming practices of test first development, refactoring and automating test case writing.
3. It is important to comprehend the need to automate the software development lifecycle stages through DevOps. Gain an understanding of the capabilities required to implement DevOps, continuous integration and continuous delivery practices.

4. Configure the web application and Version control using Git using Git commands and version control operations.
5. Configure a static code analyzer which will perform static analysis of the web application code and identify the coding practices that are not appropriate. Configure the profiles and dashboard of the static code analysis tool.
6. Write a build script to build the application using a build automation tool like Maven. Create a folder structure that will run the build script and invoke the various software development build stages. This script should invoke the static analysis tool and unit test cases and deploy the application to a web application server like Tomcat.
7. Configure the Jenkins tool with the required paths, path variables, users and pipeline views.
8. Configure the Jenkins pipeline to call the build script jobs and configure to run it whenever there is a change made to an application in the version control system. Make a change to the background color of the landing page of the web application and check if the configured pipeline runs.
9. Create a pipeline view of the Jenkins pipeline used in Exercise 8. Configure it with user defined messages.
10. In the configured Jenkins pipeline created in Exercise 8 and 9, implement quality gates for static analysis of code.
11. In the configured Jenkins pipeline created in Exercise 8 and 9, implement quality gates for static unit testing.
12. In the configured Jenkins pipeline created in Exercise 8 and 9, implement quality gates for code coverage.

Additional Practice:

1. To fetch and synchronize git repository
2. To perform basic branching and merging in Git
3. To implement form validation

Reference Books:

- 1 Learning Continuous Integration with Jenkins: A beginner's guide to implementing Continuous Integration and Continuous Delivery using Jenkins - Nikhil Pathania ,Packt publication [<https://www.amazon.in/Learning-Continuous-Integration-Jenkins-Pat>, ISBN: 978-1785284830]
- 2 Jenkins 2 – Up and Running: Evolve Your Deployment Pipeline for Next Generation Automation – Brent Laster, O'Reilly publication, ISBN: 978-1491979594 [<https://www.amazon.in/Jenkins-2-Running-Brent-Laster/dp/1491979593>]

Web Links:

- 1 <https://www.geeksforgeeks.org/what-is-ci-cd/>
- 2 <https://github.com/nkatre/Free-DevOps-Books-1/blob>

Value Added Courses (VAC)

Course Code	Course Name	Level	L	T	P	C	CIE	SEE	Total	Pre-requisite
2501CS04	Internet of Things	FC			1	1	50	50	100	-
2501AI06	Data Analysis Essentials	IC			2	2	50	50	100	PP
2501UC11	Employability Skills-I	FC			3	0	100	-	100	-
2501UC13	Employability Skills-II	FC			3	0	100	-	100	ES-I
2501UC14	Employability Skills-III	IC			3	0	100	-	100	ES-II
2501UC15	Employability Skills-IV	IC			3	0	100	-	100	ES-III
2501UC16	Employability Skills-V	AC			3	1	100	-	100	ES-IV
Total					18	4				

Internet of Things
(Common to EEE, ME, ECE, CSE, IT, AIML, CSE(DS), PT & Min.E)

Course Code: 2501CS04

L	T	P	C
0	0	1	1

Course Outcomes:

At the end of the course, student will be able to:

- CO1:** Identify and select appropriate sensors, actuators, and boards (Arduino/Pi) for specific tasks.
- CO2:** Execute digital and analog interfacing of peripherals with embedded platforms.
- CO3:** Develop control algorithms and decision-making logic for real-time automation.
- CO4:** Configure cloud platforms and APIs for data transmission and visualization.
- CO5:** Design and build functional end-to-end IoT prototypes for real-world applications.

Mapping of Course Outcomes with Program Outcomes:

CO/PO	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11
CO1	2	1			1						
CO2	2	2	1		2						
CO3	1	2	2	1							
CO4	1	1		1	2						1
CO5	1	2	2	2	2	1	1	1	2	2	2

Mapping of Course Outcomes with Program Specific Outcomes:

CO/PSO	PSO1	PSO2
CO1		
CO2		
CO3		
CO4		
CO5		

Practice:

- Study of Arduino UNO and Raspberry Pi boards including architecture, pin configuration, power supply, communication interfaces and development environments.
- Study of commonly used sensors and actuators such as temperature sensor, moisture sensor, LDR, ultrasonic sensor, IR sensor, PIR sensor, LED and motor. Identify their working principles and applications.
- Design and implement basic digital input–output operations using Arduino by controlling LED/buzzer.
- Interface an analog sensor (LDR) with Arduino and display sensor values on Serial Monitor.
- Interface a digital sensor (Ultrasonic sensor) with Arduino and display measured values on Serial Monitor.
- Develop conditional logic using Arduino to control LED or buzzer based on sensor threshold values.

7. Interface a servo motor with Arduino and control its angular position based on sensor input to demonstrate automatic gate or smart irrigation model.
8. Design and implement a multi-sensor monitoring system using Arduino to read analog and digital sensors simultaneously and display results on Serial Monitor.
9. Create a cloud platform account, explore available IoT services and register a device (Thing) on the platform.
10. Demonstration of IoT based system to upload sensor data to cloud platform and visualize the received data in graphical form.

Additional Practice (Any 2 from the following)

1. **Smart Lighting System:** Design a lighting system that automatically turns ON/OFF or dims lights based on human movement or surrounding light conditions to demonstrate energy saving.
2. **Intelligent Traffic Control System:** Develop an automated traffic signal system for busy roads with priority control for emergency vehicles (such as ambulances).
3. **Smart Parking System:** Create a sensor-based parking system to detect available slots and provide parking guidance or remote monitoring.
4. **Air Pollution Monitoring System:** Build an IoT-based setup using gas or environmental sensors to measure air quality and indicate whether pollution levels are safe or dangerous.
5. **Bluetooth-Based Actuator Control:** Control motors or other actuators connected to a development board using Bluetooth communication.

Reference Books:

- 1 An Introduction to Internet of Things, Connecting devices, Edge Gateway and Cloud with Applications, Rahul Dubey, Cengage, 2019. ISBN: 9789353501020
- 2 Adrian McEwen, Designing the Internet of Things, Wiley Publishers. ISBN:978-1118430620
- 3 IoT Fundamentals, Networking Technologies, Protocols and Use Cases for the Internet of Things, David Hanes, Gonzalo Salgueiro, Patrick Grossetette, rob Barton, Jerome Henry, CISCO, Pearson, 2018. ISBN:9789386873743
- 4 Internet of Things, by Vengalapudi Appala Konda and Prof. Sangareddy B. Krutakoti, Scientific International Publishing House, First Edition, 2024. ISBN: 978-93-6132-958-6.

Web Links:

- 1 <https://iotvirtuallab.github.io/vlab/Experiments/index.html>
- 2 https://onlinecourses.nptel.ac.in/noc21_cs17/preview
- 3 <https://www.electronicsforu.com/electronics-projects/internet-of-things-iot>
- 4 <https://www.coursera.org/specializations/iot>
- 5 <https://projecthub.arduino.cc/>
- 6 <https://www.edureka.co/iot-certification-training>

Data Analysis Essentials
(Common to CSE, IT, AIML & CSE (DS))

Course Code: 2501AI06

L T P C
0 0 2 2

Course Outcomes: At the end of the course, student will be able to:

- CO1:** Perform various operations on NumPy arrays.
- CO2:** Importing data from different file formats using pandas
- CO3:** Draw different types of charts using matplotlib.
- CO4:** Demonstrate web scraping using python.
- CO5:** Design preprocessing techniques on loan prediction dataset.

Mapping of Course Outcomes with Program Outcomes:

CO/PO	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11
CO1	2	2	-	-	2	-	-	1	2	-	-
CO2	3	2	-	-	3	-	-	1	2	-	-
CO3	2	2	-	-	3	-	-	2	1	-	-
CO4	2	2	-	-	1	-	-	1	1	-	-
CO5	2	2	-	-	2	-	-	1	1	-	-

Mapping of Course Outcomes with Program Specific Outcomes:

CO/PSO	PSO1	PSO2
CO1	1	2
CO2	2	-
CO3	2	-
CO4	1	2
CO5	2	-

Practice:

Week 1: Creating a NumPy Array

- a. Basic ndarray
- b. Array of zeros
- c. Array of ones
- d. Random numbers in ndarray
- e. An array of your choice
- f. Imatrix in NumPy
- g. Evenly spaced ndarray

Week 2: The Shape and Reshaping of NumPy Array

- a. Dimensions of NumPy array
- b. Shape of NumPy array
- c. Size of NumPy array
- d. Reshaping a NumPy array
- e. Flattening a NumPy array
- f. Transpose of a NumPy array

Week 3: Expanding and Squeezing a NumPy Array

- a. Expanding a NumPy array
- b. Squeezing a NumPy array
- c. Sorting in NumPy Arrays

Week 4: Indexing and Slicing of NumPy Array

- a. Slicing 1-D NumPy arrays
- b. Slicing 2-D NumPy arrays
- c. Slicing 3-D NumPy arrays
- d. Negative slicing of NumPy arrays

Week 5: Stacking and Concatenating Numpy Arrays

- a. Stacking ndarrays
- b. Concatenating ndarrays
- c. Broadcasting in Numpy Arrays

Week 6: Perform following operations using pandas

- a. Creating dataframe
- b. concat()
- c. Setting conditions
- d. Adding a new column

Week 7: Perform following operations using pandas

- a. Filling NaN with string
- b. Sorting based on column values
- c. groupby()

Week 8: Read the following file formats using pandas

- a. Text files
- b. CSV files
- c. Excel files
- d. JSON files

Week 9: Read the following file formats

- a. Pickle files
- b. Image files using PIL
- c. Multiple files using Glob
- d. Importing data from database

Week 10: Demonstrate web scraping using python**Week 11: Perform following preprocessing techniques on loan prediction dataset**

- a. Feature Scaling
- b. Feature Standardization
- c. Label Encoding
- d. One Hot Encoding

Week 12: Perform following visualizations using matplotlib

- a. Bar Graph
- b. Pie Chart
- c. Box Plot
- d. Histogram
- e. Line Chart and Subplots
- f. Scatter Plot.

Additional Practice:

1. Write a program that reads a list of temperatures from a file called temps.txt, converts those temperatures to Fahrenheit, and writes the results to a file called ftemps.txt
2. Write a program to find the greatest number that can be formed by using given set of numbers.
3. Write a program to find sum of digits of a number till you get single digit sum.
Example:
Input: 142 (Hint: $1+4+2=7$)
Output: 7
Input: 4683 (Hint: $4+6+8+3=21 \Rightarrow 2+1=3$)
Output: 3
4. Write a program to count how many times each word present in a file.

Cornerstone Project:**PROJECT 1: Loan Prediction Data Analysis System****Project Implementation, Documentation and Viva Voce**

- **Implementation mainly focuses on**
 - Loading and exploring loan dataset using pandas
 - Handling missing values (NaN filling, cleaning)
 - Applying preprocessing techniques:
 - Feature Scaling
 - Standardization
 - Label Encoding & One Hot Encoding
 - Performing exploratory data analysis (EDA)
 - Visualizing insights using matplotlib (bar charts, histograms, etc.)
 - Basic prediction logic using processed data
- **Documentation must contain**
 - Objective & problem definition
 - Dataset description (features & target variable)
 - Data preprocessing steps explanation
 - Visualization results and insights
 - Workflow diagram (Data → Preprocess → Analyze → Visualize)
 - Screenshots of outputs
 - Enhancements (feature selection, correlation analysis)

PROJECT 2: COVID-19 Data Analysis Dashboard

- **Implementation mainly focuses on**
 - Importing CSV/JSON datasets using pandas
 - Cleaning and organizing real-world data
 - Grouping data (country/state-wise analysis using groupby())
 - Time-series analysis of cases

- Visualization:
 - Line charts (trend analysis)
 - Bar graphs (comparison)
 - Pie charts (distribution)
 - Generating summary statistics
- **Documentation must contain**
 - Objective
 - Dataset source and structure
 - Data cleaning steps
 - Graphical analysis and interpretation
 - Module explanation (Load → Clean → Analyze → Visualize)
 - Screenshots
 - Enhancements (live data scraping)

PROJECT 3: Student Performance Data Analysis System

- **Implementation mainly focuses on**
 - Creating and managing student dataset using pandas
 - Performing operations:
 - Sorting
 - Filtering
 - Adding calculated columns (average, grade)
 - Identifying performance trends
 - Visualization using matplotlib:
 - Bar graph (marks comparison)
 - Pie chart (grade distribution)
 - Generating reports
- **Documentation must contain**
 - Objective
 - Dataset schema
 - Data processing logic
 - Visualization explanation
 - Flowchart of system
 - Screenshots
 - Enhancements (subject-wise analysis, topper prediction)

PROJECT 4: Web Scraping and Product Price Analysis System

- **Implementation mainly focuses on**
 - Scraping product data (price, name, rating) using Python
 - Storing scraped data into pandas Data Frame
 - Cleaning and structuring scraped data
 - Performing analysis (price comparison, trends)
 - Visualization:
 - Bar charts (price comparison)
 - Scatter plots (rating vs price)
- **Documentation must contain**
 - Objective
 - Website/data source details
 - Scraping methodology

- Data cleaning process
- Analysis and results
- Screenshots
- Enhancements (multiple site comparison)

PROJECT 5: Sales Data Analysis System

- **Implementation mainly focuses on**
 - Reading data from CSV/Excel files
 - Data preprocessing and cleaning
 - Performing operations:
 - Groupby (region/product sales)
 - Aggregation (total, average sales)
 - Visualization:
 - Line chart (sales trends)
 - Bar graph (region-wise sales)
 - Histogram (sales distribution)
- **Documentation must contain**
 - Objective
 - Dataset structure
 - Data processing steps
 - Graph interpretation
 - Module flow (Input → Process → Output)
 - Screenshots
 - Enhancements (profit analysis, forecasting basics)

PROJECT 6: File Data Analyzer System

- **Implementation mainly focuses on**
 - Reading multiple file formats:
 - Text, CSV, JSON, Excel
 - Performing operations:
 - Word count
 - Data filtering
 - Statistical analysis
 - Handling multiple files using glob
 - Visualization of extracted data
- **Documentation must contain**
 - Objective
 - File formats handled
 - Processing logic
 - Output results
 - Screenshots
 - Enhancements (automation, batch processing)

PROJECT 7: Social Media Data Analysis System

- **Implementation mainly focuses on**
 - Web scraping social media/text data

- Cleaning text data
- Word frequency analysis
- Visualization:
 - Bar chart (top words)
 - Pie chart (category distribution)
 - Basic sentiment-style categorization
- **Documentation must contain**
 - Objective
 - Data source
 - Preprocessing steps
 - Analysis results
 - Visualization explanation
 - Screenshots
 - Enhancements (real-time scraping, dashboards)

PROJECT 8: Weather Data Analysis System

- **Implementation mainly focuses on**
 - Reading weather dataset (CSV/API/web scraping)
 - Cleaning and preprocessing data
 - Analyzing temperature trends
 - Converting units (Celsius ↔ Fahrenheit)
 - Visualization:
 - Line chart (temperature trends)
 - Histogram (distribution)
- **Documentation must contain**
 - Objective
 - Dataset description
 - Data transformation steps
 - Analysis results
 - Graph interpretation
 - Screenshots
 - Enhancements (forecasting basics)

Text Books:

- 1 Python Data Science Handbook, Jake VanderPlas, 2nd Edition, 2022, ISBN: 978-1098121228
- 2 Data Analysis from Scratch with Python: Step By Step Guide, Peters Morgan, 2018, ISBN: 978-1725678095

Reference Books:

- 1 Python for Data Analysis, Wes McKinney, 3rd Edition 2022, ISBN: 978-1098104030
- 2 An Introduction to Statistical Learning: With Applications in Python, Gareth James, Daniela Witten, Trevor Hastie, Robert Tibshirani, Jonathan Taylor, 1st Edition ,2023, ISBN: 978-3031387463

Web Links:

- 1 <https://www.analyticsvidhya.com/blog/2020/04/the-ultimate-numpy-tutorial-for-data-science-beginners/>
- 2 <https://www.analyticsvidhya.com/blog/2021/07/data-science-with-pandas-2-minutes-guide-to-key-concepts/>

Note:

- Students must submit the Certificate of Completion offered by any Industry.
- The capstone project team size shall be four (4) students.
- Students may select any one of the above prescribed projects or a project of their own choice with the prior permission of the Course instructor.
- The SEE – Lab shall be evaluated for 50 marks based on project implementation, oral presentation, 10-minute video presentation, and viva voce.
- The video presentation should consist of the working procedure of the project along with contribution of each student for a minimum of 2 minutes.

Employability Skills- I

(Common to CE, EEE, ME, ECE, CSE, IT, AIML, CSE(DS), PT, Min.E & Agri.E)

Course Code: 2501UC11

L	T	P	C
0	0	3	0

Course Outcomes:

At the end of the course, student will be able to:

- CO1:** Apply fundamental arithmetic concepts such as number systems, LCM & HCF, ratio & proportion, and averages to solve quantitative problems efficiently.
- CO2:** Analyze number and letter series to identify logical patterns and predict subsequent elements.
- CO3:** Select the option by evaluating relationships in analogy-based problems and detecting inconsistencies in logical sequences
- CO4:** Demonstrate effective verbal communication skills by using appropriate parts of speech and tone in various interpersonal and professional contexts.

Mapping of Course Outcomes with Program Outcomes:

CO/PO	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11
CO1	2	3	-	-	1	-	-	-	-	-	-
CO2	1	3	-	2	2	-	-	-	-	-	-
CO3	-	3	-	2	1	-	-	-	-	-	-
CO4	-	-	-	-	-	-	-	2	3	-	1

Aptitude:

Number System, LCM & HCF, Ratio and Proportion, Averages

Reasoning:

Number Series, Letter Series, Number Analogy, Letter Analogy, Odd Man Out, Logical Sequence of Words.

Verbal:

Introduction to soft skills, how to improve communication? Parts of Speech, Mind your language towards better English, Vocabulary Expansion

Text Books

- 1 Quantitative Aptitude –Dr. R. S. Aggarwal, S CHAND, **ISBN: 9789355012326**
- 2 A Modern Approach to Verbal and Non-Verbal Reasoning – Dr. R. S. Aggarwal, **ISBN-13: 978-9352832163.**
- 3 Quick Learning Objective General English – Dr. R. S. Aggarwal, S CHAND, **ISBN-13: 978-8121922111.**

Reference Books:

- 1 Quantitative Aptitude – Abhijit Guha Mc Graw Hill Publications, **ISBN-13 9789389957426.**
- 2 How To Crack Test of Reasoning Verbal , Non-Verbal & Analytical – Jaikishan and Premkishan,Arihant Publications, NEW EDITION 2024, **ASIN : B0CRQ9BVBC.**

- 3 A New Approach to Objective English – R. S. Dhillon DGP Publications, ISBN-13:
978-8186651032.

Web Links:

- 1 www.indiabix.com
- 2 www.bankersadda.com

Employability Skills- II
(Common to CE, EEE, ME, ECE, CSE, IT, AIML, CSE(DS), PT, Min.E & Agri.E)

Course Code: 2501UC13

L T P C
0 0 3 0

Course Outcomes:

At the end of the course, student will be able to:

- CO1:** Apply percentage, profit & loss, and partnership concepts to solve real-world quantitative problems.
- CO2:** Analyze age-related problems to develop logical problem-solving strategies.
- CO3:** Evaluate logical reasoning questions including ranking, directions, and alphabet tests for accurate decision-making.
- CO4:** Solve pattern-based problems in coding and decoding to enhance analytical skills.
- CO5:** Demonstrate effective written communication using correct grammar and structured presentation techniques

Mapping of Course Outcomes with Program Outcomes:

CO/PO	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11
CO1	3	3	-	-	2	-	-	-	-	-	-
CO2	2	3	2	-	1	-	-	-	-	-	-
CO3	-	3	-	2	2	-	-	-	-	-	-
CO4	-	3	-	2	2	-	-	-	-	-	-
CO5	-	-	-	-	-	-	-	2	2	-	2

Aptitude:

Problems on Ages, Partnership, Percentages, Profit and Loss

Reasoning:

Coding and Decoding, Ranking Test, Alphabet Test, Direction Test

Verbal:

Written communication skill practice, Grammatical use, Concept of 4 step method for presentation, Present Tense

Text Books

- 1 Quantitative Aptitude –Dr. R. S. Aggarwal, S CHAND, **ISBN · 9789355012326**
- 2 A Modern Approach to Verbal and Non-Verbal Reasoning – Dr. R. S. Aggarwal, **ISBN-13. 978-9352832163.**
- 3 Quick Learning Objective General English – Dr. R. S. Aggarwal, S CHAND, **ISBN-13. 978-8121922111.**

Reference Books:

- 1 Quantitative Aptitude – Abhijit Guha Mc Graw Hill Publications, **ISBN-13 9789389957426.**
- 2 How To Crack Test of Reasoning Verbal , Non-Verbal & Analytical – Jaikishan and Premkishan,Arihant Publications, NEW EDITION 2024, **ASIN : B0CRQ9BVBC**

- 3 A New Approach to Objective English – R. S. Dhillon DGP Publications,
isbn-13:978-8186651032

Web Links:

- 1 www.indiabix.com
- 2 www.bankersadda.com

Employability Skills- III

(Common to CE, EEE, ME, ECE, CSE, IT, AIML, CSE(DS), PT, Min.E & Agri.E)

Course Code: 2501UC14

L	T	P	C
0	0	3	0

Course Outcomes:

At the end of the course, student will be able to:

- CO1:** Solve financial and quantitative aptitude problems using concepts of simple and compound interest.
- CO2:** Apply logical time-work frameworks to solve real-time problems related to work efficiency and pipe systems .
- CO3:** Analyze and interpret problems related to blood relations, clocks, calendars, and coded inequalities.
- CO4:** Evaluate spatial and logical reasoning through cubes, dice, and symbolic interpretation problems.
- CO5:** Demonstrate effective communication using correct grammar, and participate actively in discussions and comprehension activities.

Mapping of Course Outcomes with Program Outcomes:

CO/PO	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11
CO1	2	3	-	-	1	-	-	-	-	-	-
CO2	3	3	-	-	1	-	-	-	-	-	-
CO3	-	3	-	2	1	-	-	-	-	-	-
CO4	-	3	-	2	2	-	-	-	-	-	-
CO5	-	-	-	-	-	-	-	2	3	-	2

Aptitude:

Simple Interest, Compound Interest, Time and Work, Pipes and Cisterns

Reasoning:

Blood Relations, Calendar, Clocks, Cubes and Dice, Coded Inequalities

Verbal:

Grammar in use, Group discussion, Reading Comprehension, Past Tense, Future Tense

Text Books

- Quantitative Aptitude –Dr. R. S. Aggarwal, S CHAND, ISBN: 9789355012326
- A Modern Approach to Verbal and Non-Verbal Reasoning – Dr. R. S. Aggarwal, ISBN-13: 978-9352832163
- Quick Learning Objective General English – Dr. R. S. Aggarwal, S CHAND, ISBN-13: 978-8121922111

Reference Books:

- Quantitative Aptitude – Abhijit Guha Mc Graw Hill Publications, ISBN-13: 9789389957426
- How To Crack Test of Reasoning Verbal , Non-Verbal & Analytical – Jaikishan and Premkishan,Arihant Publications, NEW EDITION 2024, ASIN : B0CRQ9BVBC.
- A New Approach to Objective English – R. S. Dhillon DGP Publications, ISBN-13: 978-8186651032

Web Links:

- www.indiabix.com
- www.bankersadda.com

Employability Skills- IV

(Common to CE, EEE, ME, ECE, CSE, IT, AIML, CSE(DS), PT, Min.E & Agri.E)

Course Code: 2501UC15

L	T	P	C
0	0	3	0

Course Outcomes:

At the end of the course, student will be able to:

- CO1:** Apply concepts of time, speed, distance, trains, boats and streams to solve motion-related aptitude problems.
- CO2:** Solve mensuration problems involving surface area and volume in real-world contexts.
- CO3:** Analyze logical reasoning questions involving Venn diagrams and syllogisms to make valid conclusions.
- CO4:** Interpret seating arrangements and solve non-verbal reasoning questions involving patterns and spatial reasoning.
- CO5:** Demonstrate effective communication through structured self-introduction, emails, letters, reports, and grammar usage.

Mapping of Course Outcomes with Program Outcomes:

CO/PO	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11
CO1	3	3	-	-	2	-	-	-	-	-	-
CO2	3	3	-	-	2	-	-	-	-	-	-
CO3	-	3	-	2	2	-	-	-	-	-	-
CO4	-	3	-	2	2	-	-	-	-	-	-
CO5	-	-	-	-	-	-	-	2	2	-	2

Aptitude:

Time, Speed and Distance, Problems on Trains, Boats and Streams, Mensuration - I, Mensuration – II

Reasoning:

Venn Diagrams, Syllogisms, Non - Verbal Reasoning, Seating Arrangement

Verbal:

Grammatical use, Self-introduction, Letters, E-Mail & Report writing, Error correction, Effective Communication

Text Books

- 1 Quantitative Aptitude –Dr. R. S. Aggarwal, S CHAND, ISBN: 9789355012326
- 2 A Modern Approach to Verbal and Non-Verbal Reasoning – Dr. R. S. Aggarwal, ISBN-13: 978-9352832163
- 3 Quick Learning Objective General English – Dr. R. S. Aggarwal, S CHAND, ISBN-13: 978-8121922111

Reference Books:

- 1 Quantitative Aptitude – Abhijit Guha Mc Graw Hill Publications, ISBN-13: 9789389957426
- 2 How To Crack Test of Reasoning Verbal , Non-Verbal & Analytical – Jaikishan and Premkishan, Arihant Publications, NEW EDITION 2024, **ASIN : B0CRQ9BVBC**
- 3 A New Approach to Objective English – R. S. Dhillon DGP Publications, ISBN-13: **978-8186651032.**

Web Links:

- 1 www.indiabix.com
- 2 www.bankersadda.com

Employability Skills- V
(Common to CE, EEE, ME, ECE, CSE, IT, AIML, CSE(DS), PT & Min.E)

Course Code: 2501UC16

L T P C
0 0 3 1

Course Outcomes:

At the end of the course, student will be able to:

- CO1:** Apply principles of permutations, combinations, probability, and logarithms to solve quantitative aptitude problems.
- CO2:** Interpret and analyze data from charts, graphs, and statistical tables for decision-making and accuracy.
- CO3:** Evaluate logical reasoning statements involving arguments, assumptions, conclusions, and data sufficiency.
- CO4:** Solve puzzle and eligibility test problems using analytical and critical thinking skills.
- CO5:** Demonstrate effective interpersonal, communication, and time management skills for successful personal and professional interactions.

Mapping of Course Outcomes with Program Outcomes:

CO/PO	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11
CO1	3	3	-	-	2	-	-	-	-	-	-
CO2	3	3	-	-	2	-	-	-	-	-	-
CO3	-	3	-	2	2	-	-	-	-	-	-
CO4	-	3	-	2	2	-	-	-	-	-	-
CO5	-	-	-	-	-	-	-	2	3	-	2

Aptitude:

Permutations and Combinations, Probability, Data Interpretation, Logarithms, Statistics

Reasoning:

Puzzle Tests, Eligibility Test, Data Sufficiency, Statements – Arguments, Statements – Assumptions, Statements - Course of Action, Statements – Conclusions

Verbal:

Interview skills, Grammar in use, Interpersonal Skills, Negotiation Skills, Social Skills, Problem-Solving Skills, Time Management Skills

Text Books

- 1 Quantitative Aptitude –Dr. R. S. Aggarwal, S CHAND, **ISBN** · 9789355012326.
- 2 A Modern Approach to Verbal and Non-Verbal Reasoning – Dr. R. S. Aggarwal, ISBN-13: 978-9352832163
- 3 Quick Learning Objective General English – Dr. R. S. Aggarwal, S CHAND, ISBN-13: 978-8121922111

Reference Books:

- 1 Quantitative Aptitude – Abhijit Guha Mc Graw Hill Publications, **ISBN-13** 9789389957426.
- 2 How To Crack Test of Reasoning Verbal , Non-Verbal & Analytical – Jaikishan and Premkishan, Arihant Publications, NEW EDITION 2024, **ASIN : B0CRQ9BVBC**.
- 3 A New Approach to Objective English – R. S. Dhillon DGP Publications, ISBN-13: **978-8186651032**.

Web Links:

- 1 www.indiabix.com
- 2 www.bankersadda.com

Mandatory Courses (MC)

Course Code	Course Name	Level	L	T	P	C	CIE	SEE	Total	Pre-requisite
2501AC01	Environmental Science	FC	2			0	100	-	100	-
2501AC02	Constitution of India	FC	2			0	100	-	100	-
2501AC03	Research Methodology	FC	2			0	100	-	100	-
2501AC04	Intellectual Property Rights & Patents	FC	2			0	100	-	100	-
2501AC05	Indian Knowledge Systems	FC	2			0	100	-	100	-
Total			10			0				

Environmental Science

(Common to CE, EEE, ME, ECE, CSE, IT, AIML, CSE(DS), PT & Min.E)

Course Code: 2501AC01

L	T	P	C
2	0	0	0

Course Outcomes:

At the end of the course, student will be able to:

- CO1:** Outline the natural resources and their importance for the sustenance of the life
- CO2:** Explain about the biodiversity of India, threats and its conservation methods
- CO3:** Illustrate various attributes of the pollution, impacts and measures to control the pollution along with waste management practices
- CO4:** Describe social issues of both rural and urban environment to combat the challenges and the legislations of India in environmental protection
- CO5:** Explain the population growth and its implications

Mapping of Course Outcomes with Program Outcomes:

CO/PO	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11
CO1	1	-	-	-	1	-	2	-	-	-	-
CO2	1	-	-	-	-	-	3	-	-	-	-
CO3	-	-	-	-	2	-	3	-	-	-	1
CO4	-	-	-	-	1	-	3	1	-	-	1
CO5	-	-	-	-	-	-	3	-	-	-	-

UNIT-I

Multidisciplinary Nature of Environmental Studies: Definition, Scope and Importance, Need for Public Awareness.

Natural Resources: Renewable and non-renewable resources – Natural resources and associated problems.

UNIT-II

Ecosystem, Biodiversity and Its Conservation:

Ecosystems: Concept of an ecosystem. – Structure and function of an ecosystem – Producers, consumers, and decomposers. Food chains, food webs and ecological pyramids.

Biodiversity And Its Conservation: Definition: genetic, species and ecosystem diversity – Bio-geographical classification of India – Values of biodiversity. Hot-spots of biodiversity – Threats to biodiversity. Conservation of biodiversity: In-situ and Ex-situ conservation of biodiversity.

UNIT-III

Environmental Pollution and Solid Waste Management: Environmental Pollution: Definition, Cause, effects, and control measures of:

- a. Air Pollution.
- b. Water Pollution
- c. Soil Pollution

d. Marine Pollution

e. Noise Pollution

Solid Waste Management:

Causes, effects and control measures of urban and industrial wastes – Role of an individual in prevention of pollution

UNIT-IV

Social Issues and The Environment: Social Issues and the Environment: From Unsustainable to Sustainable development – Urban problems related to Energy & Water. Resettlement and rehabilitation of people, Environmental ethics, Climate change, global warming, acid rain, ozone layer depletion, nuclear accidents, and holocaust. Environment Protection Act – Air (Prevention and Control of Pollution) Act. – Water (Prevention and control of Pollution) Act-Wildlife Protection Act – Forest Conservation Act – Issues involved in enforcement of environmental legislation – Public awareness.

UNIT-V

Human Population and The Environment: Population growth, variation among nations. Environment and human health, Human Rights, Value Education. Role of Information Technology in Environment and human health.

Text Books:

1. Textbook of Environmental Studies for Undergraduate Courses by Erach Bharucha for University Grants Commission, Universities Press, ISBN: 9788173718625
2. Environmental Studies by Palaniswamy – Pearson education, ISBN: 978-9332528277

Reference Books:

1. Textbook of Environmental Science, Deeksha Dave and E.Sai Baba Reddy, Cengage Publications. ISBN: 978-8131517604
2. Textbook of Environmental Sciences and Technology by M.Anji Reddy, B.S Publication. ISBN: 9385433385
3. Comprehensive Environmental studies by J.P.Sharma, Laxmi publications ISBN: 978-8170087380

Web Links:

1. <https://archive.nptel.ac.in/courses/127/105/127105018/>
2. https://onlinecourses.swayam2.ac.in/cec24_ge05/preview

Constitution of India

(Common to CE, EEE, ME, ECE, CSE, IT, AIML, CSE(DS), PT & Min.E)

Course Code: 2501AC02

L	T	P	C
2	0	0	0

Course Outcomes:

At the end of the course, student will be able to:

- CO1** Explain historical background of the constitution making and its importance for building a democratic India
- CO2** Compare the functioning of three wings of the government i.e., executive, legislative and judiciary
- CO3** Interpret the value of the fundamental rights and duties for becoming good citizen of India
- CO4** Compare the decentralization of power between central, state and local self-government
- CO5** Extend the knowledge in strengthening of the constitutional institutions like CAG, Election Commission and UPSC for sustaining democracy.

Mapping of Course Outcomes with Program Outcomes:

CO/PO	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11
CO1	-	-	-	-	3	-	-	1	2	-	-
CO2	-	-	-	-	2	-	-	1	3	-	-
CO3	-	-	-	-	3	-	-	2	3	-	-
CO4	-	-	-	-	3	-	-	2	1	-	-
CO5	-	-	-	-	2	-	-	1	3	-	-

UNIT-I

Introduction to Indian Constitution: Constitution' meaning of the term, Indian Constitution - Sources and constitutional history, Features - Citizenship, Preamble, Fundamental Rights and Duties, Directive Principles of State Policy.

UNIT-II

Union Government and its Administration Structure of the Indian Union: Federalism, Centre- State relationship, President: Role, power and position, PM and Council of ministers, Cabinet and Central Secretariat, Lok Sabha, Rajya Sabha, The Supreme Court and High Court: Powers and Functions

UNIT-III

State Government and its Administration Governor - Role and Position - CM and Council of ministers, State Secretariat: Organization, Structure and Functions

UNIT-IV

Local Administration: District's Administration Head - Role and Importance, Municipalities - Mayor and role of Elected Representative - CEO of Municipal Corporation
Panchayati Raj: Functions PRI: Zila Panchayat, Elected officials and their roles, CEO Zila Panchayat: Block level Organizational Hierarchy - (Different departments), Village level - Role of Elected and Appointed officials - Importance of grass root democracy

UNIT – V

Election Commission: Election Commission- Role of Chief Election Commissioner and Election Commissionerate State Election Commission:, Functions of Commissions for the welfare of SC/ST/OBC and women

Text Books:

1. Introduction to the Constitution of India, Durga Das Basu, Prentice – Hall of India Pvt. Ltd. New Delhi. ISBN: 978-9388548861
2. Indian Constitution, Subash Kashyap, National Book Trust. ISBN: 9788123707341

Reference Books:

1. Dynamics of Indian Government & Politics, J.A. Siwach ISBN: 9788120709768
2. Indian Government and Politics, D.C. Gupta ISBN: 9780706987782
3. Constitutional Law of India , H.M.Sreevai, 4th edition in 3 volumes (Universal Law Publication). ISBN: 9788194776529

Web Links:

1. nptel.ac.in/courses/109104045/

Research Methodology

(Common to CE, EEE, ME, ECE, CSE, IT, AIML, CSE(DS), PT & Min.E)

Course Code: 2501AC03	L	T	P	C
	2	0	0	0

Course Outcomes:

At the end of the course, student will be able to:

- CO1:** Explain the characteristics and process of research.
- CO2:** Select the research problem by applying problem identification techniques.
- CO3:** Formulate and execute research design process.
- CO4:** Report the results of research process adhering to professional ethics.
- CO5:** Analyze the results of research using statistical measures of central tendency

Mapping of Course Outcomes with Program Outcomes:

CO/PO	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11
CO1	1	-	-	2	-	-	-	-	-	2	1
CO2	1	-	-	2	-	-	-	-	-	2	1
CO3	1	-	-	2	-	-	-	-	-	2	1
CO4	1	-	-	2	-	-	-	3	-	2	1
CO5	1	-	-	2	2	-	-	-	-	2	1

Unit – I

Meaning of Research: Function of Research - Characteristics of Research – Steps involved in Research – Research in Pure and Applied Sciences - Inter Disciplinary Research. Factors which hinder Research – Significance of Research - Research and scientific methods – Research Process– Criteria of good Research – Problems encountered by Researchers – Literature review.

UNIT-II

Identification of Research Problem: Selecting the Research problem – Necessity of defining the problem – Goals and Criteria for identifying problems for research. Perception of Research problem – Techniques involved in defining the problem

UNIT-III

Research Design: Formulation of Research design – Need for Research design – Features of a good design – Important concepts related to Research design.

UNIT-IV

Interpretation and Report Writing: Meaning and Technique of interpretation – Precautions in interpretation – Significance of report writing – Different steps in writing a report – Layout of a Research report.

Unit – V

Statistical Techniques and Tools: Introduction of statistics – Functions – Limitations – Measures of central tendency - Arithmetic mean – Median – Mode – Standard deviation – Co-efficient of variation (Discrete series and continuous series) – Correlation - Regression

Text Books:

1. Research Methodology Methods & Techniques, C.R. Kothari – New Age international Publishers, Reprint. ISBN: 9788122415223
2. A Hand Book of Methodology of Research, Rajammall, P. Devadoss and K. Kulandaivel, RMM Vidyalaya press. ISBN: 9780367135720

Reference Books:

1. Thesis and Assignment Writing, J. Anderson, Wiley Eastern Ltd. ISBN: 978-8126530755
2. Research Methodology, Mukul Gupta, Deepa Gupta – PHI Learning Private Ltd., New Delhi. ISBN: 9788120349469
3. Fundamentals of Mathematical statistics, S.C. Gupta and V.K. Kapoor, Sultan Chand & Sons, New Delhi. ISBN: 978-8180545283

Web Links:

1. <https://nptel.ac.in/courses/127106227>
2. <https://archive.nptel.ac.in/courses/121/106/121106007/>

Intellectual Property Rights & Patents
(Common to CE, EEE, ME, ECE, CSE, IT, AIML, CSE(DS), PT & Min.E)

Course Code: 2501AC04

L T P C
2 0 0 0

Course Outcomes:

At the end of the course, student will be able to:

- CO1:** Compare various types of Intellectual Property rights.
- CO2:** Discuss Intellectual Property and infer rights on such Intellectual Property owners
- CO3:** Explain the process of patenting
- CO4:** Apply for Trade marks and Copyrights.
- CO5:** Explain the methods to protect Trade secrets

Mapping of Course Outcomes with Program Outcomes:

CO/PO	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11
CO1	1	-	-	-	-	1	-	3	-	-	2
CO2	1	-	-	-	-	1	-	3	-	-	2
CO3	1	-	-	-	-	1	-	3	-	-	2
CO4	1	-	-	-	-	1	-	3	-	-	2
CO5	1	-	-	-	-	1	-	3	-	-	2

UNIT-I

Introduction to Intellectual Property Rights (IPR): Concept of Property - Introduction to IPR – International Instruments and IPR - WIPO - TRIPS – WTO –Laws Relating to IPR - IPR Tool Kit - Protection and Regulation - Copyrights and Neighboring Rights – Industrial Property – Patents - Agencies for IPR Registration – Traditional Knowledge –Emerging Areas of IPR – Layout Designs and Integrated Circuits – Use and Misuse of Intellectual Property Rights.

UNIT-II

Copyrights and Neighboring Rights: Introduction to Copyrights – Principles of Copyright Protection – Law Relating to Copyrights - Subject Matters of Copyright – Copyright Ownership – Transfer and Duration – Right to Prepare Derivative Works –Rights of Distribution – Rights of Performers – Copyright Registration – Limitations – Infringement of Copyright – Relief and Remedy – Case Law - Semiconductor Chip Protection Act.

UNIT-III

Patents: Introduction to Patents - Laws Relating to Patents in India – Patent Requirements – Product Patent and Process Patent - Patent Search - Patent Registration and Granting of Patent - Exclusive Rights – Limitations - Ownership and Transfer — Revocation of Patent – Patent Appellate Board - Infringement of Patent – Double Patenting — Patent Cooperation

Treaty – New developments in Patents – Software Protection and Computer related Innovations.

UNIT-IV

Trademarks and Trade secrets: Introduction to Trademarks – Laws Relating to Trademarks – Functions of Trademark – Distinction between Trademark and Property Mark – Marks Covered under Trademark Law - Trade Mark Registration – Trade Mark Maintenance – Transfer of rights - Deceptive Similarities - Likelihood of Confusion - Dilution of Ownership – Trademarks Claims and Infringement – Remedies – Passing off Action - Introduction to Trade Secrets – General Principles - Maintaining Trade Secret – Physical Security – Employee Access Limitation – Employee Confidentiality Agreements.

Unit – V

Cyber Law and Cyber Crime: Introduction to Cyber Law – Information Technology Act 2000 - Protection of Online and Computer Transactions - E-commerce - Data Security – Authentication and Confidentiality - Privacy - Digital Signatures – Certifying Authorities - Cyber Crimes - Prevention and Punishment – Liability of Network Providers. Relevant Cases Shall be dealt where ever necessary.

Text Books:

- 1 Fundamentals of IPR for Engineers- Kompal Bansal & Parishit Bansal, B. S. Publications (Press). ISBN: 9788178002774
- 2 Intellectual Property -Deborah E.Bouchoux, Third Edition, Cengage Learning, New Delhi. ISBN: 0 340 67786 4

Reference Books:

- 1 Intellectual property rights- Prabuddha Ganuli, Tata Mcgraw hill. ISBN: 978-0070077171
- 2 Intellectual property rights M.Ashok kumar and Mohd.Iqbal Ali:, Serials Publications ISBN: 9788183871648
- 3 Intellectual Property Rights (Patents & Cyber Law), Dr. A. Srinivas. Oxford University Press, New Delhi. ISBN: 979-8886848229
- 4 Intellectual Property- Richard Stim, Cengage Learning, New Delhi. ISBN: 978-0766826656

Web Links:

- 1 <http://www.wipo.int/portal/en/index.html>
- 2 <https://indiankanoon.org/>
- 3 <http://www.ipindia.nic.in/patents.htm>
- 4 <http://www.ipindia.nic.in/trade-marks.htm>
- 5 <http://copyright.gov.in>

Indian Knowledge Systems (IKS)
(CE, EEE, ME, ECE, CSE, IT, AIML, CSE(DS), PT, Min. E)

Course Code: 2501AC05 **L T P C**
2 0 0 0

Course Outcomes:

At the end of the course, students will be able to:

- CO1:** Describe the foundations and scope of Indian Knowledge Systems.
- CO2:** Recognize major Indian contributions to knowledge, science, and culture.
- CO3:** Appreciate ethical values and sustainability rooted in Indian traditions.
- CO4:** Relate traditional knowledge to contemporary societal and technological needs.

Mapping of Course Outcomes with Program Outcomes:

CO/PO	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11
CO1	-	-	-	-	-	3	1	1	-	-	-
CO2	-	-	-	-	-	3	1	1	-	-	-
CO3	-	-	-	-	-	3	1	1	-	-	-
CO4	-	-	-	-	-	3	1	1	-	-	-
CO5	-	-	-	-	-	3	1	1	-	-	-

UNIT – I

Foundations of Indian Knowledge Systems

Meaning, scope, and importance of IKS. Sources of IKS: Vedas, Upanishads, Itihasas, Puranas, Shastras. Traditional Knowledge, Indigenous Knowledge, and Western Knowledge – comparison. Gurukula system and knowledge transmission traditions

UNIT – II

Indian Civilization and Philosophical Traditions

Overview of ancient Indian civilization (Indus Valley, Maurya, Gupta). Indian philosophical schools and ethical values. Epics: Ramayana and Mahabharata – cultural and moral significance. Religious traditions: Hinduism, Buddhism, Jainism, Sikhism

UNIT – III

Arts, Architecture and Cultural Expressions

Temple architecture: Nagara, Dravidian, Vesara. Mughal architecture and monuments. Indian classical dance forms and music traditions. Handicrafts, sculpture, painting, and iconography

UNIT – IV

Traditional Knowledge in Health, Environment and Sustainability

Ayurveda and Yoga – holistic health systems. Traditional agriculture and food practices. Water conservation methods and environmental ethics. Biodiversity conservation and sustainable living

UNIT – V

Traditional Knowledge and Contemporary Relevance

Protection of Traditional Knowledge. Traditional Knowledge (TK) and Intellectual Property Rights (overview). Role of government and national initiatives. Relevance of IKS to engineering, innovation, and entrepreneurship

Text Books:

1. **Indian Knowledge Systems**, Kapil Kapoor & Avadhesh Kumar Singh, D.K. Printworld (India) Pvt. Ltd., New Delhi. ISBN: 9788124608177.
2. **Indian Philosophy – Volume I & II**, S. Radhakrishnan, Oxford University Press, New Delhi. ISBN: 9780195698418.
3. **Science and Technology in Ancient India**, O.P. Jaggi, Atma Ram & Sons, Delhi. ISBN: 9788185694085.
4. **Indian Heritage and Culture**, Madhukar K. Bhagat, McGraw Hill Education (India). ISBN: 9789332901476.
5. **Traditional Knowledge System in India**, Yogendra K. Malik, Pearson Education India. ISBN: 9788131762219.

Reference Books:

1. **Ancient Indian Science and Technology**, Debiprasad Chattopadhyaya, History of Science, Philosophy and Culture in Indian Civilization Series. ISBN: 9788187586098.
2. **Indian Culture and Heritage**, Nitin Singhanian, McGraw Hill Education. ISBN: 9789353161132.
3. **Knowledge Traditions of India**, Bhu Dev Sharma, Indian Council of Philosophical Research (ICPR). ISBN: 9788185636306.

Web Links:

1. <https://iks.aicte-india.org/>
2. <https://www.education.gov.in/iks>

Minor Stream: Network Security

Course Code	Course Name	Level	L	T	P	C	CIE	SEE	Total	Pre-requisite
2501CS32	Cyber Security Essentials	FC	2		1	3	50	50	100	-
2501CS30	Information Security Analysis & Audit	FC	2			2	50	50	100	-
2501CS23	Cloud Computing	FC	2		2	4	50	50	100	-
2501CS24	Wireless Networks	IC	2		1	3	50	50	100	-
2501CS25	Cloud IoT & Edge ML	AC	2		1	3	50	50	100	-
2501CS28	Ethical Hacking	AC	2		2	4	50	50	100	-
2501CS27	Digital Forensics	AC	2		1	3	50	50	100	-
2501CS26	Block Chain Technologies	AC	2		2	4	50	50	100	CSE
2501CS31	Cyber Laws	AC	2		1	3	50	50	100	-
2501CS33	Secure Coding Techniques	AC	2		1	3	50	50	100	-
Total			20		12	32				

Cyber Security Essentials
(Common to CSE, IT, AIML & CSE (DS))

Course Code: 2501CS32

L T P C
2 0 1 3

Course Outcomes:

At the end of the course, student will be able to:

- CO1:** Describe the basic concepts of Cyber security issues and challenges
- CO2:** Analyze the cybercrimes and cyber laws.
- CO3:** Demonstrate various privacy and security concerns on social media
- CO4:** Illustrate the concepts related to E-Commerce and digital payments.
- CO5:** Summarize tools and technologies to protect communication devices.

Mapping of Course Outcomes with Program Outcomes:

CO/PO	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11
CO1	3	1	-	-	-	-	2	-	-	-	-
CO2	2	3	-	2	1	-	-	1	1	-	-
CO3	1	2	-	2	1	1	-	1	1	-	1
CO4	1	2	3	1	1	-	1	1	-	1	1
CO5	2	1	-	-	-	-	3	-	-	-	-

Mapping of Course Outcomes with Program Specific Outcomes:

CO/PSO	PSO1	PSO2
CO1	2	-
CO2	2	-
CO3	3	-
CO4	2	1
CO5	2	-

UNIT – I

Introduction to Cyber security: Defining Cyberspace and Overview of Computer and Web-technology, Architecture of cyberspace, Communication and web technology, Internet, World wide web, Internet infrastructure for data transfer and governance, Internet society, Regulation of cyberspace, Concept of cyber security, Issues and challenges of cyber security.

Practice:

- Study on how to register a Cyber Crime Complaint through online.(
https://cybercrime.gov.in/Webform/Crime_AuthoLogin.aspx)

UNIT – II

Cyber crime and Cyber law: Classification of cyber crimes, Common cyber crimes- cyber crime targeting computers and mobiles, cyber crime against women and children, financial frauds, social engineering attacks, malware and ransomware attacks, zero day and zero click

attacks, Legal perspective of cyber crime, IT Act 2000 and its amendments, Cyber crime and offences, Organisations dealing with Cyber crime and Cyber security in India.

Practice:

1. Reporting on types of phishing emails.
2. Demonstration of email phishing attack and preventive measures

UNIT – III

Social Media Overview and Security: Introduction to Social networks. Types of Social media, Social media platforms, Social media monitoring, Hashtag, Viral content, Social media marketing, Social media privacy, Challenges, opportunities and pitfalls in online social network, Security issues related to social media, Laws regarding posting of inappropriate content.

Practice:

1. Basic checklist, privacy and security settings for popular Social media platforms.

UNIT – IV

E-Commerce and Digital Payments: Definition of E- Commerce, Main components of E-Commerce, Elements of E-Commerce security, E-Commerce threats, E-Commerce security best **Practices**, Introduction to digital payments, Modes of digital payments- Banking Cards, Unified Payment Interface (UPI), e-Wallets, Unstructured Supplementary Service Data (USSD), Aadhar enabled payments, Digital payments related common frauds and preventive measures.

Practice:

1. Configuring security settings in Mobile Wallets and UPIs

UNIT – V

Digital Devices Security, Tools and Technologies for Cyber Security: End Point device and Mobile phone security, Password policy, Security patch management, Data backup, Downloading and management of third party software, Device security policy, Cyber Security best **Practices**, Significance of host firewall and Ant-virus, Management of host firewall and Anti-virus, Wi-Fi security, Configuration of basic security policy and permissions.

Practice:

1.
 - a. Setting and configuring two factor authentication in the Mobile phone.
 - b. Security patch management and updates in Computer and Mobiles.

Text Books:

- 1 Cyber Security Understanding Cyber Crimes, Computer Forensics and Legal Perspectives by Sumit Belapure and Nina Godbole, Wiley India Pvt. Ltd, ISBN: 978-8126521791
- 2 Security in the Digital Age: Social Media Security Threats and Vulnerabilities by Henry A. Oliver, Create Space Independent Publishing Platform, ISBN: 978-1516821020

Reference Books:

- 1 Data Privacy Principles and **Practice** by Natraj Venkataramanan and Ashwin Shriram, CRC Press, ISBN: 978-1498721042
- 2 Information Security Governance, Guidance for Information Security Managers by W. KragBrothy, Wiley Publication, 1st Edition, ISBN: 978-1933284736
- 3 Auditing IT Infrastructures for Compliance By Martin Weiss, Michael G. Solomon, Jones Bartlett Learning, 2nd Edition, ISBN: 978-1284090703

Web Links:

- 1 <https://www.coursera.org/specializations/cyber-security>.
- 2 <https://www.nptel.ac.in/courses/106105031/>.
- 3 CERT-In Guidelines- <http://www.cert-in.org.in/>

Information Security Analysis & Audit
(Common to CSE, IT, AIML & CSE (DS))

Course Code: 2501CS30

L	T	P	C
2	0	0	2

Course Outcomes:

At the end of the course, student will be able to:

- CO1:** Demonstrate fundamental concepts of information security and systems auditing
- CO2:** Analyze latest trend in management control framework
- CO3:** Identify security operations in management control framework.
- CO4:** Distinguish data evidence collection techniques.
- CO5:** Analyze data evidence evaluation in audit.

Mapping of Course Outcomes with Program Outcomes:

CO/PO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11
CO1	3	1	-	-	-	-	-	-	-	-	1
CO2	2	2	-	-	-	-	2	-	-	-	2
CO3	1	3	-	1	-	1	-	1	-	-	2
CO4	1	2	-	-	-	-	1	1	-	1	1
CO5	1	3	-	2	1	-	2	2	-	-	-

Mapping of Course Outcomes with Program Specific Outcomes:

CO/PSO	PSO1	PSO2
CO1	2	-
CO2	2	-
CO3	2	-
CO4	1	-
CO5	1	-

UNIT – I

Overview of Information System Auditing: Effect of Computers on Internal Controls, Effects of Computers on Auditing, Foundations of information Systems Auditing, Conducting an Information Systems Audit.

UNIT – II

The management Control Framework-I: Introduction, Evaluating the planning Function, Leading Function, Controlling Function, Systems Development Management Controls, Approaches to Auditing Systems Development Programming Management Controls, Data Resource Management Controls.

UNIT – III

The Management Control Framework-II: Security Management Controls, Operations management Controls Quality assurance Management Controls, Case Studies

UNIT – IV

Evidence Collection: Audit Software, Code Review, Test Data, and Code Comparison, Concurrent Auditing techniques, Interviews, Questionnaires, and Control Flowcharts. Performance Management tools- Case Studies.

UNIT – V

Evidence Evaluation: Evaluating Asset Safeguarding and Data Integrity, Evaluating System, Effectiveness, Evaluating System Efficiency, Information Systems Audit and Management: Managing the Information Systems Audit Function.

Text Books:

- 1 Information Systems Control and Audit, Ron Weber, Pearson Education, 1st Edition, ISBN: 978-8131704721
- 2 Cryptography Engineering: Design Principles and Practical Applications ,Niels Ferguson, Bruce Schneier, and Tadayoshi Kohno, John Wiley & Sons, ISBN: 978-0470474242

Reference Books:

- 1 Information System Audit and Assurance, D P Dube, TMH, New Delhi, ISBN: 978-0070585690
- 2 Computer Forensics, Computer Crime Investigation by John R. Vacca, Firewall Media, New Delhi, ISBN: 978-8170083412

Web Links:

- 1 <https://www.coursera.org/learn/introduction-cybersecurity-cyber-attacks>
- 2 <https://computersecurity.stanford.edu/free-online-video/> [Free Online Videos]
- 3 CERT-In Guidelines- <http://www.cert-in.org.in/>

Cloud Computing

(Common to CSE, IT, AIML & CSE (DS))

Course Code: 2501CS23

L	T	P	C
2	0	2	4

Course Outcomes:

At the end of the course, student will be able to:

- CO1:** Explain basic concepts and terminologies of Cloud Computing and Virtualization.
- CO2:** Demonstrate Cloud deployment models, Service models and Architectures
- CO3:** Analyze Cloud services, Applications and Capacity Planning.
- CO4:** Use different PaaS application frameworks to construct Cloud applications
- CO5:** Develop web applications through Google, Microsoft and Amazon web services for Realtime application.

Mapping of Course Outcomes with Program Outcomes:

CO/PO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11
CO1	2	2	-	-	1	-	-	1	1	-	1
CO2	2	2	-	-	1	-	-	1	1	-	1
CO3	3	1	-	-	1	-	-	2	1	-	1
CO4	2	2	-	-	1	-	-	2	1	-	1
CO5	2	2	-	-	1	-	-	2	1	-	1

Mapping of Course Outcomes with Program Specific Outcomes:

CO/PSO	PSO1	PSO2
CO1	1	-
CO2	1	-
CO3	2	-
CO4	2	-
CO5	2	-

UNIT – I

Fundamental Cloud Computing and Virtualization Cloud Computing: Origin and influences, Basic concepts and terminology, Goals and benefits, Risks and challenges, Roles and boundaries and Cloud characteristics.

Introduction to Virtualization: Characteristics, Taxonomy of virtualization technologies, Pros and cons of virtualization, Virtualization Technologies: Xen, VMware and Hyper-V.

Practice:

1. Introduction to Cloud Computing
2. Overview of cloud computing concepts
3. Hands-on: Setting up a free-tier account on AWS/Azure/GCP

UNIT - II

Understanding Cloud Models and Architectures Cloud Models: NIST model, Cloud Cube model, Deployment models: Public, Private, Hybrid and Community; Service models: IaaS, PaaS and SaaS. **Understanding Cloud Architecture:** Exploring the Cloud Computing Stack: Composability, Infrastructure, Platforms, Virtual Appliances, Communication Protocols, Applications; **Connecting to the Cloud:** The Jolicloud Netbook OS and Chromium OS - The Browser as an Operating System.

Practice:

1. Virtual Machines and Computer Services
 - a. Creating and managing virtual machines
 - b. Hands-on: Launching and configuring EC2 instances on AWS

UNIT – III

Understanding Cloud Services, Applications and Capacity Planning: Understanding Cloud Services and Applications Infrastructure as a Service (IaaS): IaaS workloads, Pods, aggregation, and silos; Platform as a Service (PaaS), Software as a Service (SaaS): SaaS characteristics, Open SaaS and SOA, Salesforce.com and CRM SaaS; Identity as a Service (IDaaS): Identity, Networked identity service classes, Identity system codes of conduct, IDaaS interoperability; Compliance as a Service (CaaS). **Capacity Planning:** Defining Baseline and Metrics: Baseline measurements, System metrics, Load Testing, Resource ceilings, Server and instance types; Network Capacity and Scaling.

Practice:

1. Storage Solutions
 - a. Exploring different storage options(S, EBS, Glacier)
 - b. Hands-on: Implementing S3 buckets and managing data

UNIT – IV

Exploring Platform as A Service (PaaS): PaaS Application Frameworks: Drupal, Eccentex AppBase 3.0, Long Jump, Squarespace, Wavemaker and Wolf Frameworks. Exploring Platform as a Service using Google Web Services: Surveying the Google Application Portfolio, Google Toolkit and Working with the Google App Engine. Exploring Platform as a Service using Microsoft Cloud Services: Exploring Microsoft Cloud Services, Microsoft Azure- Live Essentials, Live Home and Live for Mobile.

Practice:

1. Networking in the Cloud
 - a. Configuring virtual private clouds (VPC), subnets, and security groups.
 - b. Hands-on: Setting up a VPC and deploying instances within it.

UNIT -V

Exploring Infrastructure As A Service (IaaS): Understanding Amazon Web Services, Amazon Web Service Components and Services, Working with the Elastic Compute Cloud (EC2): Amazon Machine Images, Pricing models, System images and software, Creating an account and instance on EC2; Working with Amazon Storage Systems: Amazon Simple Storage System (S3), Amazon Elastic Block Store (EBS) and CloudFront; Understanding Amazon Database Services: Amazon SimpleDB, Amazon Relational Database Service (RDS) and Choosing a database for AWS.

Practice:

1. Database Services
 - a. Understanding cloud-based database services (RDS, DynamoDB).
 - b. Hands-on: Setting up and querying a relational database in AWS RDS.

Cornerstone Project:**PROJECT 1: Serverless Event Management System****Implementation mainly focuses on**

- Serverless app using AWS Lambda / Azure Functions
- API Gateway integration
- Cloud database (DynamoDB / Firestore)
- Email notifications
- Authentication system

Documentation must contain

- Objective & problem definition
- Architecture diagram
- Database schema
- Module explanation
- Deployment steps
- Screenshots
- Enhancements

PROJECT 2: Cloud-Based File Sharing System**Implementation mainly focuses on**

- File upload/download using S3 / Blob storage
- Secure sharing via URLs
- Role-based access
- Metadata management

Documentation must contain

- Objective
- Architecture
- Schema
- Module explanation
- Security details
- Screenshots

PROJECT 3: Real-Time Chat Application**Implementation mainly focuses on**

- Real-time messaging (Firebase/WebSockets)
- Cloud database
- Authentication
- Notifications

Documentation must contain

- Objective
- Architecture
- Schema

- Modules
- Screenshots

PROJECT 4: Online Code Compiler (Cloud)

Implementation mainly focuses on

- Code execution via cloud VMs/containers
- Multi-language support
- Secure sandbox execution

Documentation must contain

- Objective
- Architecture
- Flow diagram
- Modules
- Screenshots

PROJECT 5: Smart Healthcare Monitoring (IoT + Cloud)

Implementation mainly focuses on

- Sensor data simulation
- Cloud storage
- Dashboard visualization
- Alerts

Documentation must contain

- Objective
- Architecture
- Data flow
- Modules
- Screenshots

PROJECT 6: Auto-Scaling Web Application

Implementation mainly focuses on

- Load balancer setup
- Auto scaling
- Monitoring

Documentation must contain

- Objective
- Architecture
- Scaling policy
- Results
- Screenshots

PROJECT 7: Cloud Backup & Disaster Recovery

Implementation mainly focuses on

- Automated backups
- Recovery system
- Data replication

Documentation must contain

- Objective
- Architecture
- Policies
- Modules
- Screenshots

Text Books:

- 1 Cloud Computing Bible, Barrie Sosinsky, Wiley India Pvt Ltd, ISBN-10. 0470903562 ; ISBN-13. 978-0470903568.
- 2 Cloud Computing- Concepts, Technology and Architecture, Thomas Erl and Ricardo Puttini, Pearson, ISBN 10: 0133387526 - ISBN 13: 9780133387520.

Reference Books:

- 1 Mastering Cloud Computing, Rajkumar Buyya, Christian Vecchiola and S Thamarai Selvi, McGraw Hill Education. ISBN: 978-0-12-411454-8.
- 2 Cloud Application Architectures, George Reese, O'Reilly. ISBN: 978 0596156367.
- 3 Enterprise Cloud Computing Technology Architecture Applications, Gautam Shroff, Cambridge university press; 1st edition. ISBN: 978-0521137355.

Web Links:

- 1 https://onlinecourses.nptel.ac.in/noc24_cs17/preview
- 2 <https://docs.aws.amazon.com/>
- 3 <https://learn.microsoft.com/en-us/training/azure/>

Note:

- The cornerstone project team size shall be four (4) students.
- Students may select any one of the above prescribed projects or a project of their own choice with the prior permission of the Course instructor.
- The SEE – Lab shall be evaluated for 50 marks based on project implementation, oral presentation, 10-minute video presentation, and viva voce.
- The video presentation should consist of the working procedure of the project along with contribution of each student for a minimum of 2 minutes.

Wireless Networks
(Common to CSE, IT, AIML & CSE (DS))

Course Code: 2501CS24

L T P C
2 0 1 3

Course Outcomes:

At the end of the course, student will be able to:

- CO1:** Describe evolution of wireless networks and wireless communication technologies.
- CO2:** Simulate Wireless Communication network for analyzing packet transmission using NS3.
- CO3:** Discuss IEEE 802.11 Standards and Protocols.
- CO4:** Explain evolution and architecture of cellular networks.
- CO5:** Summarize Emerging Trends such as cognitive radio networks, VANETs.

Mapping of Course Outcomes with Program Outcomes:

CO/PO	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11
CO1	2	2	-	-	1	-	-	1	1	-	-
CO2	2	1	2	-	2	-	-	1	1	-	-
CO3	2	1	-	-	1	-	-	1	1	-	-
CO4	2	-	2	-	2	-	-	1	1	-	-
CO5	2	2	1	-	-	-	-	-	-	-	-

Mapping of Course Outcomes with Program Specific Outcomes:

CO/PSO	PSO1	PSO2
CO1	1	-
CO2	2	-
CO3	1	-
CO4	1	-
CO5	1	-

UNIT – I

Introduction to Wireless Networks: Evolution of Wireless Networks, Basic Wireless Communication Concepts, Wireless Spectrum and Regulations, Wireless Network Architectures, Infrastructure Networks, Ad-Hoc Networks, Wireless Standards: IEEE 802.11, Bluetooth, Zigbee.

Practice:

1. Simulate an ad-hoc network using NS3.

UNIT – II

Wireless Communication Technologies: Radio Propagation Models, Modulation Techniques, Multiple Access Techniques: TDMA, FDMA, CDMA, OFDM Antennas and Diversity Techniques, MIMO (Multiple Input Multiple Output) Systems.

Practice:

1. Create multiple nodes, establish peer to peer connections, and analyze packet transmission using NS3.

UNIT – III

Wireless LANs and PANs: IEEE 802.11 Standards and Protocols, WI-FI Network Design and Deployment, Bluetooth and Zigbee Protocols, Security in Wireless LANs: WEP, WPA, WPA2, QoS (Quality of Service) in Wireless Networks.

Practice:

1. Simulate a basic GSM network using NS3.

UNIT – IV

Cellular Networks: Evolution from 1G to 5G, GSM, CDMA, and LTE Architectures, 5G Network Architecture and Key Technologies, Handoff and Roaming, Cellular Network Planning and Optimization.

Practice:

1. Set up and configure a Wi-Fi network using Wireshark.
2. Explore the signal strength and coverage area of a Wi-Fi network.

UNIT – V

Emerging Trends and Future Directions: Internet of Things (IoT) and Wireless Sensor Networks (WSNs), Cognitive Radio Networks, Vehicular Ad-hoc Networks (VANETs), Wireless Mesh Networks, Security and Privacy Challenges in Wireless Networks.

Text Books:

1. Wireless Communications: Principles and **Practice** by Theodore S. Rappaport, Prentice Hall 2nd Edition, ISBN: 9780130422323.
2. Wireless Communications by Andrea Goldsmith, Cambridge University Press, ISBN: 9780521837163.

Reference Books:

1. Principles of Wireless Access and Localization" by Kaveh Pahlavan and Prashant Krishnamurthy. Wiley-IEEE Press, ISBN: 9780470697085
2. 802.11 Wireless Networks: The Definitive Guide by Matthew S. Gast, O'Reilly Media 2nd Edition, ISBN: 9780596100520
3. Wireless Communications, A. Molisch, Wiley, 2005 Haykin & Moher, Modern Wireless Communications, Pearson 2011 (Indian Edition)

Web Links:

1. https://onlinecourses.nptel.ac.in/noc22_ee85/preview/
2. Wireshark Network Protocol Analyzer [Wireshark](<https://www.wireshark.org/>)
3. NS3 Network Simulator [NS3] (<https://www.nsnam.org/>)

Cloud IoT & Edge ML
(Common to CSE, IT, AIML & CSE (DS))

Course Code: 2501CS25

L T P C
2 0 1 3

Course Outcomes:

At the end of the course, student will be able to:

- CO1:** Explain technologies behind the communication and management of fog and edge resources.
- CO2:** Discuss techniques for storage and computation in fog, edge, 5G and cloud
- CO3:** Implement Internet of Everything (IoE) applications through fog computing architecture.
- CO4:** Illustrate optimization strategies in fog and Edge Architectures.
- CO5:** Summarize applications in Fog and Edge Computing.

Mapping of Course Outcomes with Program Outcomes:

CO/PO	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11
CO1	1	2	-	-	2	-	-	2	2	-	2
CO2	2	2	-	-	2	-	-	2	2	-	2
CO3	1	2	3	-	2	-	-	2	2	-	2
CO4	2	1	1	3	2	-	-	2	2	-	2
CO5	2	1	1	-	2	-	-	2	2	-	2

Mapping of Course Outcomes with Program Specific Outcomes:

CO/PSO	PSO1	PSO2
CO1	1	-
CO2	1	-
CO3	1	-
CO4	-	2
CO5	-	2

UNIT – I

Internet of Things (IoT) and New Computing Paradigms: Introduction, Relevant Technologies, Fog and Edge Computing Completing the Cloud, Hierarchy of Fog and Edge Computing, Business Models, Edge Computing Platforms, Opportunities and Challenges.

Practice:

- Building a Simple Edge Computing Application with Data Processing and Cloud Integration.

UNIT – II

Challenges in Federating Edge Resources: Introduction, Methodology, Integrated C2F2T Literature by Modeling Technique, Integrated C2F2T Literature by Use Case Scenarios, Integrated C2F2T Literature by Metrics, Threads, Standards.

Practice:

- Setting Up a Simple IoT Device with Edge Computing

UNIT – III

Orchestration of Network Slices in Fog, Edge, and Clouds: Introduction, Background, Network Slicing, Network Slicing in Software, Defined Clouds, Network Slicing Management in Edge and Fog, Internet of Vehicles (IoV): Architecture, Protocols and Seven-layer security model architecture for Internet of Vehicles, IoV: Network Models, Challenges and future aspects.

Practice:

1. Implementing a Simple Network Slicing Scenario for Internet of Vehicles (IoV) Using Edge and Fog Computing.

UNIT – IV

Optimization Problems in Fog and Edge Computing: Preliminaries, The Case for Optimization in Fog Computing, Formal Modeling Framework for Fog Computing, Metrics ,Further Quality Attributes ,Optimization Opportunities along the Fog Architecture, Optimization Opportunities along the Service Life Cycle , Toward a Taxonomy of Optimization Problems in Fog Computing.

Practice:

1. Optimizing Task Scheduling in Fog Computing

UNIT – V

Applications of Fog and Edge Computing: Exploiting Fog Computing in Health Monitoring-Smart Surveillance Video Stream Processing at the Edge for Real - Time Human Objects Tracking-Fog Computing Model for Evolving Smart Transportation Applications - Testing Perspectives of Fog - Based IoT Applications - Legal Aspects of Operating IoT Applications in the Fog.

Practice:

1. Real-Time Human Object Tracking Using Fog Computing in a Smart Surveillance System

Text Books:

- 1 Fog and Edge computing: Principles and Paradigms ,Buyya, Rajkumar, and Satish Narayana Srirama, John Wiley & Sons, USA, 1st edition, 2019, ISBN: 978-1-119-52498-4.
- 2 Internet of Things –From Research and Innovation to Market Deployment, OvidiuVermesan, Peter Friess, “River Publishers, India, 1st edition, ISBN: 978-8793102941

Reference Books:

- 1 Cloud computing: A hands-on approach, Bahga, Arshdeep, and Vijay Madiseti , CreateSpace Independent Publishing Platform, USA, 2nd edition, ISBN: 978-1494435141

Web Links:

- 1 https://onlinecourses.nptel.ac.in/noc24_cs66/preview

Ethical Hacking

(Common to CSE, IT, AIML & CSE (DS))

Course Code: 2501CS28

L	T	P	C
2	0	2	4

Course Outcomes:

At the end of the course, student will be able to:

- CO1:** Describe the concepts and types of Ethical hacking
- CO2:** Apply tools and techniques for Social Engineering.
- CO3:** Illustrate concepts of data security for various networking systems
- CO4:** Analyze techniques to protect Web servers and Communication Systems
- CO5:** Demonstrate ethical laws and tests related to ethical hacking

Mapping of Course Outcomes with Program Outcomes:

CO/PO	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11
CO1	2	1	-	-	-	-	-	1	1	-	1
CO2	2	2	-	1	2	-	-	1	1	-	2
CO3	2	2	-	2	-	-	-	1	1	-	1
CO4	2	2	-	-	1	-	-	1	1	-	2
CO5	2	2	-	-	-	-	2	1	1	-	1

Mapping of Course Outcomes with Program Specific Outcomes:

CO/PSO	PSO1	PSO2
CO1	-	2
CO2	-	2
CO3	-	2
CO4	-	2
CO5	-	2

UNIT – I

Ethical Hacking: Types of Data Stolen From the Organizations, Elements of Information Security, Authenticity and NonRepudiation, Security Challenges, Effects of Hacking, Hacker – Types of Hacker, Ethical Hacker, Hactivism - Role of Security and Penetration Tester, Penetration Testing Methodology, Networking & Computer Attacks – Malicious Software (Malware), Protection Against Malware, Intruder Attacks on Networks and Computers, Addressing Physical Security – Key Loggers and Back Doors.

Practice:

1. Create a social networking website login page using phishing techniques
2. Sniffing tools to analyze traffic on a network and dissect information.

UNIT – II

Foot Printing And Social Engineering: Web Tools for Foot Printing, Conducting Competitive Intelligence, Google Hacking, Scanning, Enumeration, Trojans & Backdoors, Virus & Worms, Proxy & Packet Filtering, Denial of Service, Sniffer, Social Engineering – shoulder surfing, Dumpster Diving, Piggybacking.

Practice:

1. Social Engineering Countermeasures
2. Tools for Foot Printing

UNIT – III

Data Security: Physical Security – Attacks and Protection, Steganography – Methods, Attacks and Measures, Cryptography– Methods and Types of Attacks, Wireless Hacking, Windows Hacking, Linux Hacking.

Practice:

1. Write a code to demonstrate DoS attacks
2. Windows ,Linux OS hacking

UNIT – IV

Network Protection System & Hacking Web Servers: Routers, Firewall & Honeypots, IDS & IPS, Web Filtering, Vulnerability, Penetration Testing, Session Hijacking, Web Server, SQL Injection, Cross Site Scripting, Exploit Writing, Buffer Overflow, Reverse Engineering, Email Hacking, Incident Handling & Response, Bluetooth Hacking, Mobiles Phone Hacking.

Practice:

1. Write a script or code to demonstrate SQL injection attacks
2. Setup a honey pot and monitor the honey pot on network

UNIT – V

Ethical Hacking Laws And Tests: An introduction to the particular legal, professional and ethical issues likely to face the domain of ethical hacking, ethical responsibilities, professional integrity and making appropriate use of the tools and techniques associated with ethical hacking – Social Engineering, Host Reconnaissance, Session Hijacking, Hacking - Web Server, Database, Password Cracking.

Practice:

1. Study of Techniques uses for Web Based Password Capturing
2. Study on how to register a Cyber Crime Complaint through online.(
https://cybercrime.gov.in/Webform/Crime_AuthoLogin.aspx)

Text Books:

- 1 Hands-On Ethical Hacking and Network Defense, Corley, Michael T. Simpson, Kent Backman, James E., CENGAGE Learning, ISBN: 1133169031
- 2 Penetration Testing and Network Defense ,Whitaker & Newman , Cisco Press, Indianapolis, ISBN: 1-58705-208-3

Reference Books:

- 1 Official Certified Ethical Hacker Review Guide, Steven DeFino, Barry Kaufman, Nick Valenteen, CENGAGE Learning, ISBN: 978-1435488533.
- 2 The Basics of Hacking and Penetration Testing: Ethical Hacking and Penetration Testing Made Easy, Patrick Engebretson, Syngress Basics Series – Elsevier, ISBN: 978-0124116443.

Web Links:

- 1 <https://www.springboard.com/blog/cybersecurity/7-free-sources-to-learn-ethical-hacking-from-scratch/>
- 2 <https://hackernoon.com/top-resources-to-learn-ethical-hacking3>
- 3 https://onlinecourses.nptel.ac.in/noc22_cs13/preview

Digital Forensics
(Common to CSE, IT, AIML & CSE (DS))

Course Code: 2501CS27

L T P C
2 0 1 3

Course Outcomes:

At the end of the course, student will be able to:

- CO1:** Apply forensic analysis tools to recover evidence for identifying crime.
- CO2:** Discuss next-generation computer crime investigations.
- CO3:** Apply digital evidences for data acquisition.
- CO4:** Illustrate processing crimes and incident scenes through digital evidence.
- CO5:** Identify current computer forensic tools for various digital usages.

Mapping of Course Outcomes with Program Outcomes:

CO/PO	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11
CO1	2	3	-	3	-	-	-	2	1	-	1
CO2	2	2	-	3	-	-	-	2	1	-	1
CO3	2	3	-	3	-	-	-	1	1	-	1
CO4	2	2	-	3	-	-	-	2	1	-	1
CO5	2	2	-	3	3	-	-	3	1	-	1

Mapping of Course Outcomes with Program Specific Outcomes:

CO/PSO	PSO1	PSO2
CO1	2	-
CO2	2	-
CO3	2	-
CO4	2	-
CO5	2	-

UNIT – I

Computer forensics fundamentals, Benefits of forensics, computer crimes, computer forensics evidence and courts, legal concerns and private issues.

Practice:

1. Study of Computer Forensics and different tools used for forensic investigation

UNIT – II

Understanding Computing Investigations – Procedure for corporate High-Tech investigations, understanding data recovery work station and software, conducting and investigations.

Practice:

1. Live Forensics Case Investigation using Autopsy.

UNIT – III

Data acquisition- understanding storage formats and digital evidence, determining the best acquisition method, acquisition tools, validating data acquisitions, performing RAID data acquisitions.

Practice:

1. How to Recover Deleted Files using Forensics Tools?

UNIT – IV

Processing crimes and incident scenes, securing a computer incident or crime, seizing digital evidence at scene, storing digital evidence, obtaining digital hash, reviewing case.

Practice:

1. How to view last activity of your PC?
2. How to Collect Email Evidence in Victim PC?

UNIT – V

Current computer forensics tools- software, hardware tools, validating and testing forensic software. E-Mail investigations- investigating email crime and violations, understanding E-Mail servers, specialized E-Mail forensics tool.

Practice:

1. Study the steps for hiding and extract any text file behind an image file/ Audio file using Command Prompt.
1. Data extraction from call logs using Sleuth Kit.

Text Books:

- 1 Computer Forensics: Incident Response Essentials, Warren G. Kruse II and Jay G. Heiser, Addison Wesley, ISBN 10: 0201707195 ISBN 13: 9780201707199
- 2 Guide to Computer Forensics and Investigations, Nelson, B, Phillips, A, Enfinger, F, Stuart, C., "Thomson Course Technology, 2nd ed., ISBN: 0-619-21706-5.

Reference Books:

- 1 Computer Forensics, Computer Crime Scene Investigation, Vacca, J, Charles River Media, 2nd Ed, ISBN: 1-58450-389.
- 2 Digital Forensics, Andre Arnes, Wiley, 2018, ISBN: 978-1119262381.
- 3 The basics of digital Forensics (Latest Edition) – The primer for getting started in digital forensics by John Sammons – Elsevier Syngress Imprint, ISBN: 978-1597496612
- 4 Cybersecurity – Understanding of cybercrimes, computer forensics and Legal perspectives by Nina Godbole and Sunit Belapure – Wiley India Publication, ISBN: 9788126521791
- 5 Practical Digital Forensics – Richard Boddington [PACKT] Publication, Open source community, ISBN: 9781785887109.

Web Links:

- 1 https://onlinecourses.swayam2.ac.in/cec20_1b06/preview
- 2 https://onlinecourses.swayam2.ac.in/nou24_cs05/preview
- 3 https://infyspringboard.onwingspan.com/web/en/app/toc/lex_auth_0135015538612879367592/

Block Chain Technologies
(Common to CSE, IT, AIML & CSE (DS))

Course Code: 2501CS26

L	T	P	C
2	0	2	4

Course Outcomes:

At the end of the course, student will be able to:

- CO1:** Demonstrate blockchain and crypto currency basics
- CO2:** Compare and contrast permissioned and permissionless blockchains
- CO3:** Explain different types of crypto currency wallets
- CO4:** Explain how to compile and deploy smart contracts using Ethereum
- CO5:** Illustrate Hyperledger fabric and use cases of block chain technologies

Mapping of Course Outcomes with Program Outcomes:

CO/PO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO 10	PO11
CO1	3	1	-	-	-	-	-	-	-	-	2
CO2	2	3	1	2	-	-	-	-	-	-	2
CO3	2	3	1	1	-	-	-	-	-	-	2
CO4	2	2	3	2	-	-	-	-	-	-	2
CO5	2	2	3	2	-	-	-	-	-	-	2

Mapping of Course Outcomes with Program Specific Outcomes:

CO/PSO	PSO1	PSO2
CO1	-	2
CO2	-	2
CO3	-	2
CO4	-	3
CO5	-	3

UNIT – I

Introduction: Overview of Block chain, History of Blockchain, Real-world applications, Peer to Peer Network, Smart Contract, Wallet, Digital Currency, Ledgers, Types of Blockchain Platforms.

Practice:

1. Creating Merkle tree

UNIT – II

Consensus Mechanism: Permissioned Blockchain, Permissionless Blockchain, Different Consensus Mechanisms- Proof of Work, Proof of Stake, Proof of Activity, Proof of Burn, Proof of Elapsed Time, Proof of Authority, Proof of Importance, voting-based consensus algorithms, and federated consensus.

Practice:

1. Creation of Block.

UNIT – III

Crypto currency and Wallet: Types of Wallet, Desktop Wallet, App based Wallet, Browser based wallet, Metamask, Creating an account in Metamask, Use of faucet to fund wallet, transfer of cryptocurrency in meta mask, Merkle tree, hard and soft forks, network models and properties of secure state machine replication (SMR)

Practice:

1. Block chain Implementation Programming code

UNIT – IV

Smart contract and Ethereum: Overview of Ethereum, Writing Smart Contract in Solidity, Remix IDE , Different networks of ethereum, understanding blocks practically at blockhchain.com, how to compile and deploy smart contract in remix

Practice:

1. Java code to implement blockchain in Merkle Trees

UNIT – V

Understanding Hyperledger Fabric: Hyperledger Fabric- Architecture, Identities and Policies, Membership and Access Control, Channels, Transaction Validation, Writing smart contracts using Hyperledger Fabric.

Use Cases: Cross border payments, Know Your Customer (KYC), Food Security, Block chain enabled Trade, Anti-Money Laundering (AML)

Practice:

1. Creating a Crypto-currency Wallet

Text Books:

- 1 Blockchain: Blueprint for a New Economy, Melanie Swan, O'Reilly, ISBN:9781491920473
- 2 Mastering Blockchain: Deeper insights into decentralization, cryptography, Bitcoin, and popular Blockchain frameworks by Imran Bashier, Packt publishing, ISBN: 9781787125445

Reference Books:

- 1 Mastering Ethereum: Building Smart Contracts and DApps by Andrews, ISBN:978-1491971949
- 2 Mastering Bitcoin: Programming the Open Blockchain, by Andreas M. Antonopoulos, O'Reilly, ISBN: 9781491954362

Web Links:

- 1 https://onlinecourses.swayam2.ac.in/aic21_ge01/
- 2 <https://github.com/blockchainedindia/resources>
- 3 <https://github.com/HyperledgerHandsOn/trade-finance-logistics>

Cyber Laws
(Common to CSE, IT, AIML & CSE (DS))

Course Code: 2501CS31

L T P C
2 0 1 3

Course Outcomes:

At the end of the course, student will be able to:

- CO1:** Identify the needs of IT Act.
- CO2:** Summarize IT Act 2000 and its relevance.
- CO3:** Discuss digital signatures and E-governance.
- CO4:** Analyze traditional computer crime and early hacker.
- CO5:** Demonstrate Identity theft and Identity fraud.

Mapping of Course Outcomes with Program Outcomes:

CO/PO	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11
CO1	3	-	-	-	-	-	2	1	-	-	2
CO2	2	2	-	-	-	-	3	-	-	1	2
CO3	2	3	-	1	1	1	2	1	1	-	2
CO4	2	2	-	-	-	2	3	1	-	-	2
CO5	1	2	-	-	-	-	3	-	-	-	2

Mapping of Course Outcomes with Program Specific Outcomes:

CO/PSO	PSO1	PSO2
CO1	2	-
CO2	1	-
CO3	2	-
CO4	1	-
CO5	1	-

UNIT – I

The IT Act, 2000: A Critique: Crimes in this Millennium, Section 80 of the IT Act, 2000 – A Weapon or a Farce?, Forgetting the Line between Cognizable and Non-Cognizable Officers, Arrest for “About to Commit” an Offence Under the IT Act.

Practice:

1. Create awareness on sections in IT Act 2000 and how they can be related to each illegal activity

UNIT – II

Cyber Crime and Criminal Justice: Penalties, Adjudication and Appeals Under the IT Act, 2000: Concept of Cyber Crime and, Hacking, Teenage Web Vandals, Cyber fraud and Cyber Cheating, Virus on Internet Deformation, Harassment and E-mail Abuse Cyber Pornography, Other IT Offences, Monetary Penalties, Adjudication and Appeals Under IT Act 2000, Network Service Providers, Jurisdiction and Cyber Crimes, Nature of Cyber Criminality Strategies to Tackle Cyber Crime and Trends, Criminal Justice in India and Implications.

Practice:

1. Installation and configuration of Computer Host Firewall to protect system from unauthorized activities.

UNIT – III

Digital Signatures, Certifying Authorities and E-Governance: Digital Signatures, Digital Signature Certificate, Certifying Authorities and Liability in the Event of Digital Signature compromise, E-Governance in the India. A Warning to Babudom, Are Cyber Consumers Covered under the Consumer Protection, Goods and Services, Consumer Complaint Defect in Goods and Deficiency in Services Restrictive and Unfair Trade Practices .

Practice:

1. Study on how to register a Consumer Complaint through online.
(<https://consumerhelpline.gov.in/>)

UNIT – IV

Traditional Computer Crime: Early Hacker and Theft of Components: Traditional problems, Recognizing and Defining Computer Crime, Phreakers: Yesterday's Hackers, Hacking, Computers as Commodities, Theft of intellectual Property Web Based Criminal Activity, Interference with Lawful Use of Computers, Malware, DoS (Denial of Service) and DDoS (Distributed Denial of Service) Attacks, Ransomware and Kidnapping of Information, Theft of Information, Data Manipulation, and Web Encroachment , Dissemination of Contraband or Offensive materials, Online Gambling Online Fraud, Securities Fraud.

Practice:

1. Study on how to file a complaint against web based activity through online.
(<https://cybercrime.gov.in/>)

UNIT – V

Identity Theft and Identity Fraud: Typologies of Internet Theft/Fraud, Prevalence and Victimology, Physical Methods of Identity Theft, Virtual and Internet Facilitated methods, Crimes facilitated by Identity theft/fraud, Organized Crime and Technology Protection of Cyber consumers in India Cyber-consumer act Consumer, Goods and service, consumer compliant, restricted and unfair trade Practices.

Practice:

1. Wi-Fi security management in computer and create awareness on illegal cyber activities.

Text Books:

- 1 Cyber Law Simplefied, VivekSood, Tata McGraw Hill, 4th edition, ISBN: 978-0070435063
- 2 Computer Forensics and Cyber Crime, Marjie T. Britz, Pearson, 3rd edition, ISBN 978-0132677714

Reference Books:

- 1 Cyber Laws Texts and Cases, Ferrera, CENGAGE India, 3rd sediton, ISBN: 978-8131517925
- 2 Cyber Law by PavanDuggal, Universal law publishing, 2nd edition, ISBN: 978-8131253663

Web Links:

- 1 <http://www.cyberlawsindia.net/>
- 2 <http://meity.gov.in/content/cyber-laws5>
- 3 <https://www.coursera.org/learn/cyber-conflicts>

Secure Coding Techniques
(Common to CSE, IT, AIML & CSE (DS))

Course Code: 2501CS33

L T P C
2 0 1 3

Course Outcomes:

At the end of the course, student will be able to:

- CO1:** Describe the objectives and services of Cyber security.
- CO2:** Analyze importance of OWASP and Security risks.
- CO3:** Outline importance of SDLC and Design Principles. .
- CO4:** Summarize reasons and impact of Common security flaws in C and C++
- CO5:** Apply secure coding best practices in Python programming language.

Mapping of Course Outcomes with Program Outcomes:

CO/PO	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11
CO1:	3	2	2	2	1	-	-	3	3	-	-
CO2:	3	3	2	2	3	-	-	3	3	-	-
CO3:	3	2	2	2	3	-	-	3	3	-	-
CO4:	3	2	2	2	3	-	-	3	3	-	-
CO5:	3	2	2	2	2	-	-	3	3	-	-

Mapping of Course Outcomes with Program Specific Outcomes:

CO/PSO	PSO1	PSO2
CO1:	-	1
CO2:	-	3
CO3:	-	3
CO4:	-	3
CO5:	-	3

UNIT – I

Network and Cyber Security Fundamentals: Network Basics, Network Components, Types of Networks, Networking Models, Introduction to Cyber Security, Why Cyber Security is important, Objectives and Services of Cyber Security, various Security Attacks, Types of Cyber threats, Cyber Security Challenges .

Practice:

1. Practical learning - Installation and working with Wireshark tool
2. Practical learning - Wireshark Lab: Ethernet and ARP

UNIT – II

OWASP Top 10-2021: Importance of OWASP Top 10 , OWASP Top 10 Application Security Risks – **2021:** Broken Access Control Risk Root Causes and its Mitigation, Cryptographic Failures Risk Root Causes and its Mitigation, Injection Risk Root Causes and its Mitigation , Vulnerable and Outdated Components Risk Root Causes and its Mitigation , Identification and Authentication Failures Risk Root Causes and its Mitigation, Software and

Data Integrity Failures Risk Root Causes and its Mitigation, Security Misconfiguration Risk Root Causes and its Mitigation, Security Logging and Monitoring Failures Risk Root Causes and its Mitigation, Server-Side Request Forgery Risk Root Causes and its Mitigation .

Practice:

1. Practical learning – How to find and exploit different types of SQLi vulnerabilities.
2. Practical learning – Burp Suite **Practice** How to find vulnerabilities.

UNIT – III

Secure Coding Best Practices: Secure Design Principles, Password Management, Access Control, Error Handling and Logging, system Configuration, Threat Modeling, Cryptography **Practices**, Input and Output Sanitization, Tokenizing and Sandboxing, Static and dynamic testing, vulnerability scanning and penetration testing, Microsoft SDL Tool .

Practice:

1. Practical learning – How to conduct penetration testing
2. Practical learning – Microsoft SDL Tool **Practice**

UNIT – IV

Secure coding Practices in C/C++: Common security flaws in C and C++, Buffer Overflows and Code Injections: Stack Overflows attacks, Array indexing attacks Format strings attacks, Integer Overflows.

Practice:

1. Practical learning – How to handle Buffer Overflows risks
2. Practical learning – **Practice** to find Code Injections attacks

UNIT – V

Secure coding Practices in Python: Basics of Python, Version of Python, Upgrade, update, patch, use a Virtual Environment Python, Sanitize inputs, String Formatting, Handle Python HTTP Requests Safely, Handling Data Deserialization Safely.

Practice:

1. Practical learning – Identifying supported HTTP methods with Burp Suite
2. Practical learning – How to prevent CSRF attacks with Burp Suite

Text Books:

- 1 Networking Fundamentals, Packt, Author: Gordon Davies, 2019 edition, ISBN: 978-1838643508
- 2 OWASP 2017 Handbook

Reference Books:

- 1 Secure coding in C and C++ by Robert C. Seacord, Pearson , Second Edition, ISBN: 978-0321822130 .
- 2 Secure Coding Guidelines for Python by Zádrapa Jan 2021

Web Links:

- 1 <https://www.stealthlabs.com/blog/infographic-top-15-cybersecurity-myths-vs-reality/>
- 2 <https://www.microsoft.com/en-us/securityengineering/sdl/threatmodeling>
- 3 <https://www.checkpoint.com/cyber-hub/threat-prevention/what-is-sandboxing/>

Minor Stream: Cognitive Analytics

Course Code	Course Name	Level	L	T	P	C	CIE	SEE	Total	Pre-requisite
2501CS34	Fundamentals of Data Science	IC	2		1	3	50	50	100	-
2501AI26	Information Retrieval Systems	IC	2		1	3	50	50	100	-
2501AI14	Soft Computing	IC	2		1	3	50	50	100	AI
2501AI07	Computer Vision	IC	2		1	3	50	50	100	DAE
2501AI24	API & Micro Services	IC	2		2	4	50	50	100	JP
2501AI15	AI Chatbots	IC	2			2	50	50	100	AI
2501AI19	Data Visualization	AC	2		2	4	50	50	100	DAE
2501CS06	Mobile & IoT Analytics	AC	2		1	3	50	50	100	-
2501AI13	Recommender Systems	AC	2		2	4	50	50	100	-
2501AI08	Expert Systems	AC	2		1	3	50	50	100	-
Total			20		12	32				

Fundamentals of Data Science

(Common to All, Except CSE, IT, AIML & CSE (DS))

Course Code: 2501CS34	L	T	P	C
	2	0	1	3

Course Outcomes:

At the end of the course, student will be able to:

- CO1:** Explain fundamental concepts of Data Science.
- CO2:** Implement Data Collection and Preprocessing Techniques.
- CO3:** Demonstrate Proficiency in Data Loading, Storage, and File Handling
- CO4:** Conduct Exploratory Data Analysis (EDA) using Visualization and Statistical Techniques.
- CO5:** Make use of Neo4j, Cypher tools to manage and analyze graph data.

Mapping of Course Outcomes with Program Outcomes:

CO/PO	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11
CO1	2	3	-	-	-	-	-	-	2	2	-
CO2	2	-	-	-	-	-	-	-	1	2	-
CO3	2	2	2	-	-	-	-	-	2	2	-
CO4	2	2	-	-	2	-	-	-	2	1	-
CO5	3	-	-	-	-	-	-	-	1	1	-

Mapping of Course Outcomes with Program Specific Outcomes:

CO/PSO	PSO1	PSO2
CO1	2	-
CO2	1	-
CO3	2	-
CO4	2	-
CO5	1	-

UNIT – I

Introduction To Data Science: Definition and Scope of Data Science, History and Evolution of Data Science, Applications of Data Science, Data Science Lifecycle, Data Types and Structures, Tools and Technologies in Data Science.

Practice:

- a. Importing and Exploring Datasets - Loading datasets using libraries and performing basic exploration.
- b. Basic Data Structures - Working with data structures such as arrays, lists, data frames, and matrices.

UNIT – II

Data Collection and Preprocessing: Data Collection Methods, Data Cleaning and Handling Missing Values, Data Transformation: Normalization and Standardization, Feature Engineering and Feature Scaling, Data Integration and Aggregation.

Practice:

1. Computing summary statistics like mean, median, mode, and standard deviation for a sample dataset.
2. Handling missing values and outliers in a dataset using techniques like imputation and filtering.

UNIT – III

Data Loading, Storage, and File Formats : Reading and Writing Data in Text Format, Reading Text Files in Pieces, Writing Data Out to Text Format, Manually Working with Delimited Formats, JSON Data, XML and HTML: Web Scraping, Binary Data Formats, Using HDF5 Format, Reading Microsoft Excel Files, Interacting with Databases, Storing and Loading Data in Mongo DB.

Practice:

1. Read data from a JSON file into a DataFrame using Pandas (pd.read_json) or R (jsonlite). Parse nested JSON structures and convert them into a flat table format.
2. Perform web scraping on an HTML page using BeautifulSoup in Python or rvest in R. Extract data from HTML tables and convert it into a DataFrame.

UNIT – IV

Exploratory Data Analysis (EDA): Descriptive Statistics, Data Visualization Techniques, Correlation and Covariance Analysis, Univariate, Bivariate, and Multivariate Analysis, Pattern Detection and Anomaly Identification.

Practice:

1. Plotting histograms and box plots to understand the distribution of a single variable.
2. Creating scatter plots and calculating correlation coefficients to study the relationship between two variables.

UNIT – V

Data Science Tools: Neo4j for dealing with graph databases, graph query language Cypher, libraries like nltk and SQLite for handling Text mining and analytics.

Practice:

1. Get hands-on experience with Neo4j to understand how to manage and query graph databases.
2. Practice writing Cypher queries to interact with graph data in Neo4j.

Text Books:

- 1 Python for Data Analysis, Wes McKinney, O'REILLY, 1st edition, ISBN:978-1-449-31979-3
- 2 Doing Data Science, Rachel Schutt & O'neil, O'REILLY, 1st edition, ISBN:978-1-449-35865-5

Reference Books:

- 1 Data Science from Scratch: First Principles with Python, Joel Grus, O'Reilly Media, ISBN: 9781492041139.
- 2 Learning the Pandas Library: Python Tools for Data Munging, Analysis, and Visualization, Matt Harrison, O'Reilly, ISBN: 9781787123137

Web Links:

- 1 https://onlinecourses.nptel.ac.in/noc24_cs133/preview
- 2 https://onlinecourses.nptel.ac.in/noc24_cs68/preview
- 3 <https://www.geeksforgeeks.org/how-to-become-a-data-analyst-complete-roadmap/>

Information Retrieval Systems
(Common to CSE, IT, AIML & CSE (DS))

Course Code: 2501AI26

L T P C
2 0 1 3

Course Outcomes:

At the end of the course, student will be able to:

- CO1:** Explain the Information Storage and Retrieval Systems
- CO2:** Explain Basic Concepts of Data Structures and Implementation of Algorithms
- CO3:** Apply retrieval systems for Signature Files, Searching and evaluation of Search Engines
- CO4:** Evaluate retrieval systems for New Indices for Text and its classification.
- CO5:** Implement retrieval systems for Stemming Algorithms, Thesaurus Construction and Web Search tasks.

Mapping of Course Outcomes with Program Outcomes:

CO/ PO	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11
CO1	3	2	1	-	2	-	-	1	1	-	-
CO2	2	3	1	-	2	-	-	1	1	-	-
CO3	3	2	2	-	2	-	2	1	1	-	1
CO4	2	2	2	1	2	-	2	1	1	-	1
CO5	2	2	2	1	2	-	2	1	1	-	1

Mapping of Course Outcomes with Program Specific Outcomes:

CO/ PSO	PSO1	PSO2
CO1	1	-
CO2	1	-
CO3	2	1
CO4	2	2
CO5	2	2

UNIT – I

Introduction to Information Storage and Retrieval System: Introduction, Domain Analysis of IR systems and other types of Information Systems, IR System Evaluation. Retrieval process – Architecture – Boolean retrieval; IR Models: Taxonomy and characterization of IR models; Models for Browsing; Retrieval Evaluation: Performance evaluation

Processing Text: Text Statistics, Document Parsing, Tokenizing, Stopping, Stemming, Phrases, Document Structure, Link Extraction, more detail on Page Rank, Internationalization.

Practice:

1. To Find the Weights of specific Term in a given Documents Using Python.
2. Implement handson experience store, and retrieve information from www using semantic approaches.

UNIT – II

Introduction to Data Structures and Algorithms related to Information Retrieval: Basic Concepts, Data structures, Algorithms. Ngram data structure, PAT data structure.

Inverted Files: Introduction, Structures used in Inverted Files, Building Inverted file using a sorted array, Modifications to Basic Techniques.

Practice:

1. Implement how to analyze ranked retrieval of a very large number of documents with hyperlinks between them
2. Implement how Ngrams are used for detection and correction of spelling errors.

UNIT – III

Signature Files: Introduction, Concepts of Signature Files, Compression, Vertical Partitioning, Horizontal Partitioning.

Searching: Sequential searching – Pattern matching; Searching the Web: Characterizing the Web – Search engines – Browsing – Searching using hyperlinks.

Practice:

1. Implement Text Pattern Matching and Searching Algorithm using python.
2. Implement Compression of Text Files using python.

UNIT – IV

New Indices for Text: PAT Trees and PAT Arrays: Introduction, PAT Tree structure, algorithms on the PAT Trees, Building PAT trees as PATRICA Trees, PAT representation as arrays.

Text Classification: Test collections, Query logs, Averaging and interpolation, focusing on the top documents. Training, Testing, and Statistics: Significance tests, setting parameter values for Classification and Clustering.

Practice:

1. Implementation of various classification algorithm on text using python.
2. Implementation of various Clustering algorithm on text using python.

UNIT – V

Thesaurus Construction: Introduction, Features of Thesauri, Thesaurus Construction, Thesaurus construction from Texts, Merging existing Thesauri

APPLICATIONS & XML Retrieval – Multimedia IR – Parallel and Distributed IR – Digital Libraries – Social Media Retrieval – Contentbased Image Retrieval.

Practice:

1. Implement how to analyze ranked retrieval of a very large number of documents with hyperlinks between them.
2. Case Study on: Demonstrate Information visualization technologies like Cognition and perception in the Internet or Web search engine.

Text Books:

- 1 Introduction to Information Retrieval, Christopher D.Manning, Prabhakar Raghavan, Hinrich Schutze, Cambridge University Press, ISBN: 978-0-521-86571-5

- 2 Information Retrieval Data Structures and Algorithms, Frakes, W.B., Ricardo BaezaYates, Prentice Hall, ISBN: 978-0134638379
- 3 Modern Information Retrieval. BaezaYates Ricardo and Berthier RibeiroNeto., AddisonWesley, 2nd edition, ISBN: 978-8131709771

Reference Books:

- 1 Modern Information Retrieval, Ricardo BaezaYates, Neto, PEA, ISBN: 978-0321416919
- 2 Information Storage and Retrieval Systems: Theory and Implementation, Kowalski, Gerald, Mark Academic Press, ISBN: 978-0792379249
- 3 Information Retrieval: Algorithms and Heuristics, Grossman, OphirFrieder, 2/e, Springer, ISBN: 978-1461375326

Web Links:

- 1 <https://nptel.ac.in/courses/106101007>
- 2 <https://www.geeksforgeeks.org/what-is-information-retrieval/>

Soft Computing
(Common to CSE, IT & AIML)

Course Code: 2501AI14

L T P C
2 0 1 3

Course Outcomes:

At the end of the course, student will be able to:

- CO1:** Compare intelligent systems and knowledge based systems
- CO2:** Explain fuzzy sets and fuzzy operations
- CO3:** Discuss neuro systems and neural network applications
- CO4:** Apply genetic algorithm and operators
- CO5:** Compare and contrast Swarm Intelligence based algorithms

Mapping of Course Outcomes with Program Outcomes:

CO/ PO	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11
CO1	2	2	2	-	1	-	-	1	1	-	2
CO2	2	2	3	-	2	-	-	2	2	-	2
CO3	2	2	3	-	1	-	-	2	2	-	2
CO4	2	2	3	-	1	-	-	2	2	-	2
CO5	2	2	3	-	1	-	-	2	2	-	2

Mapping of Course Outcomes with Program Specific Outcomes:

CO/ PSO	PSO1	PSO2
CO1	-	1
CO2	-	2
CO3	-	2
CO4	-	2
CO5	-	2

UNIT – I

Introduction to Intelligent systems and soft computing: Intelligent systems, Knowledge based systems, Knowledge representation and processing, Soft computing techniques.

Practice:

1. Text summarization using a simple sequence to sequence model with LSTM (Long Short Term Memory) layers.
2. Apply networkx library to represent and process knowledge

UNIT – II

Fundamentals of fuzzy logic systems: Introduction , Background ,Evolution of fuzzy logic, Popular applications, Stages of development of an intelligent product, Use of fuzzy logic in expert systems, Fuzzy sets , Fuzzy logic operations

Practice:

1. Learn the fundamentals of the fuzzy logic ,experiment the basic operations of fuzzy logic (Virtual Labs)
2. Learn about the Fuzzy inference system (FIS) with an example (Virtual Labs)

UNIT – III

Fundamentals of artificial neural networks: Introduction Learning and acquisition of knowledge , Symbolic learning , Numerical learning, Features of artificial neural networks , Neural network topologies, Neural network activation functions, Neural network learning algorithms, Fundamentals of connectionist modeling

Practice:

1. Implement Neural Networks and Perceptron with an example (Virtual Labs)
Virtual Labs
2. Study Multilayer Perceptron apply it for image classification

UNIT – IV

Genetic algorithms and evolutionary programming: Introduction, Genetic algorithms, Procedures of genetic algorithms, working of genetic algorithms, genetic algorithm operators, Issues in GAs.

Practice:

1. Implement a genetic algorithm for finding the maximum value of a function.
2. Implement Crossover and Mutation in genetic algorithms

UNIT – V

Swarm Intelligent systems: Introduction, Swarm Intelligence based algorithms – Ant Algorithms; Bee Algorithms; Particle Swarm Optimization, Background of Ant intelligent system, ant colony systems Importance, development, applications, working of ant colony systems, Artificial Bee Colony (ABC) Optimization Behavior of real bees, ABC Algorithm, Variations of ABC: Abcgbest and Abcgbestdist.

Practice:

1. Implement Particle Swarm Optimization algorithm
2. Implement ABC with GBest Algorithm:And GBestDist Algorithm

Text Books:

- 1 Soft Computing and Intelligent Systems Design Theory, Tools and Applications, Fakhreddine O. Karray and Clarence de Silva, ISBN: 978-8131723241
- 2 Artificial Intelligence and Intelligent Systems, N. P. Padhy,Oxford University press, ISBN: 9780195671544

Reference Books:

- 1 Fuzzy Logic: A Practical approach, F. Martin, , Mc neill, and Ellen Thro, AP Professional, ISBN: 978-0124859654
- 2 An Introduction to Genetic Algorithms, Melanie Mitchell, MIT Press, ISBN: 9780262280013

Web Links:

- 1 <https://nptel.ac.in/courses/106105174/>
- 2 <https://www.kdnuggets.com/>
- 3 <https://www.import.io/post/datascientistsvsdataanalystswhythedistinctionmatters/>

Computer Vision
(Common to CSE, IT, AIML & CSE (DS))

Course Code: 2501AI07

L T P C
2 0 1 3

Course Outcomes:

At the end of the course, student will be able to:

- CO1:** Explain the Fundamentals of Computer Vision and Comprehend Image Formation and Photometric Concepts.
- CO2:** Apply the principles of feature detection and matching.
- CO3:** Analyze basic methods of computer vision related to Structure and Motion.
- CO4:** Evaluate Computational Photography Techniques and Achieve SuperResolution and Blur Removal and Synthesize Textures.
- CO5:** Implement the design of a computer vision system for a 3D Reconstruction, Albedos, image based rendering views and depths.

Mapping of Course Outcomes with Program Outcomes:

CO/ PO	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11
CO1	3	2	2	-	2	-	-	1	1	-	-
CO2	2	2	1	-	2	-	-	1	1	-	-
CO3	2	2	1	-	2	-	-	1	1	-	-
CO4	2	2	1	-	2	-	-	1	1	-	-
CO5	2	2	1	-	2	-	-	1	1	-	-

Mapping of Course Outcomes with Program Specific Outcomes:

CO/ PO	PSO1	PSO2
CO1	1	-
CO2	2	1
CO3	2	-
CO4	1	2
CO5	1	2

UNIT – I

Introduction to Computer Vision and Transformation: What is computer vision, A brief history, Applications, Geometric Primitives, Photometric Image Formation, Digital Camera, Image Processing: Point Operators, Linear Filtering, Global Optimization.

Transformation: Orthogonal, Euclidean, Affine, Projective, etc., Fourier Transform, Convolution and Filtering, Image Enhancement, Restoration, Histogram Processing, Geometric Transformations.

Practice:

1. Implementing image processing operations in python/mat lab/openCV: Reading image, writing image, conversion of images, and complement of an image.
2. Write a program to display of color image.

UNIT – II

Feature Detection and Matching: Points and Patches, Edges, Lines, Segmentation: Active Contours, Split and Merge, Mean Shift and Mode Finding, Normalized Cuts, Feature detectors, Feature descriptors, Feature matching, Feature tracking.

Practice:

1. Implement contrast adjustment of an image. Implement Histogram processing and equalization.
2. Use of Fourier transform for filtering the image.

UNIT – III

Structure and Motion: Triangular, Twoframe Structure from Motion, Factorization, Bundle Adjustment, Constrained Structure and Motion.

Dense Motion Estimation: Translation Alignment, Parametric Motion, Spline Based Motion.

Practice:

1. Write a program to apply morphological algorithms on an image.
2. Write a program to perform segmentation on an image.

UNIT – IV

Image Stitching: Motion Analysis, Motion Models, Global Alignment, Composing

Computational Photography: Photometric Calibration, High Dynamic Range Imaging, Super Resolution and Blur Removal, image Matting and Compositing, Texture Analysis and Synthesis.

Practice:

1. Utilization of Texture Analysis and Synthesis.
2. Performing/Implementing Blur Removal and Image Matting using python.

UNIT – V

3D Reconstruction & Recognition: Shape From X, Active Range Finding, Surface Representation, point based Representation, Volumetric Representation.

Image based Rendering: View Interpolation, Layered Depth Images, Light Fields and Lumi graphs, Environment Mattes.

Recognition: Object detection, Face detection, Pedestrian detection, Face recognition, Eigenfaces, Active appearance and 3D shape models.

Practice:

1. Write a program to detect edges of an image using Operators.
2. Write a program to apply 2D DFT and DCT on an image and display the result.

Text Books:

- 1 Computer Vision: Algorithms and Applications, Richard Szeliski, Springer, ISBN: 978-3-030-34372-9
- 2 Digital Image Processing, Rafael C. Gonzalez, Pearson Education; Fourth edition, 2018, ISBN: 978-9353062989

Reference Books:

- 1 Computer Vision - A modern approach, by D. Forsyth and J. Ponce, Prentice Hall, ISBN: 978-9332550117
- 2 Computer and Robot Vision, Haralick & Shapiro, Vol II, ISBN: 978-0201569438
- 3 Computer Vision and Image Processing, S. Nagabhushana, New Age International Pvt Ltd; First edition, ISBN: 978-8122416428

Web Links:

- 1 https://onlinecourses.nptel.ac.in/noc22_ee48/preview
- 2 <https://www.geeksforgeeks.org/computer-vision/>

API & Micro Services
(Common to CSE, IT, AIML & CSE (DS))

Course Code: 2501AI24

L T P C
2 0 2 4

Course Outcomes:

At the end of the course, student will be able to:

- CO1:** Apply Dependency Injection principles using Constructor and Setter Injection.
- CO2:** Analyze Spring Boot fundamentals and Spring AOP
- CO3:** Apply transaction management and custom repository implementation
- CO4:** Explain web services using SOAP and REST
- CO5:** Evaluate the importance of exception handling and data validation in RESTful services

Mapping of Course Outcomes with Program Outcomes:

CO/ PO	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11
CO1	2	2	3	-	1	-	-	1	1	-	-
CO2	3	2	2	-	1	-	-	1	1	-	-
CO3	2	2	2	-	1	-	-	1	1	-	-
CO4	2	2	2	-	1	-	-	1	1	-	-
CO5	2	2	3	-	1	-	-	1	1	-	-

Mapping of Course Outcomes with Program Specific Outcomes:

CO/ PSO	PSO1	PSO2
CO1	2	-
CO2	1	-
CO3	2	-
CO4	1	-
CO5	1	-

UNIT – I

Spring 5 Basics: Why Spring, What is Spring Framework, Spring Framework - Modules, Configuring IoC container using Java-based configuration, Introduction To Dependency Injection, Constructor Injection, Setter Injection, What is Auto Scanning

Practice:

1. Setting up Spring Framework
 - a. Create a new Spring project using Spring Initializr.
 - b. Configure the project structure and dependencies.
 - c. Write a simple "Hello World" application using Spring
2. Spring Modules
 - a. Explore Spring Framework modules (e.g., Core, Data Access, Web).
 - b. Implement a simple data access application using Spring JDBC.
 - c. Create a web application using Spring MVC.

UNIT – II

Spring Boot: Creating a Spring Boot Application, Spring Boot Application Annotation, What is Auto wiring, Scope of a bean, Logger, Introduction to Spring AOP, Implementing AOP advices, Best Practices: Spring Boot Application

Practice:

1. Creating a Spring Boot Application with Auto Wiring and Logging
 - a. Create a new Spring Boot project using Spring Initializr.
 - b. Define two classes: Employee and EmployeeService.
 - c. Annotate EmployeeService with `@Service` and Employee with `@Component`.
 - d. Use `@Autowired` to inject Employee into EmployeeService.
 - e. Configure logging using Logback.
 - f. Write a test class to verify auto-wiring and logging.
2. Implementing AOP Advices in Spring Boot
 - a. Create a new Spring Boot project using Spring Initializr.
 - b. Define two classes: Student and StudentService.
 - c. Annotate StudentService with `@Service` and Student with `@Component`.
 - d. Implement AOP advice using `@Aspect` and `@Before`.
 - e. Apply AOP advice to StudentService methods.
 - f. Write a test class to verify AOP functionality.

UNIT – III

Spring Data JPA with Boot: Limitations of JDBC API, Why Spring Data JPA, Spring Data JPA with Spring Boot, Spring Data JPA Configuration, Pagination and Sorting, Query Approaches, Named Queries and Query, Why Spring Transaction, Spring Declarative Transaction, Update Operation in Spring Data JPA, Custom Repository Implementation, Best Practices-Spring Data JPA

Practice:

1. Setting up Spring Data JPA with Spring Boot
 - a. Create a new Spring Boot project.
 - b. Add Spring Data JPA dependency.
 - c. Configure database connection properties.
 - d. Create an entity class (e.g., User).
 - e. Create a repository interface (e.g., UserRepository).
 - f. Test CRUD operations
2. Pagination and Sorting with Spring Data JPA
 - a. Create a repository interface with pagination methods.
 - b. Use Pageable and Sort to implement pagination and sorting.
 - c. Test pagination and sorting functionality.
 - d. Implement custom sorting using `@Query`

UNIT – IV

Web Services: Why Web services, SOA-Service Oriented Architecture, What are Web Services, Types of Web Services, SOAP based Web Services, REST ful Web Services, How to create REST ful Services

Practice:

1. Creating a Simple RESTful Web Service
 - a. Create a new Spring Boot project.

- b. Define a resource class (e.g., User).
 - c. Create a REST controller (e.g., UserController).
 - d. Implement CRUD operations.
 - e. Test using Postman or curl.
2. SOAP-based Web Service with Spring Boot
 - a. Create a new Spring Boot project.
 - b. Define a service interface (e.g., UserService).
 - c. Implement service using @Service.
 - d. Create a WSDL file.
 - e. Test using SoapUI.

UNIT – V

Spring REST: Spring REST - An Introduction, Creating a Spring REST Controller, @RequestBody and Response Entity, Parameter Injection, Usage of @PathVariable, @RequestParam and @MatrixVariable, Exception Handling, Data Validation, Creating a REST Client, Versioning a Spring REST endpoint, Enabling CORS in Spring REST, Securing Spring REST endpoints

Practice:

1. Creating a Simple Spring REST Controller
 - a. Create a new Spring Boot project.
 - b. Define a resource class (e.g., User).
 - c. Create a REST controller (e.g., UserController).
 - d. Implement CRUD operations.
 - e. Test using Postman or curl.
2. Using @RequestBody and ResponseEntity
 - a. Create a REST controller.
 - b. Use @RequestBody to accept JSON data.
 - c. Use ResponseEntity to return HTTP responses.
 - d. Test using Postman or curl.

Note: The student must Complete & Submit Spring5 Basics with Spring Boot, Spring DataJPA with Boot, SpringREST Certificate Course offered by Infosys Spring Board at the end of the Practice Session.

Cornerstone projects :

PROJECT 1: Smart Student Information System

• *Implementation mainly focuses on:*

- Applying Dependency Injection (Constructor & Setter Injection)
- Building REST APIs for Student CRUD operations
- Implementing Spring Data JPA for persistence
- Applying AOP for logging student activities
- Implementing transaction management
- Creating SOAP service for student results
- Adding validation using @Valid
- Exception handling using @ControllerAdvice

• ***Documentation must contain:***

- Objective & real-world problem definition
- System architecture diagram
- Entity relationship diagram
- REST & SOAP API details
- AOP usage explanation
- Validation and exception handling flow
- Screenshots (outputs & API testing)

PROJECT 2: Employee Payroll Management System

• ***Implementation mainly focuses on:***

- Employee entity and salary processing
- REST APIs for payroll operations
- Spring Data JPA integration
- Transaction management for salary processing
- AOP for logging payroll activities
- SOAP service for payslip generation
- Input validation and exception handling

• ***Documentation must contain:***

- Objective
- Payroll workflow diagram
- Transaction flow
- API documentation
- Screenshots

PROJECT 3: E-Commerce Product & Order Management System

• ***Implementation mainly focuses on:***

- Product and Order entity design
- REST APIs for product and order operations
- Pagination and sorting
- Transaction management for order placement
- AOP logging
- SOAP service for invoice generation
- Validation and exception handling

• ***Documentation must contain:***

- Objective
- System architecture
- Entity relationships
- API endpoints and responses
- Screenshots

PROJECT 4: Online Banking System

• ***Implementation mainly focuses on:***

- Account and Transaction entities
- REST APIs for banking operations
- Transaction management (fund transfer)
- AOP logging and monitoring
- SOAP service for account statements
- Validation and exception handling

• ***Documentation must contain:***

- Objective
- Banking workflow
- Transaction lifecycle diagram
- API documentation
- Screenshots

PROJECT 5: Online Course Registration System

• ***Implementation mainly focuses on:***

- Student, Course, Enrollment entities
- REST APIs for course registration
- JPA for persistence
- Transaction management
- AOP tracking
- SOAP service for course details
- Validation and exception handling

• ***Documentation must contain:***

- Objective
- ER diagram
- Registration workflow
- API details
- Screenshots

PROJECT 6: Hospital Management System

• ***Implementation mainly focuses on:***

- Patient and Doctor entities
- REST APIs for appointment management
- JPA integration
- Transaction management
- AOP logging
- SOAP service for reports
- Validation and exception handling

- **Documentation must contain:**

- Objective
- System workflow
- API documentation
- Screenshots

PROJECT 7: Online Food Ordering System

- **Implementation mainly focuses on:**

- User, Menu, Order entities
- REST APIs for ordering system
- Pagination for menu
- Transaction management
- AOP logging
- SOAP service for billing
- Validation and exception handling

- **Documentation must contain:**

- Objective
- Order workflow
- API design
- Screenshots

PROJECT 8: Library Management System

- **Implementation mainly focuses on:**

- Book, User, Issue entities
- REST APIs for library operations
- JPA persistence
- Transaction management
- AOP logging
- SOAP service for reports
- Validation and exception handling

- **Documentation must contain:**

- Objective
- System architecture diagram
- Entity relationships
- API documentation
- Screenshots

Text Books:

- 1 Spring in action, 5th Edition, Author: Craig Walls, Ryan Breidenbach, Manning, ISBN: 978-1617294945

Web Reference:

- 1 Dependency Injection in spring-javat point
- 2 Auto wiring in Spring- javat point
- 3 <https://docs.spring.io/spring-boot/docs/2.0.x/reference/html/using-boot-using-spring-boot-application-annotation.html>
- 4 Auto wiring in Spring – javat point,<https://www.baeldung.com/spring-bean-scopes>
- 5 Spring Boot Logging|How does logging works inspring boot with example (educba.com)
- 6 Spring AOP Tutorial|Aspect Oriented Programming-javat point
- 7 Spring Boot Best Practices(javaguides.net)
- 8 Introduction to Spring Data JPA | SpringHow
- 9 <https://asbnotebook.com/spring-data-jpa-crud-example/>,<https://www.bezkoder.com/spring-boot-jpa-crud-rest-api/>
- 10 Pagination and Sorting using Spring Data JPA – Paging And Sorting Repository (javaguides.net)
- 11 <https://www.javaguides.net/2018/11/spring-data-jpa-query-creation-from-method-names.html>,<https://www.javaguides.net/2022/02/spring-data-jpa-namedqueries-example.html>
- 12 <https://javadeveloperzone.com/spring/spring-declarative-transaction-management/>
- 13 <https://javadeveloperzone.com/spring/spring-declarative-transaction-management/>
- 14 <https://javabeat.net/spring-data-custom-repository/>
- 15 <https://www.jrebel.com/blog/jpa-application-performance-best-practices>
- 16 <https://www.javatpoint.com/service-oriented-architecture>,<https://www.javatpoint.com/web-services-tutorial>
- 17 <https://www.javatpoint.com/soap-web-services>,<https://www.javatpoint.com/restful-web-services>
- 18 RESTful Web Services - javatpoint
- 19 <https://www.javatpoint.com/restful-web-services-spring-boot>
- 20 <https://www.javatpoint.com/restful-web-services-spring-boot><https://dzone.com/articles/lifecycle-of-a-request-response-process-for-a-spring>
- 21 <https://www.ibm.com/docs/en/was/8.5.5?topic=applications-defining-uri-patterns-resources-in-restful>
- 22 <https://www.baeldung.com/exception-handling-for-rest-with-spring>
- 23 <https://howtodoinjava.com/spring-boot2/resttemplate/spring-restful-client-resttemplate-example/>
- 24 <https://www.javatpoint.com/restful-web-services-versioning>

Web Links:

- 1 https://infyspringboard.onwingspan.com/en/app/toc/lex_auth_01296689056211763272_shared/overview[Spring5BasicswithSpringBoot]
- 2 https://infyspringboard.onwingspan.com/en/app/toc/lex_4313461831752789500_shared/overview[Spring DataJPAwithBoot]
- 3 https://infyspringboard.onwingspan.com/en/app/toc/lex_auth_012731900963905536190_shared/overview[SpringREST]

Note:

- The cornerstone project team size shall be four (4) students.
- Students may select any one of the above prescribed projects or a project of their own choice with the prior permission of the Course instructor.
- The evaluation of the Cornerstone Project shall be based on the project implementation, oral presentation, 10-minute video presentation, report and viva voce.
- The video presentation should consist of the working procedure of the project along with contribution of each student for a minimum of 2 minutes.
- Finally, the Source code of the cornerstone Project has to be pushed into the Students GitHub repository (if applicable).

AI Chatbots

(Common to CSE, IT & AIML)

Course Code: 2501AI15

L	T	P	C
2	0	0	2

Course Outcomes:

At the end of the course, student will be able to:

- CO1:** Explore the benefits and challenges of deploying chatbots for business use cases.
- CO2:** Evaluate a fully-functional and interactive chatbot using a commercial platform.
- CO3:** Deploy the finished chatbot for public use and interaction.
- CO4:** Distinguish between the NLP and NLU Tools
- CO5:** Demonstrate Microsoft Bot Framework, RASA and third party API's

Mapping of Course Outcomes with Program Outcomes:

CO/PO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11
CO1	2	2	3	-	-	-	-	1	1	-	-
CO2	2	2	3	-	1	-	-	1	1	-	-
CO3	1	1	2	-	1	-	-	1	1	-	-
CO4	1	2	-	-	2	-	-	1	1	-	-
CO5	2	2	2	-	2	-	-	1	1	-	1

Mapping of Course Outcomes with Program Specific Outcomes:

CO/PSO	PSO1	PSO2
CO1	2	-
CO2	2	-
CO3	-	2
CO4	2	-
CO5	3	-

UNIT-I

Introduction: Benefits from Chatbots for a Business, A Customer-Centric Approach in Financial Services, Chatbots in the Insurance Industry, Conversational Chatbot Landscape,
Identifying the Sources of Data: Chatbot Conversations, Training Chatbots for Conversations, Personal Data in Chatbots, Introduction to the General Data Protection Regulation (GDPR)

UNIT-II

Chatbot Development Essentials: Customer Service-Centric Chatbots, Chatbot Development Approaches, Rules-Based Approach, AI-Based Approach, Conversational Flow, Key Terms in Chatbots, Utterance, Intent, Entity, Channel, Human Takeover, Use Case: 24x7 Insurance Agent

UNIT-III

Building a Chatbot Solution: Business Considerations, Chatbots Vs Apps, Growth of Messenger Applications, Direct Contact Vs Chat, Business Benefits of Chatbots, Success

Metrics, Customer Satisfaction Index, Completion Rate, Bounce Rate, Managing Risks in Chatbots Service, Generic Solution Architecture for Private Chatbots

UNIT-IV

Natural Language Processing, Understanding, and Generation: Chatbot Architecture, Popular Open Source NLP and NLU Tools, Natural Language Processing, Natural Language Understanding, Natural Language Generation, Applications.

UNIT-V

Introduction to Microsoft Bot, RASA, and Google Dialog flow: Microsoft Bot Framework, Introduction to QnA Maker, Introduction to LUIS, Introduction to RASA, RASA Core, RASA NLU, Introduction to Dialog flow

Chatbot Integration Mechanism: Integration with Third-Party APIs, Connecting to an Enterprise Data Store, Integration Module

Text Books:

- 1 Artificial Intelligence Based Chat Bot Design, Nazneen Akhter Shaikh, Khan Samrin Syed Zebanaaz, Saniya Raheen Patel, Lambert Publication, ISBN: 978-6202786713

Reference Books:

- 1 Hands-On Chatbots and Conversational UI Development: Build Chatbots and Voice User Interfaces with Chatfuel, Dialogflow, Microsoft Bot Framework, Twilio, and Alexa Skills, Packt publication, ISBN: 9781788294669

Web Links:

- 1 https://onlinecourses.nptel.ac.in/noc22_ge29/preview
- 2 <https://www.geeksforgeeks.org/nlp-vs-nlu-vs-nlg/>
- 3 <https://dev.botframework.com/>

Data Visualization
(Common to CSE, IT, AIML & CSE (DS))

Course Code: 2501AI19

L T P C
2 0 2 4

Course Outcomes:

At the end of the course, student will be able to:

- CO1:** Explain the various types of data and principles of data visualization
- CO2:** Apply visualization techniques to a problem and its associated dataset
- CO3:** Apply structured approach to create effective visualizations
- CO4:** Outline the valuable insights from the massive dataset using visualization.
- CO5:** Build visualization dashboard to support decision making

Mapping of Course Outcomes with Program Outcomes:

CO/PO	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11
CO1	2	2	-	-	1	-	-	1	-	-	2
CO2	2	2	-	-	2	-	-	1	-	-	2
CO3	2	2	3	-	1	-	-	1	-	-	2
CO4	2	2	3	-	1	-	-	1	1	-	1
CO5	2	2	3	-	1	-	-	1	1	-	1

Mapping of Course Outcomes with Program Specific Outcomes:

CO/PSO	PSO1	PSO2
CO1	-	1
CO2	-	2
CO3	-	2
CO4	-	2
CO5	-	2

UNIT – I

Introduction to Visualization:

Introduction to Data Visualizations and Perception: Introduction to visualization and visual perception, visual representation of data, Gestalt principles, Information overload.

Practice:

1. Introduction to various Data Visualization tools
2. Basic Visualization in Python

UNIT – II

Visual Representations: Creating visual representations, visualization reference model, visual mapping, visual analytics, Design of visualization applications.

Practice:

1. Basic Visualization in R
2. Introduction to Tableau and Installation

UNIT – III

Classification of Visualization Systems: Classification of visualization systems, Interaction and visualization techniques misleading, Visualization of one, two and multidimensional data, text and text documents.

Practice:

1. Connecting to Data and preparing data for visualization in Tableau
2. Data Aggregation and Statistical functions in Tableau

UNIT – IV

Visualization of Groups: Visualization of groups, trees, graphs, clusters, networks, software, Metaphorical visualization. Various visualization techniques, data structures used in data visualization.

Practice:

1. Data Visualizations in Tableau

UNIT – V

Visualization of Volumetric Data And Evaluation of Visualizations: Visualization of volumetric data, vector fields, processes and simulations, Visualization of maps, geographic information, GIS systems, collaborative visualizations, evaluating visualizations

Practice:

1. Basic Dashboards in Tableau

Cornerstone Project:

PROJECT 1: Weather Data Analysis (Using Python + Matplotlib)

Description: Take a dataset of daily temperature/humidity and visualize trends using line charts and histograms.

Concepts used: Data loading, preprocessing, descriptive statistics, plots.

PROJECT 2: Student Marks Analysis

Description: Use a CSV containing marks of students in multiple subjects. Compute averages, highs/lows, and visualize using bar charts.

Concepts used: Data wrangling, summary statistics, categorical visualization.

PROJECT 3: Health Data (BMI) Analysis

Description: Create a dataset with height/weight and compute BMI. Visualize BMI ranges using bar and pie charts.

Concepts used: Feature engineering, derived metrics, basic plots.

PROJECT 4: Sales Data Dashboard (Using Power BI / Tableau)

Description: Collect monthly sales data (sample Excel). Clean it and create dashboards showing total sales, top products, region-wise sales.

Concepts used: Data cleaning, charts, dashboard design.

PROJECT 5: Movie Ratings Trend Analysis

Description: Use IMDb/movie dataset and visualize ratings over years, top genres, etc.

Concepts used: Data filtering, grouping, trend charts.

PROJECT 6: E-Commerce Product Analysis

Description: Take an Amazon/Flipkart product dataset and show:

- Price vs Rating
- Category-wise product count

Concepts used: Scatter plots, boxplots, grouping.

PROJECT 7: Traffic Accident Data Visualization

Description: Download a public dataset (accidents by time, age, vehicle type) and create simple visualizations such as heatmaps or pie charts.

Concepts used: Data exploration, feature understanding, visual storytelling.

PROJECT 8: Simple Stock Price Visualization

Description: Load historical stock prices (CSV) and create a candlestick or line-chart showing price trends.

Concepts used: Time-series visualization.

PROJECT 9: COVID-19 Country-Wise Case Comparison

Description: Use a simple COVID CSV (cases, deaths, recoveries) and create comparison charts like bar or stacked bar.

Concepts used: Multi-category visualization.

PROJECT 10: Social Media Usage Statistics

Description: Collect or use sample data about screen time, app usage, and create dashboards.

Concepts used: Data aggregation, basic analytics, infographics.

Text Books:

- 1 Interactive Data Visualization: Foundations, Techniques, and Applications, Ward, Grinstein, Keim, Natick, A K Peters, Ltd, 2nd edition. ISBN: 978-1-4822-5737-3.

Reference Books:

- 1 Visualization Analysis & Design, Tamara Munzner, AK Peters Visualization Series, 1st edition. ISBN: 978-1466508910
- 2 Interactive Data Visualization for the Web, Scott Murray, 2nd Edition. ISBN: 978-1491921289

Web Links:

- 1 <https://elearn.nptel.ac.in/shop/iit-workshops/completed/data-visualization-with-r/?v=c86ee0d9d7ed>
- 2 <https://www.geeksforgeeks.org/data-visualization-and-its-importance/>

Note:

- The Cornerstone project team size shall be four (4) students.
- Students may select any one of the above prescribed projects or a project of their own choice with the prior permission of the Course instructor.
- The SEE – Lab shall be evaluated for 50 marks based on project implementation, oral presentation, 10-minute video presentation, and viva voce.
- The video presentation should consist of the working procedure of the project along with contribution of each student for a minimum of 2 minutes.

Mobile & IoT Analytics

Course Code: 2501CS06

L T P C
2 0 1 3

Course Outcomes:

At the end of the course, student will be able to:

- CO1:** Identify the challenges involved in the design of IoT Analytics systems.
- CO2:** Illustrate analytics of mobile applications in IoT platforms
- CO3:** Understand the devices, protocols and standards involved in IoT systems.
- CO4:** Learn various real world systems involving IoT sensor.
- CO5:** Explore the smart applications development using IoT sensors and systems.

Mapping of Course Outcomes with Program Outcomes:

CO/ PO	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11
CO1	2	2	1	-	-	-	1	1	-	-	-
CO2	2	-	1	2	-	-	1	1	-	-	-
CO3	2	1	-	2	-	-	1	1	-	-	-
CO4	2	-	1	2	-	-	1	1	-	-	-
CO5	2	2	1	-	-	-	1	1	-	-	-

Mapping of Course Outcomes with Program Specific Outcomes:

CO/ PSO	PSO1	PSO2
CO1	2	-
CO2	2	-
CO3	1	-
CO4	1	-
CO5	2	-

UNIT – I

Defining IoT Analytics and Challenges: The situation Defining IoT analytics Defining analytics Defining the Internet of Things The concept of constrained IoT analytics challenges The data volume Problems with time Problems with space Data quality Analytics challenges Business value concerns.

Practice:

1. Control any two actuators connected to the development board using Bluetooth.

UNIT – II

Sensor For Mobile And Handheld Devices: Temperature sensors, Proximity sensor, IR sensors, Image sensors, Motion detection sensors, Accelerometer sensors, Gyroscope sensors, Optical sensors.

Practice:

1. Develop an android application to demonstrate LED Blinking using raspberry pi.

UNIT – III

IoT Devices, Networking Protocols and Standards for Internet of Things: IoT Devices Health care Manufacturing Transportation and logistics Retail Oil and gas Home automation or monitoring Wearables Sensor types IoT Data Link Protocols Network Layer Routing Protocols Network Layer Encapsulation Protocols Session Layer Protocols IoT .

Practice:

1. Create any cloud platform account, explore IoT services and register a thing on the platform.

UNIT – IV

IoT Sensing, Mobile and Cognitive Systems: Sensing Technologies for Internet of Things IoT Interactions with GPS, Clouds and Smart Machines Radio Frequency Identification (RFID) Sensors, Wireless Sensor Networks and GPS Systems Cognitive Computing Technologies and Prototype Systems – Problems.

Practice:

1. Develop an android application to Control an LED by a button using Arduino.

UNIT – V

Smart Applications IoT with Data Analytics: Defragmenting Intelligent Transportation: A Practical Case Study Connected and Autonomous Vehicles Transit Hub: A Smart Decision Support System for Public Transit Operations – Smart Home Services Using the Internet of Things.

Practice:

1. Read data from sensor and send it to a requesting client.

Text Books:

- 1 IoT Product Development with Programming: Stepwise programming approach with Particle Development board Kindle Edition by Mahesh Jadhav and Tejas Sarang Patil. ISBN: 9798893630923

Reference Books:

- 1 Parallel Computing Architectures and APIs: IoT Big Data Stream Processing, Kale, Vivek. CRC Press, 1st Edition, 2019, ISBN: 978-1138553910
- 2 IoT Product Development with Programming: Stepwise programming approach with Particle Development board Kindle Edition by Mahesh Jadhav and Tejas Sarang Patil, ISBN: 7978893630923

Web Links:

- 1 https://onlinecourses.nptel.ac.in/noc18_cs46/preview
- 2 <http://www.courseera.org/specializations/iot>

Recommender Systems

(Common to CSE, IT, AIML & CSE (DS))

Course Code: 2501AI13

L	T	P	C
2	0	2	4

Course Outcomes:

At the end of the course, student will be able to:

- CO1:** Explain the basic concepts of Recommender systems
- CO2:** Design and implement of Content based recommendation systems, hybrid recommendation
- CO3:** Implementation of Collaborative filtering techniques
- CO4:** Analyze attack resistant recommender systems and neighbourhood based recommender systems
- CO5:** Evaluate recommender systems effectively, assess their performance using appropriate analysis of design and metrics.

Mapping of Course Outcomes with Program Outcomes:

CO/ PO	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11
CO1	3	-	-	-	1	2	-	1	1	-	-
CO2	3	-	2	-	1	-	-	1	1	-	-
CO3	3	-	-	-	1	-	-	1	1	-	-
CO4	3	2	-	-	1	-	-	1	1	-	-
CO5	-	3	-	2	1	-	-	1	1	-	-

Mapping of Course Outcomes with Program Specific Outcomes:

CO/ PSO	PSO1	PSO2
CO1	2	-
CO2	2	-
CO3	2	-
CO4	3	3
CO5	3	3

UNIT – I

Introduction and basic taxonomy of recommender systems : Traditional and non personalized Recommender Systems Overview of data mining methods for recommender systems similarity measures Dimensionality reduction – Singular Value Decomposition (SVD).

Introduction : Overview of Information Retrieval, Retrieval Models, Search and Filtering Techniques: Relevance Feedback, User Profiles, Recommender system functions, Matrix operations, covariance matrices, Understanding ratings, Applications of recommendation systems, Issues with recommender system.

Practice:

1. Programs on Python, Numpy and Pandas.
2. Implement Data similarity measures using Python.

UNIT – II

Content Based Recommendation Systems: High level architecture of contentbased systems Item profiles, Representing item profiles, Methods for learning user profiles, Similarity based retrieval, and Classification algorithms.

Hybrid recommendation approaches: Opportunities for hybridization, Monolithic hybridization design, parallelized hybridization design, pipelined hybridization design.

Practice:

1. Implement dimension reduction techniques for recommender systems
2. Implement Hybrid Recommendation

UNIT – III

Collaborative Filtering: A systematic approach, Nearest neighbour collaborative filtering (CF), user based and item based CF, components of neighbourhood methods (rating normalization, similarity weight computation, and neighbourhood selection).

Practice:

1. Implement collaborative filter techniques
2. Implement user profile learning

UNIT – IV

Attack Resistant Recommender Systems : Introduction – Types of Attacks – Detecting attacks on recommender systems – Individual attack –Group attack – Strategies for robust recommender design Robust recommendation algorithms.

Neighbourhood Based Recommender Systems : Formal definition, components of neighbourhood methods: Rating normalization, Similarity weight computation, neighbourhood selection, dimensionality reduction, graph based methods.

Practice:

1. Build Model for Attack resistant Social media recommender systems
2. Create an attack for tampering with recommender systems

UNIT – V

Evaluating Recommender System: Introduction, General properties of evaluation research, Evaluation designs: Accuracy, Coverage, confidence, novelty, diversity, scalability, serendipity, Evaluation on historical datasets, Offline evaluations, accuracy metrics in offline evaluation: RMSE, MAE, Limitations of evaluation metrics.

Practice:

1. Implement accuracy metrics like Receiver Operated Characteristic curves
2. Analyze evaluation metrics using KNearest Neighbors for Movie recommender systems

Cornerstone Project:

PROJECT 1:

Movie Recommendation System: Recommends movies based on your watching habits, favourite genres, and ratings. It uses collaborative filtering to suggest films that similar users enjoy

Implementation mainly focuses on

- Loading and exploring movie recommendation dataset using pandas
- Handling missing values (NaN filling, duplicate removal, cleaning)
- Applying preprocessing techniques:
 - Feature Scaling: Normalize rating values if needed

- Standardization: Apply scaling for user/item features
- Encoding: Convert categorical features (genres, tags) using One-Hot Encoding
- Exploratory Data Analysis
- Study rating distributions, most popular movies, and user activity levels
- Matplotlib/Seaborn Visualization
 - Histograms of ratings.
 - Bar charts of top movies.
 - Heatmaps of user-item interactions.
 - Boxplots for genre-based ratings
- Generating personalized movie recommendations
- Evaluating recommendation performance using: RMSE
MAE

Documentation must contain

- Objective & problem definition
- Dataset description (movies, ratings, users, genres)
- Data preprocessing steps explanation
- Visualization results and insights
- Workflow diagram (Data → Preprocess → Analyze → Visualize)
- Screenshots of outputs
- Enhancements (hybrid filtering, attack resistance, diversity analysis)

PROJECT 2:

Book Finder Recommendation System: Discover new books by analysing your reading preferences, favourite authors, and book ratings. It combines content-based and collaborative filtering techniques. Implementation mainly focuses on

- Loading Dataset: Import book ratings dataset (e.g., Goodreads or Book-Crossing) using Pandas.
- Handling Missing Values: Fill NaN values, remove duplicates, clean inconsistent author/genre entries.
- Applying preprocessing techniques: Feature Scaling
Standardization
Label Encoding & One Hot Encoding Creating user-book rating matrix
- Applying similarity measures:
 - Cosine Similarity Compare user reading preferences and book profiles.
 - Pearson Correlation Capture correlation between user ratings.
 - Euclidean Distance Measure distance between user-item vectors.
- Using dimensionality reduction techniques (SVD) for recommendation improvement
- Performing exploratory data analysis (EDA)
- Visualizing insights using matplotlib/seaborn:
 - Most popular books
 - Top-rated authors
 - Genre distribution
 - User rating patterns

- Generating personalized book recommendations
- Evaluating recommendation accuracy using RMSE and MAE

Documentation must contain

- Objective
- Dataset description (books, users, ratings, authors, genres) Data cleaning steps Explanation of content-based and collaborative filtering techniques
- Data preprocessing steps explanation
- User profile learning explanation
- Similarity computation explanation
- Dimensionality reduction explanation using SVD
- Visualization results and insights
- Workflow diagram (Data → Preprocess → User Profile → Recommendation → Evaluation)
- Screenshots of outputs and recommendation results
- Enhancements (hybrid recommendation, author similarity analysis, diversity and novelty recommendations)

PROJECT 3:

Music Matcher: Picks songs you might like based on your listening habits, preferred genres, and artists. It uses audio features and user behavior data for personalized recommendations.

Implementation mainly focuses on

- Loading and exploring music recommendation dataset using pandas
- Handling missing values (NaN filling, duplicate removal, cleaning)
- Applying preprocessing techniques:
 - Feature Scaling
 - Standardization
 - Label Encoding & One Hot Encoding
 - Creating user-song interaction matrix
- Analysing user listening habits and favourite genres/artists
- Extracting audio features such as tempo, energy, popularity, and danceability
- Implementing content-based filtering using song features and genres
- Implementing collaborative filtering using user listening history and rating
- Applying similarity measures:
 - Cosine Similarity
 - Pearson Correlation
 - Using dimensionality reduction techniques (SVD) for improving recommendations
- Performing exploratory data analysis (EDA)
- Visualizing insights using matplotlib/seaborn:
 - Popular songs and artists
 - Genre-wise song distribution
 - User listening patterns
 - Song rating analysis
- Generating personalized music recommendations
- Evaluating recommendation accuracy using RMSE and MAE
- Displaying top recommended songs for each user

Documentation must contain

- objective & problem definition
- Dataset description (songs, users, artists, genres, ratings, audio features)
- Explanation of content-based and collaborative filtering techniques
- Data preprocessing steps explanation
- User listening behaviour analysis
- Similarity computation explanation
- Dimensionality reduction explanation using SVD
- Recommendation generation workflow explanation
- Visualization results and insights
- Workflow diagram (Data → Preprocess → Feature Extraction → Recommendation → Evaluation)
- Screenshots of outputs and recommendation results
- Evaluation metrics analysis using RMSE and MAE
- Enhancements (hybrid recommendation, playlist generation, mood-based music recommendation, popularity analysis)

PROJECT 4:

Job Finder: Matches you with work you'd be good at by analysing your skills, experience, and career goals. It uses content-based filtering and machine learning to suggest relevant job openings

Implementation mainly focuses on

- Loading Dataset Import job listings and user profiles dataset (skills, experience, career goals) using Pandas.
- Handling Missing Values Fill NaN values in job descriptions or user profiles, remove duplicates, clean inconsistent entries.
- Preprocessing Techniques
 - Feature Scaling: Normalize numerical features (years of experience, salary expectations).
 - Standardization: Apply z-score scaling for Gaussian-distributed features.
 - Label Encoding & One-Hot Encoding: Convert categorical features (job type, industry, location).
 - Text Preprocessing: Tokenize job descriptions, remove stopwords, apply TF-IDF or word embeddings.
- User-Item Matrix: Build a matrix mapping users to jobs based on skills and preferences.
- Similarity Measures
 - Cosine similarity for skill matching.
 - Pearson correlation for career goals alignment.
 - Euclidean distance for experience and salary preferences.
- Recommendation Techniques
 - Content-Based Filtering: Match jobs to users based on skills, experience, and career goals.
 - Machine Learning Models: Train classifiers (Logistic Regression, Random Forest, or Neural Networks) to predict job suitability.
 - Hybrid Recommendation: Combine content-based filtering with ML predictions for

- personalized results
- Exploratory Data Analysis (EDA)
 - Study distributions of job categories, required skills, and user career goals.
- Use Matplotlib/Seaborn for:
 - Histograms of job categories.
 - Bar charts of top skills in demand.
 - Heatmaps of user-job similarity scores.
- Generating Recommendations Provide top-N job suggestions for each user based on hybrid similarity scores.
- Evaluation Metrics
 - RMSE & MAE for prediction accuracy.
 - Precision & Recall for recommendation relevance.
 - Coverage & Diversity to ensure varied job suggestions.

Documentation must contain

- Objective & Problem Definition: Help users discover jobs aligned with their skills, experience, and career goals.
- Dataset Description: User profiles (skills, experience, goals) + Job listings (title, description, requirements, location).
- Preprocessing Steps: Explain handling missing values, encoding, scaling, and text preprocessing.
- Visualization Results & Insights: Show demand for certain skills, popular job categories, and user-job matching trends.
- Workflow Diagram: Data → Preprocess → Analyze → Recommend → Evaluate.
- Screenshots of Outputs: Include dataset exploration, preprocessing steps, EDA plots, and recommendation results.
- Enhancements: Add NLP-based embeddings (Word2Vec, BERT), graph-based job-user networks, and real-time recommendation APIs.

PROJECT 5:

Game Recommender:

Suggests video games you'd enjoy playing by analysing your gaming history, preferred genres, and playtime. It uses hybrid filtering methods for personalized recommendations

Implementation mainly focuses on

- Loading Dataset Import video game dataset (e.g., Steam, IGN, or Kaggle datasets) using Pandas.
- Handling Missing Values Fill NaN values in genres/playtime, remove duplicates, clean inconsistent entries.
- Preprocessing Techniques
 - Feature Scaling: Normalize numerical features (playtime, ratings).
 - Standardization: Apply z-score scaling for Gaussian-distributed features.
 - Label Encoding & One-Hot Encoding: Convert categorical features (genres, platforms).
 - Text Preprocessing: Tokenize game descriptions, remove stopwords, apply TF-IDF or embeddings.

- User-Item Rating Matrix Build a matrix mapping users to games based on ratings or playtime.
- Similarity Measures
 - Cosine similarity for genre/playtime vectors.
 - Pearson correlation for rating patterns.
 - Euclidean distance for playtime preferences.
- Dimensionality Reduction
 - Apply SVD to reduce dimensionality of the user-game matrix and uncover latent gaming preferences.
- Recommendation Techniques
 - Content-Based Filtering: Recommend games based on genre, platform, and description similarity.
 - Collaborative Filtering: Suggest games based on similar users' play histories.
 - Hybrid Recommendation: Combine both approaches for personalized results.
- Exploratory Data Analysis (EDA) Study distributions of genres, playtime, and ratings.
- Visualization Use Matplotlib/Seaborn for:
 - Histograms of playtime distribution.
 - Bar charts of top genres.
 - Heatmaps of user-game similarity scores.
- Generating Recommendations Provide top-N game suggestions for each user based on hybrid similarity scores.
- Evaluation Metrics
 - RMSE & MAE for rating prediction accuracy.
 - Precision & Recall for recommendation relevance.
 - Diversity & Novelty to ensure varied and fresh game suggestions

Documentation must contain

- Objective & Problem Definition: Help users discover video games aligned with their history, preferred genres, and playtime.
- Dataset Description: User profiles (playtime, ratings, genres) + Game metadata (title, genre, platform, description).
- Preprocessing Steps: Explain handling missing values, encoding, scaling, and text preprocessing.
- Visualization Results & Insights: Show popular genres, top-rated games, and playtime trends.
- Workflow Diagram: Data → Preprocess → Analyze → Recommend → Evaluate.
- Screenshots of Outputs: Include dataset exploration, preprocessing steps, EDA plots, and recommendation results.
- Enhancements: Add embeddings (Word2Vec, BERT for game descriptions), graph-based recommendations, and real-time APIs.

Text Books:

- 1 Recommender Systems: The Textbook, Charu C. Aggarwal, Springer, ISBN: 978-3319296579
- 2 Recommender Systems Handbook, Francesco Ricci, Lior Rokach, and Bracha Shapira, Springer, First Edition, ISBN: 978-1441995790

Reference Books:

- 1 Recommender Systems Handbook, Ricci F., Rokach L., Shapira D., Kantor B.P., Springer, 1st ed, ISBN: 978-0387858203
- 2 Recommender Systems For Learning, Manouselis N., Drachsler H., Verbert K., Duval E., Springer, 1st ed, ISBN: 978-1461443610

Web Links:

- 1 NPTEL, Websites etc.]
<https://www.coursera.org/specializations/recommendersystems>.
- 2 MOOC on NPTEL :<https://nptel.ac.in/courses/>, NPTEL / Swayamwww.edx.com www.coursera.com

Note:

- The cornerstone project team size shall be four (4) students.
- Students may select any one of the above prescribed projects or a project of their own choice with the prior permission of the Course instructor.
- The SEE – Lab shall be evaluated for 50 marks based on project implementation, oral presentation, 10-minute video presentation, and viva voce.
- The video presentation should consist of the working procedure of the project along with contribution of each student for a minimum of 2 minutes.

Expert Systems

(Common to CSE, IT, AIML & CSE (DS))

Course Code: 2501AI08

L	T	P	C
2	0	1	3

Course Outcomes:

At the end of the course, student will be able to:

- CO1:** Identify the major characteristics of expert systems.
- CO2:** Illustrate the various kinds of problems that expert systems can handle.
- CO3:** Recognize the types of errors attributed to uncertainty.
- CO4:** Describe the development stages of an expert system.
- CO5:** Utilize different knowledge representation methods.

Mapping of Course Outcomes with Program Outcomes:

CO/ PO	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11
CO1	-	-	2	1	-	-	2	2	-	1	3
CO2	-	1	1	-	1	-	-	1	-	-	3
CO3	-	-	3	-	2	1	-	-	1	-	3
CO4	1	2	1	1	2	-	-	-	1	1	-
CO5	-	2	-	1	-	3	-	1	2	-	3

Mapping of Course Outcomes with Program Specific Outcomes:

CO/ PO	PSO1	PSO2
CO1	-	2
CO2	-	2
CO3	-	2
CO4	-	3
CO5	-	3

UNIT – I

Introduction to Expert System, general stages in the development of an expert system, Major characteristics of Expert System, Types of applications of Expert Systems, relationship of Expert Systems to Artificial Intelligence and to Knowledge Based Systems, Components of Expert System, Conventional Systems vs. Expert Systems, Benefits of using an Expert System.

Practice:

1. Building a Rule Based Expert System for Diagnosis
2. Implementing a Recommender System using Knowledge Based Inference

UNIT – II

Architecture of Expert System, types of problems handled by expert systems, Utilization and functionality of expert systems, Rule Based Expert System, Non Production System, Expert System Development Life Cycle, Basic forms of inference: abduction; deduction; induction.

Practice:

1. Rule Based Expert System for Restaurant Recommendation
2. Basic Forms of Inference Demonstration

UNIT – III

The representation and manipulation of knowledge in a computer, Rule based representations (with backward and forward reasoning), Knowledge Acquisition and Knowledge Representation, difficulties, in knowledge acquisition methods of knowledge acquisition, The meaning of uncertainty and theories devised to deal with it, Sources of uncertainty, types of errors attributed to uncertainty.

Practice:

1. Rule Based Representation with Forward Reasoning
2. Dealing with Uncertainty using Fuzzy Logic

UNIT – IV

Basic components of an expert system, How to select an appropriate problem, the development of an expert system, types of errors to expect in the development stages, Generation of explanations. Handling of uncertainties. Truth Maintenance Systems.

Practice:

1. Selecting an Appropriate Problem for an Expert System
2. Handling Uncertainty using Fuzzy Logic

UNIT – V

Building Expert Systems, Methodologies for building expert systems: knowledge acquisition and elicitation; formalisation; representation and evaluation. Knowledge Engineering tools, Case Study

Practice:

1. Knowledge Elicitation and Representation using Decision Trees
2. Knowledge Engineering Tool Rule Based System Development

Text Books:

- 1 Expert Systems Principles and Programming, J. Giarratano and G. Riley, 4th Edition, PWS Publishing Company, ISBN: 978-0534384470
- 2 Introduction to Expert Systems, P Jackson, Addison Wesley (2nd Edition), ISBN: 978-0201876864

Reference Books:

- 1 Artificial Intelligence: A modern approach, Stuart Russel and Peter Norvig, Pearson Education Inc, 2nd ed, ISBN: 978-8120323827

Web Links:

- 1 https://onlinecourses.swayam2.ac.in/aic21_ge01/
- 2 <https://www.geeksforgeeks.org/expertsystems/>
- 3 <https://github.com/mikerooyal/ExpertSystemsGuide>

Minor Stream: Mobile Application Development

Course Code	Course Name	Level	L	T	P	C	CIE	SEE	Total	Pre-requisite
2501IT12	Flutter Fundamentals	FC			2	2	50	50	100	-
2501IT14	Web Technologies	FC	2		2	4	50	50	100	JP
2501IT15	Software Testing	IC	2		1	3	50	50	100	ASE
2501IT16	Software Project Management	IC	2		1	3	50	50	100	ASE
2501IT17	Mobile Operating System	IC	2		1	3	50	50	100	-
2501CS24	Wireless Networks	IC	2		1	3	50	50	100	-
2501AI24	API & Micro Services	IC	2		2	4	50	50	100	JP
2501CS25	Cloud IoT & Edge ML	AC	2		1	3	50	50	100	-
2501CS28	Ethical Hacking	AC	2		2	4	50	50	100	-
2501IT22	Software Quality Assurance	AC	2		1	3	50	50	100	ASE
Total			18		14	32				

Flutter Fundamentals
(Common to CSE, IT, AIML & CSE(DS))

Course Code: 2501IT12

L T P C
0 0 2 2

Course Outcomes:

At the end of the course, student will be able to:

- CO1:** Identify the steps to set up the Flutter development environment and recall the purpose of basic widgets and layout structures
- CO2:** Demonstrate the use of fundamental Flutter widgets including images, buttons, icons, lists, and forms.
- CO3:** Design and develop user interfaces using responsive layouts and implement navigation, gestures, and animations
- CO4:** Integrate state management techniques (like Provider, BLoC, Riverpod) and handle real-time user input and data changes effectively
- CO5:** Develop a complete Flutter application using backend integration with Firebase and REST APIs, demonstrating optimization, testing, and deployment skills.

Mapping of Course Outcomes with Program Outcomes:

CO/PO	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11
CO1	3	2	2	1	3	-	-	-	-	-	2
CO2	3	2	3	1	2	-	-	-	-	-	2
CO3	3	2	3	2	3	-	-	-	-	-	2
CO4	3	3	3	2	3	-	-	-	-	-	2
CO5	3	3	3	3	3	-	-	-	-	-	3

Mapping of Course Outcomes with Program Specific Outcomes:

CO/PSO	PSO1	PSO2
CO1	-	2
CO2	-	2
CO3	-	2
CO4	-	2
CO5	-	2

Practice:

1. Introduction to Flutter

- a. **Setup Environment:** Set up the Flutter development environment on both Windows and Mac OS.
- b. **First App:** Create and run your first Flutter application in Android Studio.
- c. **Hello World:** Create a simple "Hello World" Flutter application and run it on an Android emulator.
- d. **Understanding Structure:** Modify the main Dart file to understand the structure of a Flutter app.
- e. **Hot Reload and Restart:** Practice using the hot reload and hot restart features to see how changes reflect instantly.

2. Flutter Basics

- a. **Button Widgets:** Create a Flutter app with various button widgets (Flat Button, Elevated Button, Icon Button).

- b. **Image Widget:** Create an app that displays an image using the Image widget and customize its properties.
- c. **Icon Widgets:** Use Icon widgets to display different icons in a Flutter app.
- d. **Counter App:** Build a simple counter app that increases a number each time a button is pressed using set State.
- e. **Gesture Detector:** Implement a gesture detector that changes the color of a container when tapped.

3. Flutter Basics Continued

- a. **List of Items:** Create an app with a list of items where each item can be clicked to display a toast message.
- b. **Input Validation:** Implement form input validation to ensure correct data entry.
- c. **Dialogs:** Use Alert Dialog to show a dialog box when a button is pressed.

4. Introduction to Layouts

- a. **Basic Layouts:** Create a layout using Column, Row, and Stack widgets.
- b. **Responsive Layout:** Implement a responsive layout using the Flex widget.
- c. **Single and Multiple Child Widgets:** Build a layout with a combination of single child and multiple child widgets.
- d. **Nested Layouts:** Design a complex UI using nested layouts (e.g., rows inside columns).
- e. **Gesture Detection:** Use Gesture Detector to detect various gestures (tap, double-tap).

5. Layouts Continued

- a. **Navigation:** Implement navigation between two screens using the Navigator widget.
- b. **Grid View:** Create a layout using Grid View to display items in a grid.
- c. **List View:** Use List View to display a list of dynamic items.
- d. **Scrolling:** Implement scrolling for a long list of items using List View and Scroll View

6. State Management (Basic)

- a. **Stateful and Stateless Widgets:** Create a simple app to toggle between stateful and stateless widgets and observe the behavior.
- b. **Form Input and Display:** Build an app with a form that takes user input and displays it on the same screen using set State.
- c. **Responsive Layout with Media Query:** Create a responsive layout that adapts to different screen sizes using Media Query.
- d. **To-Do List App:** Create a to-do list app where users can add and remove items dynamically.

7. Animation in Flutter

- a. **Animated Container:** Create a simple animation using Animated Container.
- b. **Fade Transition:** Implement a basic fade transition using Animated Opacity.
- c. **Physics-based Animation:** Develop an app that uses a physics-based animation like Draggable.
- d. **Hero Animation:** Implement a hero animation for navigating between screens.

8. Advanced Animations

- a. **Animated Builder:** Use Animated Builder to create complex animations.
- b. **Animation Controller:** Create animations with fine control using Animation Controller.
- c. **Staggered Animations:** Implement staggered animations to animate multiple widgets in sequence.
- d. **Curved Animations:** Use Curved Animation to create non-linear animations.

9. State Management (Advanced)

- a. **Provider Package:** Use the Provider package for state management.
- b. **BLoC Pattern:** Use the BLoC (Business Logic Component) pattern for managing state.
- c. **River pod:** Explore and use the River pod package for state management.

10. Networking in Flutter

- a. **HTTP Requests:** Use the http package to make GET and POST requests.
- b. **JSON Parsing:** Parse JSON data received from an API.
- c. **Fetching Data:** Fetch and display data from a remote API.
- d. **Handling Errors:** Implement error handling for network requests.
- e. **REST API:** Create an app that interacts with a REST API

11. Firebase Integration

- a. **Firebase Setup:** Set up Firebase for a Flutter project.
- b. **Authentication:** Implement user authentication using Firebase Auth.
- c. **Fire store:** Use Fire store to store and retrieve data.
- d. **Firebase Storage:** Upload and download files using Firebase Storage

12. Project Week

- a. **Project Planning:** Plan a small project incorporating concepts learned.
- b. **Project Development:** Develop the project with proper state management, layout, and networking.
- c. **Testing:** Test the project for bugs and ensure all functionalities work as expected.
- d. **Optimization:** Optimize the app for performance and responsiveness

Additional Practice:

1. Create a Flutter app that displays a list of items using List View. builder and allows users to add new items dynamically.
2. Develop a Flutter app that uses a Bottom Navigation Bar to navigate between different screens.
3. Create a Flutter app that implements basic form validation with input fields for name, email, and password.

Reference Books:

- 1 Beginning Flutter: A Hands-On Guide to App Development by Marco L. Napoli, ISBN:1119550823
- 2 Flutter in Action by Eric Windmill, 2020, ISBN:1617296147
- 3 Flutter for Beginners: An introductory guide to building cross-platform mobile applications with Flutter and Dart 2 by Alessandro Biessek, ISBN: 1788996089

Web Links:

- 1 <https://flutter.dev/docs>
- 2 <https://dart.dev/guides>
- 3 <https://codelabs.developers.google.com/?cat=flutter>

Web Technologies
(Common to CSE, IT, AIML & CSE(DS))

Course Code: 2501IT14

L	T	P	C
2	0	2	4

Course Outcomes:

At the end of the course, student will be able to:

CO1: Develop static web pages using HTML and CSS.

CO2: Apply JavaScript for Client side validations and Node.JS to learn server side applications using JavaScript.

CO3: Make use of Angular JS for developing dynamic and responsive web pages.

CO4: Utilize React JS for developing dynamic and responsive web pages.

CO5: Create and deploy secure, usable database driven web applications using PHP and MySQL/MongoDB.

Mapping of Course Outcomes with Program Outcomes:

CO/PO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11
CO1	2	-	3	-	-	-	-	1	1	-	-
CO2	3	2	2	-	2	-	-	1	1	-	-
CO3	2	2	3	-	2	-	-	1	-	-	-
CO4	2	3	2	-	-	-	-	1	-	-	-
CO5	2	-	2	-	3	-	-	1	1	-	-

Mapping of Course Outcomes with Program Specific Outcomes:

CO/PSO	PSO1	PSO2
CO1	1	-
CO2	1	-
CO3	1	-
CO4	1	-
CO5	1	-

UNIT-I

HTML, HTML5, CSS, CSS3 HTML: Basic Syntax, Standard HTML Document Structure, Basic Text Markup, HTML styles, Elements, Attributes, Heading, Layouts, HTML Media, Iframes, Images, Links, Lists, Tables, Forms, GET and POST method, HTML 5, Dynamic HTML. CSS: Cascading style sheets, Levels of Style Sheets, Style Specification Formats, Selector Forms, Box Model, Conflict Resolution, CSS3.

UNIT-II

JavaScript & XML Javascript - Introduction, Primitives, Variables – var, let, const, Operations and Expressions, Control Statements, Functions, Objects (Predefined - String, Number, Array, Date, Math, Random, RegExp, User Defined – Definition, Properties, Methods, Display, Accessors, Constructors), Events, Pattern Matching using Regular Expressions, Working with XML: Document type Definition (DTD), XML schemas, XSLT, XML and CSS, Document object model, Parsers - DOM and SAX .

UNIT-III

Node JS & Angular JS Node.js- Introduction, Advantages, Process Model, Modules, HTTP Module, File system, URL module, NPM, Events, Upload Files, Email. Angular JS – Introduction, Expressions, Modules, Directives, Model, Data Binding, Controllers, Scopes, Filters, Services, HTTP, Tables, Select, Events, Forms, Validation, API, W3.CSS, Includes, Routing, SQL, DOM, Application.

UNIT-IV

React JS React JS – Introduction, Displaying “Welcome React”, Introducing JSX, Rendering Elements, Components and Props, State and Lifecycle, Handling Events, Conditional Rendering, Lists and Keys, Forms, Lifting State Up, Composition vs Inheritance, Thinking in React.

UNIT-V

PHP PHP Programming - Introduction, Creating and Running PHP Script. Variables, Constants, Datatypes, Operators. Controlling Program Flow - Conditional and Loop statements, Arrays, Functions, Client-Server Scripting – XAMPP/LAMP Introduction, Running PHP Script in XAMPP, Super Globals, Working with Form Data, Database Connectivity – MySQL Introduction using XAMPP in Command Mode and GUI, Working with MySQL Queries, Integrating PHP and MySQL to work with Form Data. No SQL Database - MongoDB Introduction, Create and Drop Database, Create and Drop Collection, Data Types, Insert, Query, Update, Delete, Integrating PHP with MongoDB.

Text Books:

- 1 Programming the World Wide Web, 7th Edition, Robert W Sebesta, Pearson, ISBN: 978-9332518827
- 2 Pro Mean Stack Development, 1st Edition, Elad Elrom, Apress O'Reilly, ISBN: 9781484220443.
- 3 React Explained, 2020 Edition, Zac Gordon, OS Training, 2020, ISBN: 978-1798752982
- 4 MongoDB – The Definitive Guide, 2nd Edition, Kristina Chodorow, O'Reilly, ISBN: 9781449344689

Reference Books:

- 1 Web Technologies, HTML, JavaScript, PHP, Java, JSP, XML and AJAX, Black book, 1st Edition, Dream Tech, ISBN: 978-8177229974
- 2 An Introduction to Web Design, Programming, 1st Edition, Paul S Wang, Sanda S Katila, Cengage Learning, ISBN: 978-0534395285

Web Links:

- 1 <https://www.reactjs.org/docs/getting-started.html>
- 2 <https://www.university.mongodb.com/>

Software Testing
(Common to CSE, IT, AIML & CSE(DS))

Course Code: 2501IT15

L	T	P	C
2	0	1	3

Course Outcomes:

At the end of the course, student will be able to:

- CO1:** Explain the fundamentals of software testing.
- CO2:** Summarize verification and validation activities.
- CO3:** Design the test cases using different testing strategies.
- CO4:** Outline the importance of static testing and various levels of software testing.
- CO5:** Discuss about various Automation Testing tools.

Mapping of Course Outcomes with Program Outcomes:

CO/PO	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11
CO1:	2	3	-	-	-	-	-	-	-	-	-
CO2:	1	3	-	-	-	-	-	-	-	-	-
CO3:	3	2	-	-	-	-	-	-	1	-	-
CO4:	2	-	3	-	-	-	-	-	-	-	-
CO5:	3	2	-	-	-	-	-	-	-	1	-

Mapping of Course Outcomes with Program Specific Outcomes:

CO/PSO	PSO1	PSO2
CO1	2	-
CO2	1	-
CO3	2	-
CO4	1	-
CO5	2	-

UNIT – I

Software Testing: Introduction, Evolution, Myths & Facts, Goals, Psychology, Definition, Model for testing, Effective Vs Exhaustive Software Testing.

Software Testing Terminology and Methodology: Software Testing Terminology, Software Testing Life Cycle, relate STLC to SDLC, Software Testing Methodology.

Practice:

1. A program written in JAVA language for Matrix Addition ‘Introspect the causes for its failure and write down the possible reasons for its failure.
2. “A program written in JAVA language for Matrix Multiplication fails” Introspect the causes for its failure and write down the possible reasons for its failure.

UNIT – II

Verification and Validation: Verification & Validation Activities, Verification, Verification of Requirements, High level and low-level designs, how to verify code, Validation.

Dynamic Testing I: Black Box testing techniques: Boundary Value Analysis, Equivalence class Testing, State Table based testing, Decision table-based testing, Cause-Effect Graphing based testing, Error guessing.

Practice:

1. A Program demonstrates the next date in the calendar. Its input is entered in the form of with the following range: $1 \leq \text{mm} \leq 12$ $1 \leq \text{dd} \leq 31$ $1900 \leq \text{yyyy} \leq 2025$ Its output would be the next date or it will display 'invalid date'. Design test cases for this program using BVC, robust testing, and worst-case testing methods.
2. A program reads three numbers, A, B, and C, with a range $[1, 50]$ and prints the largest number. Design test cases for this program using equivalence class testing technique.

UNIT – III

Dynamic Testing II: White-Box Testing: need, Logic coverage criteria, Basis path testing, Graph matrices, Loop testing, data flow testing, mutation testing

Static Testing: Inspections, Structured Walkthroughs, Technical reviews.

Practice:

1. Design, develop, code and run the program in any suitable language to solve the commission problem. Analyze it from the perspective of decision table-based testing, derive different test cases, execute these test cases, and discuss the test results.
2. Design, develop, code and run the program in any suitable language to solve the commission problem. Analyze it from the perspective of dataflow testing, derive different test cases, execute these test cases and discuss the test results.

UNIT – IV

Validation activities: Unit testing, Integration Testing, Function testing, system testing, acceptance testing. **Regression testing:** Progressives Vs regressive testing, Regression testability, Objectives of regression testing, when regression testing done? Regression testing types, Regression testing techniques.

Practice:

1. Write the test cases for any known application (e.g. Banking application)
2. Take any system (e.g. ATM system) and study its system specifications and report the various bugs.

UNIT – V

Software Testing Tools: Introduction to Testing, need for Automation, Categorization, Selection, Cost incurred in Testing tools, Guidelines for Automated testing, Introduction to list of tools like Win runner, Load Runner, JMeter, Selenium.

Practice:

1. Case Study of any web testing tool (e.g., Selenium)
2. Write an Automation Script for LOGIN Form (Using Selenium Tool)

Text Books:

- 1 Software Testing, Principles and Practices, Naresh Chauhan, Oxford 2nd Edition, ISBN: 978-0199465873
- 2 Software Testing Tools, Dr.KVKKPrasad, Dream tech press, ISBN : 978-8177225327

Reference Books:

- 1 Software Testing- Yogesh Singh, Cambridge, ISBN: 978-1107652781.
- 2 Software Testing, Principles, techniques and Tools, MGL imaye, TMH, ISBN : 978-0070139909
- 3 Effective Methods for Software testing, Willian E Perry, Wiley, ISBN: 978-8126508938

Web Links:

- 1 <https://www.guru99.com/software-testing-lifecycle>
- 2 <http://www.softwaretestinghelp.com/what-is-verification-and-validation/>
- 3 <http://nptel.ac.in/courses/106105150/>
- 4 <http://www.cigniti.com/blog/top-3-regression-testing-types-how-to-execute>
- 5 <https://www.utest.com/search-result/tag/Tools>

Software Project Management
(Common to CSE, IT, AIML & CSE(DS))

	L	T	P	C
Course Code: 2501IT16	2	0	1	3

Course Outcomes:

At the end of the course, student will be able to:

- CO1:** Explain Software Project Management fundamentals and Planning activities.
CO2: Compare SDLC models in project framework.
CO3: Apply various Effort estimation techniques and tools in real time applications
CO4: Discuss various Risk categories, Project Monitoring Control and Resource Allocation.
CO5: Demonstrate the concept Software Quality.

Mapping of Course Outcomes with Program Outcomes:

CO/PO	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11
CO1	2	2	2	3	-	-	-	-	2	-	2
CO2	2	2	2	2	-	-	-	-	3	-	3
CO3	2	2	3	2	-	-	-	-	2	-	2
CO4	2	2	2	3	-	-	-	-	2	-	2
CO5	2	2	2	2	-	-	-	-	2	3	2

Mapping of Course Outcomes with Program Specific Outcomes:

CO/PSO	PSO1	PSO2
CO1	2	-
CO2	2	-
CO3	2	-
CO4	2	-
CO5	2	-

UNIT – I

SPM concepts- Definition – components of SPM – challenges and opportunities – tools and techniques – managing human resource and technical resource – costing and pricing of projects – training and development – project management techniques.

Case Study: Managing Human and Technical Resources in the Development of Microsoft Windows 10

UNIT – II

Software Measurements- Monitoring & measurement of SW development – cost, size and time metrics – methods and tools for metrics – issues of metrics in multiple projects. Activity planning– project schedules – sequencing and scheduling projects – Network planning model – AON and AOA-identifying critical activities.

Case Study: Activity Planning and Scheduling in the Development of the Boeing 787 Dreamliner's Software Systems

UNIT – III

Software Quality- Quality in SW development – quality assurance – quality standards and certifications – the process and issues in obtaining certifications – the benefits and implications for the organization and its customers – change management

Case Study: Achieving ISO 9001 Certification at Infosys

UNIT – IV

Risk Issues- The risk issues in SW development and implementation – identification of risks – resolving and avoiding risks – tools and methods for identifying risk management.

Case Study: Risk Management in the Development of the London Ambulance Service System

UNIT – V

SPM Tools- Software project management using Primavera & Redmine and case study on SPM tools.

Case Study: Using Primavera in the Construction of Dubai's Burj Khalifa

Text Books:

- 1 Software Engineering – Concepts and Practices: Ugrasen Suman, Cengage Learning, ISBN: 978-8131519301
- 2 Fundamentals of Software Engineering, Rajib Mall, Prentice Hall India, ISBN: 978-9388028028

Reference Books:

- 1 Software Engineering: A Primer, Waman S Javadekar, Tata McGraw-Hill, ISBN: 978-0070667631
- 2 Software Engineering, Principles and Practices, Deepak Jain, Oxford University Press, ISBN: 978-0195694840

Web Links:

- 1 https://www.tutorialspoint.com/software_engineering/
- 2 <https://www.coursera.org/learn/software-processes-and-agile-practices>

Mobile Operating System

(Common to CSE, IT, AIML & CSE(DS))

Course Code: 2501IT17

L	T	P	C
2	0	1	3

Course Outcomes:

At the end of the course, student will be able to:

- CO1:** Classify types of Mobile Operating Systems.
- CO2:** Demonstrate characteristics of Real-Time Operating System
- CO3:** Analyze and understand Mobile Operating Systems and their components
- CO4:** Evaluate Mobile issues and development strategies
- CO5:** Design a case study of Mobile OS

Mapping of Course Outcomes with Program Outcomes:

CO/PO	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11
CO1	2	2	2	-	-	-	-	-	-	-	-
CO2	2	2	2	-	-	-	-	-	1	-	-
CO3	2	2	2	1	-	-	-	-	-	-	-
CO4	3	2	3	-	-	-	-	1	-	-	-
CO5	2	2	3	-	1	-	-	-	1	-	2

Mapping of Course Outcomes with Program Specific Outcomes:

CO/PSO	PSO1	PSO2
CO1	1	-
CO2	2	-
CO3	1	-
CO4	1	-
CO5	2	-

UNIT – I

Fundamentals of Operating System: Overview, Synchronization Mechanisms, Processes and Threads, Process Scheduling, Deadlocks: Detection, Prevention and Recovery – Models of Resources – Memory Management Techniques

Case Study: Process Scheduling in Windows vs. Linux

UNIT – II

Type of Mobile Operating Systems: Introduction, Type of Mobile OS Android OS (Google Inc.), Bada (Samsung Electronics), Black Berry OS (Research In Motion), iPhone OS / iOS (Apple), MeeGo OS (Nokia and Intel) Palm OS (Garnet OS), Windows Mobile (Windows Phone 7)

Case Study: Evolution of Android OS

UNIT – III

Real Time and Mobile Operating Systems:

Basic Model of Real Time Systems - Characteristics- Applications of Real Time Systems – Real Time Task Scheduling - Handling Resource Sharing - Mobile Operating Systems – Micro Kernel Design - Client Server Resource Access – Processes and Threads - Memory Management - File system through interfaces.

Case Study: Real-Time Operating Systems in Automotive Applications

UNIT – IV

Mobile Issues and Development Strategies: Issues facing Mobile devices, Securing mobile application development, Android Securable IPC Mechanism, Android Security Model, Intents, Activities, Services, Android Security tools

Case Study: Security Challenges in Mobile Banking Applications

UNIT – V

Advanced Topics in Mobile Operating Systems: Mobile Application Development: Development Tools and IDEs, Platform-Specific Development, Cross-Platform Development

Future Directions in Mobile OS: Trends and Predictions, Potential Challenges and Solutions.

Case Study: Cross-Platform Mobile Application Development Using Flutter

Text Books:

- 1 Advanced Concepts in Operating Systems – Distributed, Database, and Multiprocessor Operating Systems Mukesh Singhal and Niranjan G. Shivaratri, Tata McGraw-Hill, ISBN : 978-0070472686
- 2 Operating System Concepts, Abraham Silberschatz; Peter Baer Galvin; Greg Gagne, John Wiley & Sons, Seventh Edition, ISBN: 978-0471694663

Reference Books:

- 1 Daniel P Bovet and Marco Cesati, “Understanding the Linux kernel”, 3rd edition, O’Reilly, ISBN: 978-0596005658
- 2 Mobile Application Security, Himanshu Dwivedi, Chris Clark, David Thiel, Tata McGraw Hill, 1st Edition, ISBN: 978-0070701922

Web Links:

- 1 developer.android.com
- 2 wiki.linuxfoundation.org/realtime/

Wireless Networks
(Common to CSE, IT, AIML & CSE (DS))

Course Code: 2501CS24

L T P C
2 0 1 3

Course Outcomes:

At the end of the course, student will be able to:

- CO1:** Describe evolution of wireless networks and wireless communication technologies.
- CO2:** Simulate Wireless Communication network for analyzing packet transmission using NS3.
- CO3:** Discuss IEEE 802.11 Standards and Protocols.
- CO4:** Explain evolution and architecture of cellular networks.
- CO5:** Summarize Emerging Trends such as cognitive radio networks, VANETs.

Mapping of Course Outcomes with Program Outcomes:

CO/PO	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11
CO1	2	2	-	-	1	-	-	1	1	-	-
CO2	2	1	2	-	2	-	-	1	1	-	-
CO3	2	1	-	-	1	-	-	1	1	-	-
CO4	2	-	2	-	2	-	-	1	1	-	-
CO5	2	2	1	-	-	-	-	-	-	-	-

Mapping of Course Outcomes with Program Specific Outcomes:

CO/PSO	PSO1	PSO2
CO1	1	-
CO2	2	-
CO3	1	-
CO4	1	-
CO5	1	-

UNIT – I

Introduction to Wireless Networks: Evolution of Wireless Networks, Basic Wireless Communication Concepts, Wireless Spectrum and Regulations, Wireless Network Architectures, Infrastructure Networks, Ad-Hoc Networks, Wireless Standards: IEEE 802.11, Bluetooth, Zigbee.

Practice:

2. Simulate an ad-hoc network using NS3.

UNIT – II

Wireless Communication Technologies: Radio Propagation Models, Modulation Techniques, Multiple Access Techniques: TDMA, FDMA, CDMA, OFDM Antennas and Diversity Techniques, MIMO (Multiple Input Multiple Output) Systems.

Practice:

2. Create multiple nodes, establish peer to peer connections, and analyze packet transmission using NS3.

UNIT – III

Wireless LANs and PANs: IEEE 802.11 Standards and Protocols, WI-FI Network Design and Deployment, Bluetooth and Zigbee Protocols, Security in Wireless LANs: WEP, WPA, WPA2, QoS (Quality of Service) in Wireless Networks.

Practice:

2. Simulate a basic GSM network using NS3.

UNIT – IV

Cellular Networks: Evolution from 1G to 5G, GSM, CDMA, and LTE Architectures, 5G Network Architecture and Key Technologies, Handoff and Roaming, Cellular Network Planning and Optimization.

Practice:

3. Set up and configure a Wi-Fi network using Wireshark.
4. Explore the signal strength and coverage area of a Wi-Fi network.

UNIT – V

Emerging Trends and Future Directions: Internet of Things (IoT) and Wireless Sensor Networks (WSNs), Cognitive Radio Networks, Vehicular Ad-hoc Networks (VANETs), Wireless Mesh Networks, Security and Privacy Challenges in Wireless Networks.

Text Books:

- 1 Wireless Communications: Principles and **Practice** by Theodore S. Rappaport, Prentice Hall 2nd Edition, ISBN: 9780130422323.
- 2 Wireless Communications by Andrea Goldsmith, Cambridge University Press, ISBN: 9780521837163.

Reference Books:

- 1 Principles of Wireless Access and Localization"by Kaveh Pahlavan and Prashant Krishnamurthy. Wiley-IEEE Press, ISBN: 9780470697085
- 2 802.11 Wireless Networks: The Definitive Guide by Matthew S. Gast, O'Reilly Media 2nd Edition, ISBN: 9780596100520
- 3 Wireless Communications, A. Molisch, Wiley, 2005 Haykin & Moher, Modern Wireless Communications, Pearson 2011 (Indian Edition)

Web Links:

- 1 https://onlinecourses.nptel.ac.in/noc22_ee85/preview/
- 2 Wireshark Network Protocol Analyzer [Wireshark](<https://www.wireshark.org/>)
- 3 NS3 Network Simulator [NS3] (<https://www.nsnam.org/>)

API & Micro Services
(Common to CSE, IT, AIML & CSE (DS))

Course Code: 2501AI24	L	T	P	C
	2	0	2	4

Course Outcomes:

At the end of the course, student will be able to:

- CO1:** Apply Dependency Injection principles using Constructor and Setter Injection.
- CO2:** Analyze Spring Boot fundamentals and Spring AOP
- CO3:** Apply transaction management and custom repository implementation
- CO4:** Explain web services using SOAP and REST
- CO5:** Evaluate the importance of exception handling and data validation in RESTful services

Mapping of Course Outcomes with Program Outcomes:

CO/ PO	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11
CO1	2	2	3	-	1	-	-	1	1	-	-
CO2	3	2	2	-	1	-	-	1	1	-	-
CO3	2	2	2	-	1	-	-	1	1	-	-
CO4	2	2	2	-	1	-	-	1	1	-	-
CO5	2	2	3	-	1	-	-	1	1	-	-

Mapping of Course Outcomes with Program Specific Outcomes:

CO/ PSO	PSO1	PSO2
CO1	2	-
CO2	1	-
CO3	2	-
CO4	1	-
CO5	1	-

UNIT – I

Spring 5 Basics: Why Spring, What is Spring Framework, Spring Framework - Modules, Configuring IoC container using Java-based configuration, Introduction To Dependency Injection, Constructor Injection, Setter Injection, What is Auto Scanning

Practice:

1. Setting up Spring Framework
 - a. Create a new Spring project using Spring Initializr.
 - b. Configure the project structure and dependencies.
 - c. Write a simple "Hello World" application using Spring
2. Spring Modules
 - a. Explore Spring Framework modules (e.g., Core, Data Access, Web).
 - b. Implement a simple data access application using Spring JDBC.
 - c. Create a web application using Spring MVC.

UNIT – II

Spring Boot: Creating a Spring Boot Application, Spring Boot Application Annotation, What is Auto wiring, Scope of a bean, Logger, Introduction to Spring AOP, Implementing AOP advices, Best Practices: Spring Boot Application

Practice:

1. Creating a Spring Boot Application with Auto Wiring and Logging
 - a. Create a new Spring Boot project using Spring Initializr.
 - b. Define two classes: Employee and EmployeeService.
 - c. Annotate EmployeeService with @Service and Employee with @Component.
 - d. Use @Autowired to inject Employee into EmployeeService.
 - e. Configure logging using Logback.
 - f. Write a test class to verify auto-wiring and logging.
2. Implementing AOP Advices in Spring Boot
 - a. Create a new Spring Boot project using Spring Initializr.
 - b. Define two classes: Student and StudentService.
 - c. Annotate StudentService with @Service and Student with @Component.
 - d. Implement AOP advice using @Aspect and @Before.
 - e. Apply AOP advice to StudentService methods.
 - f. Write a test class to verify AOP functionality.

UNIT – III

Spring Data JPA with Boot: Limitations of JDBC API, Why Spring Data JPA, Spring Data JPA with Spring Boot, Spring Data JPA Configuration, Pagination and Sorting, Query Approaches, Named Queries and Query, Why Spring Transaction, Spring Declarative Transaction, Update Operation in Spring Data JPA, Custom Repository Implementation, Best Practices-Spring Data JPA

Practice:

1. Setting up Spring Data JPA with Spring Boot
 - a. Create a new Spring Boot project.
 - b. Add Spring Data JPA dependency.
 - c. Configure database connection properties.
 - d. Create an entity class (e.g., User).
 - e. Create a repository interface (e.g., UserRepository).
 - f. Test CRUD operations
2. Pagination and Sorting with Spring Data JPA
 - a. Create a repository interface with pagination methods.
 - b. Use Pageable and Sort to implement pagination and sorting.
 - c. Test pagination and sorting functionality.
 - d. Implement custom sorting using @Query

UNIT – IV

Web Services: Why Web services, SOA-Service Oriented Architecture, What are Web Services, Types of Web Services, SOAP based Web Services, REST ful Web Services, How to create REST ful Services

Practice:

1. Creating a Simple RESTful Web Service
 - a. Create a new Spring Boot project.
 - b. Define a resource class (e.g., User).
 - c. Create a REST controller (e.g., UserController).
 - d. Implement CRUD operations.
 - e. Test using Postman or curl.
2. SOAP-based Web Service with Spring Boot
 - a. Create a new Spring Boot project.
 - b. Define a service interface (e.g., UserService).
 - c. Implement service using @Service.
 - d. Create a WSDL file.
 - e. Test using SoapUI.

UNIT – V

Spring REST: Spring REST - An Introduction, Creating a Spring REST Controller, @RequestBody and Response Entity, Parameter Injection, Usage of @PathVariable, @RequestParam and @MatrixVariable, Exception Handling, Data Validation, Creating a REST Client, Versioning a Spring REST endpoint, Enabling CORS in Spring REST, Securing Spring REST endpoints

Practice:

1. Creating a Simple Spring REST Controller
 - a. Create a new Spring Boot project.
 - b. Define a resource class (e.g., User).
 - c. Create a REST controller (e.g., UserController).
 - d. Implement CRUD operations.
 - e. Test using Postman or curl.
2. Using @RequestBody and Response Entity
 - a. Create a REST controller.
 - b. Use @RequestBody to accept JSON data.
 - c. Use Response Entity to return HTTP responses.
 - d. Test using Postman or curl.

Note: The student must Complete & Submit Spring5 Basics with Spring Boot, Spring DataJPA with Boot, SpringREST Certificate Course offered by Infosys Spring Board at the end of the Practice Session.

Cornerstone projects :**PROJECT 1: Smart Student Information System****• Implementation mainly focuses on:**

- Applying Dependency Injection (Constructor & Setter Injection)
- Building REST APIs for Student CRUD operations
- Implementing Spring Data JPA for persistence
- Applying AOP for logging student activities
- Implementing transaction management
- Creating SOAP service for student results
- Adding validation using @Valid
- Exception handling using @ControllerAdvice

- ***Documentation must contain:***

- Objective & real-world problem definition
- System architecture diagram
- Entity relationship diagram
- REST & SOAP API details
- AOP usage explanation
- Validation and exception handling flow
- Screenshots (outputs & API testing)

PROJECT 2: Employee Payroll Management System

- ***Implementation mainly focuses on:***

- Employee entity and salary processing
- REST APIs for payroll operations
- Spring Data JPA integration
- Transaction management for salary processing
- AOP for logging payroll activities
- SOAP service for payslip generation
- Input validation and exception handling

- ***Documentation must contain:***

- Objective
- Payroll workflow diagram
- Transaction flow
- API documentation
- Screenshots

PROJECT 3: E-Commerce Product & Order Management System

- ***Implementation mainly focuses on:***

- Product and Order entity design
- REST APIs for product and order operations
- Pagination and sorting
- Transaction management for order placement
- AOP logging
- SOAP service for invoice generation
- Validation and exception handling

- ***Documentation must contain:***

- Objective
- System architecture
- Entity relationships
- API endpoints and responses

- Screenshots

PROJECT 4: Online Banking System

• *Implementation mainly focuses on:*

- Account and Transaction entities
- REST APIs for banking operations
- Transaction management (fund transfer)
- AOP logging and monitoring
- SOAP service for account statements
- Validation and exception handling

• *Documentation must contain:*

- Objective
- Banking workflow
- Transaction lifecycle diagram
- API documentation
- Screenshots

PROJECT 5: Online Course Registration System

• *Implementation mainly focuses on:*

- Student, Course, Enrollment entities
- REST APIs for course registration
- JPA for persistence
- Transaction management
- AOP tracking
- SOAP service for course details
- Validation and exception handling

• *Documentation must contain:*

- Objective
- ER diagram
- Registration workflow
- API details
- Screenshots

PROJECT 6: Hospital Management System

• *Implementation mainly focuses on:*

- Patient and Doctor entities
- REST APIs for appointment management
- JPA integration
- Transaction management

- AOP logging
- SOAP service for reports
- Validation and exception handling

• ***Documentation must contain:***

- Objective
- System workflow
- API documentation
- Screenshots

PROJECT 7: Online Food Ordering System

• ***Implementation mainly focuses on:***

- User, Menu, Order entities
- REST APIs for ordering system
- Pagination for menu
- Transaction management
- AOP logging
- SOAP service for billing
- Validation and exception handling

• ***Documentation must contain:***

- Objective
- Order workflow
- API design
- Screenshots

PROJECT 8: Library Management System

• ***Implementation mainly focuses on:***

- Book, User, Issue entities
- REST APIs for library operations
- JPA persistence
- Transaction management
- AOP logging
- SOAP service for reports
- Validation and exception handling

• ***Documentation must contain:***

- Objective
- System architecture diagram
- Entity relationships
- API documentation
- Screenshots

Text Books:

- 1 Spring in action, 5th Edition, Author: Craig Walls, Ryan Breidenbach, Manning, ISBN: 978-1617294945

Web Reference:

- 1 Dependency Injection in spring-javat point
- 2 Auto wiring in Spring- javat point
- 3 <https://docs.spring.io/spring-boot/docs/2.0.x/reference/html/using-boot-using-spring-boot-application-annotation.html>
- 4 Auto wiring in Spring – javat point, <https://www.baeldung.com/spring-bean-scopes>
- 5 Spring Boot Logging|How does logging works inspring boot with example (educba.com)
- 6 Spring AOP Tutorial|Aspect Oriented Programming-javat point
- 7 Spring Boot Best Practices(javaguides.net)
- 8 Introduction to Spring Data JPA | SpringHow
- 9 <https://asbnotebook.com/spring-data-jpa-crud-example/>, <https://www.bezkoder.com/spring-boot-jpa-crud-rest-api/>
- 10 Pagination and Sorting using Spring Data JPA – Paging And Sorting Repository (javaguides.net)
- 11 <https://www.javaguides.net/2018/11/spring-data-jpa-query-creation-from-method-names.html>, <https://www.javaguides.net/2022/02/spring-data-jpa-namedqueries-example.html>
- 12 <https://javadeveloperzone.com/spring/spring-declarative-transaction-management/>
- 13 <https://javadeveloperzone.com/spring/spring-declarative-transaction-management/>
- 14 <https://javabeat.net/spring-data-custom-repository/>
- 15 <https://www.jrebel.com/blog/jpa-application-performance-best-practices>
- 16 <https://www.javatpoint.com/service-oriented-architecture>, <https://www.javatpoint.com/web-services-tutorial>
- 17 <https://www.javatpoint.com/soap-web-services>, <https://www.javatpoint.com/restful-web-services>
- 18 RESTful Web Services - javatpoint
- 19 <https://www.javatpoint.com/restful-web-services-spring-boot>
- 20 <https://www.javatpoint.com/restful-web-services-spring-boot> <https://dzone.com/articles/lifecycle-of-a-request-response-process-for-a-spring>
- 21 <https://www.ibm.com/docs/en/was/8.5.5?topic=applications-defining-uri-patterns-resources-in-restful>
- 22 <https://www.baeldung.com/exception-handling-for-rest-with-spring>
- 23 <https://howtodoinjava.com/spring-boot2/resttemplate/spring-restful-client-resttemplate-example/>
- 24 <https://www.javatpoint.com/restful-web-services-versioning>

Web Links:

- 1 https://infyspringboard.onwingspan.com/en/app/toc/lex_auth_01296689056211763272_shared/overview[Spring5BasicswithSpringBoot]
- 2 https://infyspringboard.onwingspan.com/en/app/toc/lex_auth_4313461831752789500_shared/overview[Spring DataJPAwithBoot]
- 3 https://infyspringboard.onwingspan.com/en/app/toc/lex_auth_012731900963905536190_shared/overview[SpringREST]

Note:

- The cornerstone project team size shall be four (4) students.
- Students may select any one of the above prescribed projects or a project of their own choice with the prior permission of the Course instructor.
- The evaluation of the Cornerstone Project shall be based on the project implementation, oral presentation, 10-minute video presentation, report and viva voce.
- The video presentation should consist of the working procedure of the project along with contribution of each student for a minimum of 2 minutes.
- Finally, the Source code of the cornerstone Project has to be pushed into the Students GitHub repository (if applicable).

Cloud IoT & Edge ML
(Common to CSE, IT, AIML & CSE (DS))

Course Code: 2501CS25	L	T	P	C
	2	0	1	3

Course Outcomes:

At the end of the course, student will be able to:

- CO1:** Explain technologies behind the communication and management of fog and edge resources.
- CO2:** Discuss techniques for storage and computation in fog, edge, 5G and cloud
- CO3:** Implement Internet of Everything (IoE) applications through fog computing architecture.
- CO4:** Illustrate optimization strategies in fog and Edge Architectures.
- CO5:** Summarize applications in Fog and Edge Computing.

Mapping of Course Outcomes with Program Outcomes:

CO/PO	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11
CO1	1	2	-	-	2	-	-	2	2	-	2
CO2	2	2	-	-	2	-	-	2	2	-	2
CO3	1	2	3	-	2	-	-	2	2	-	2
CO4	2	1	1	3	2	-	-	2	2	-	2
CO5	2	1	1	-	2	-	-	2	2	-	2

Mapping of Course Outcomes with Program Specific Outcomes:

CO/PSO	PSO1	PSO2
CO1	1	-
CO2	1	-
CO3	1	-
CO4	-	2
CO5	-	2

UNIT – I

Internet of Things (IoT) and New Computing Paradigms: Introduction, Relevant Technologies, Fog and Edge Computing Completing the Cloud, Hierarchy of Fog and Edge Computing, Business Models, Edge Computing Platforms, Opportunities and Challenges.

Practice:

- Building a Simple Edge Computing Application with Data Processing and Cloud Integration.

UNIT – II

Challenges in Federating Edge Resources: Introduction, Methodology, Integrated C2F2T Literature by Modeling Technique, Integrated C2F2T Literature by Use Case Scenarios, Integrated C2F2T Literature by Metrics, Threads, Standards.

Practice:

- Setting Up a Simple IoT Device with Edge Computing

UNIT – III

Orchestration of Network Slices in Fog, Edge, and Clouds: Introduction, Background, Network Slicing, Network Slicing in Software, Defined Clouds, Network Slicing Management in Edge and Fog, Internet of Vehicles (IoV): Architecture, Protocols and Seven-layer security model architecture for Internet of Vehicles, IoV: Network Models, Challenges and future aspects.

Practice:

1. Implementing a Simple Network Slicing Scenario for Internet of Vehicles (IoV) Using Edge and Fog Computing.

UNIT – IV

Optimization Problems in Fog and Edge Computing: Preliminaries, The Case for Optimization in Fog Computing, Formal Modeling Framework for Fog Computing, Metrics, Further Quality Attributes, Optimization Opportunities along the Fog Architecture, Optimization Opportunities along the Service Life Cycle, Toward a Taxonomy of Optimization Problems in Fog Computing.

Practice:

1. Optimizing Task Scheduling in Fog Computing

UNIT – V

Applications of Fog and Edge Computing: Exploiting Fog Computing in Health Monitoring-Smart Surveillance Video Stream Processing at the Edge for Real - Time Human Objects Tracking-Fog Computing Model for Evolving Smart Transportation Applications - Testing Perspectives of Fog - Based IoT Applications - Legal Aspects of Operating IoT Applications in the Fog.

Practice:

1. Real-Time Human Object Tracking Using Fog Computing in a Smart Surveillance System

Text Books:

- 1 Fog and Edge computing: Principles and Paradigms, Buyya, Rajkumar, and Satish Narayana Srirama, John Wiley & Sons, USA, 1st edition, 2019, ISBN: 978-1-119-52498-4.
- 2 Internet of Things –From Research and Innovation to Market Deployment, Ovidiu Vermesan, Peter Friess, “River Publishers, India, 1st edition, ISBN: 978-8793102941

Reference Books

- 1 Cloud computing: A hands-on approach, Bahga, Arshdeep, and Vijay Madisetti, CreateSpace Independent Publishing Platform, USA, 2nd edition, ISBN: 978-1494435141

Web Links:

- 1 https://onlinecourses.nptel.ac.in/noc24_cs66/preview

Ethical Hacking

(Common to CSE, IT, AIML & CSE (DS))

Course Code: 2501CS28

L	T	P	C
2	0	2	4

Course Outcomes:

At the end of the course, student will be able to:

- CO1:** Describe the concepts and types of Ethical hacking
- CO2:** Apply tools and techniques for Social Engineering.
- CO3:** Illustrate concepts of data security for various networking systems
- CO4:** Analyze techniques to protect Web servers and Communication Systems
- CO5:** Demonstrate ethical laws and tests related to ethical hacking

Mapping of Course Outcomes with Program Outcomes:

CO/PO	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11
CO1	2	1	-	-	-	-	-	1	1	-	1
CO2	2	2	-	1	2	-	-	1	1	-	2
CO3	2	2	-	2	-	-	-	1	1	-	1
CO4	2	2	-	-	1	-	-	1	1	-	2
CO5	2	2	-	-	-	-	2	1	1	-	1

Mapping of Course Outcomes with Program Specific Outcomes:

CO/PSO	PSO1	PSO2
CO1	-	2
CO2	-	2
CO3	-	2
CO4	-	2
CO5	-	2

UNIT – I

Ethical Hacking: Types of Data Stolen From the Organizations, Elements of Information Security, Authenticity and NonRepudiation, Security Challenges, Effects of Hacking, Hacker – Types of Hacker, Ethical Hacker, Hactivism - Role of Security and Penetration Tester, Penetration Testing Methodology, Networking & Computer Attacks – Malicious Software (Malware), Protection Against Malware, Intruder Attacks on Networks and Computers, Addressing Physical Security – Key Loggers and Back Doors.

Practice:

1. Create a social networking website login page using phishing techniques
2. Sniffing tools to analyze traffic on a network and dissect information.

UNIT – II

Foot Printing And Social Engineering: Web Tools for Foot Printing, Conducting Competitive Intelligence, Google Hacking, Scanning, Enumeration, Trojans & Backdoors, Virus & Worms, Proxy & Packet Filtering, Denial of Service, Sniffer, Social Engineering – shoulder surfing, Dumpster Diving, Piggybacking.

Practice:

1. Social Engineering Countermeasures
2. Tools for Foot Printing

UNIT – III

Data Security: Physical Security – Attacks and Protection, Steganography – Methods, Attacks and Measures, Cryptography– Methods and Types of Attacks, Wireless Hacking, Windows Hacking, Linux Hacking.

Practice:

1. Write a code to demonstrate DoS attacks
2. Windows ,Linux OS hacking

UNIT – IV

Network Protection System & Hacking Web Servers: Routers, Firewall & Honeypots, IDS & IPS, Web Filtering, Vulnerability, Penetration Testing, Session Hijacking, Web Server, SQL Injection, Cross Site Scripting, Exploit Writing, Buffer Overflow, Reverse Engineering, Email Hacking, Incident Handling & Response, Bluetooth Hacking, Mobiles Phone Hacking.

Practice:

1. Write a script or code to demonstrate SQL injection attacks
2. Setup a honey pot and monitor the honey pot on network

UNIT – V

Ethical Hacking Laws And Tests: An introduction to the particular legal, professional and ethical issues likely to face the domain of ethical hacking, ethical responsibilities, professional integrity and making appropriate use of the tools and techniques associated with ethical hacking – Social Engineering, Host Reconnaissance, Session Hijacking, Hacking - Web Server, Database, Password Cracking.

Practice:

3. Study of Techniques uses for Web Based Password Capturing
4. Study on how to register a Cyber Crime Complaint through online.(
https://cybercrime.gov.in/Webform/Crime_AuthoLogin.aspx)

Text Books:

- 1 Hands-On Ethical Hacking and Network Defense, Corley, Michael T. Simpson, Kent Backman, James E., CENGAGE Learning, ISBN: 1133169031
- 2 Penetration Testing and Network Defense ,Whitaker & Newman , Cisco Press, Indianapolis, ISBN: 1-58705-208-3

Reference Books:

- 1 Official Certified Ethical Hacker Review Guide,Steven DeFino, Barry Kaufman, Nick Valenteen,CENGAGE Learning, ISBN: 978-1435488533.
- 2 The Basics of Hacking and Penetration Testing: Ethical Hacking and Penetration Testing Made Easy ,Patrick Engebretson, Syngress Basics Series – Elsevier, ISBN: 978-0124116443.

Web Links:

- 1 <https://www.springboard.com/blog/cybersecurity/7-free-sources-to-learn-ethical-hacking-from-scratch/>
- 2 <https://hackernoon.com/top-resources-to-learn-ethical-hacking3>
- 3 https://onlinecourses.nptel.ac.in/noc22_cs13/preview

Software Quality Assurance
(Common to CSE, IT, AIML & CSE(DS))

Course Code: 2501IT22

L T P C
2 0 1 3

Course Outcomes:

At the end of the course, student will be able to:

- CO1:** Know role of software quality and its challenges.
- CO2:** Implement quality plans in software development.
- CO3:** Apply strategies in project life cycle
- CO4:** Implement necessary testing techniques for quality assurance.
- CO5:** Choose quality metrics for quality assurance.

Mapping of Course Outcomes with Program Outcomes:

CO/PO	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11
CO1:	3	-	-	-	1	-	-	1	-	-	-
CO2:	3	1	-	1	-	-	-	1	-	-	-
CO3:	1	3	-	1	-	-	-	1	1	-	-
CO4:	3	-	1	-	-	-	-	1	1	-	3
CO5:	-	1	-	-	-	-	-	1	1	-	3

Mapping of Course Outcomes with Program Specific Outcomes:

CO/PSO	PSO1	PSO2
CO1:	2	-
CO2:	1	-
CO3:	1	-
CO4:	2	-
CO5:	1	-

UNIT – I

Introduction to software Quality and Assurance: The software quality challenge, Software quality, Software quality factors Management and its role in software quality assurance.

Case Study: NASA's Mars Climate Orbiter

UNIT – II

Components of SQA: The components of the software quality assurance system – overview
Pre-project Software Quality Components: Contract review, Development and quality plans.

Case Study: Boeing 787 Dreamliner Development

UNIT – III

SQA Components in the Project Life Cycle and Strategies: Integrating quality activities in the project life cycle, Reviews, Software testing – strategies

Case Study: Agile Development at Spotify

UNIT – IV

Software Testing – Implementation: Software Quality Implementation, Assuring the quality of software maintenance components, Assuring the quality of external participants' contributions, CASE tools and their effect on software quality.

Case Study: Google's Software Maintenance and External Contributions

UNIT – V

Software Quality Infrastructure Components: Procedures and work instructions, Staff training and certification, Corrective and preventive actions, Documentation control

Software Quality Metrics: Software Quality metrics, Cost of Quality.

Case Study: Toyota's Software Quality in Automotive Systems

Text Books:

- 1 Software Quality Assurance, Daniel Galin, Pearson Publication, ISBN: 978-0201709452

Reference Books:

- 1 Kshirsagar Naik and Priyadarshi Tripathy, Software Testing & Quality Assurance Theory and Practice, Wiley Student edition, ISBN: 978-0471789116
- 2 William E. Perry, Effective Methods for Software Testing, WILEY . 3rd Edition, ISBN: 978-8126508938
- 3 Alan C. Gillies, "Software Quality: Theory and Management", International Thomson Computer Press, ISBN: 9781850323129

Web Links:

- 1 <https://www.geeksforgeeks.org/software-engineering-software-quality-assurance/>
- 2 <https://nptel.ac.in/courses/106105218>

Minor Stream: Cloud Infrastructure (Certification Programs - CISCO, Red hat, Oracle, AWS, Google & Microsoft)

Course Code	Course Name	Level	L	T	P	C	CIE	SEE	Total	Pre-requisite
2501CS68	Enterprise Linux Fundamentals	FC			2	2	50	50	100	-
2501CS58	Linux System Administration	FC			3	3	50	50	100	-
2501CS59	Introduction to Cloud Networking	FC	1		3	4	50	50	100	-
2501CS60	Routing & Switching Essentials	FC			3	3	50	50	100	-
2501CS62	Advanced Cloud Networking	IC	1		3	4	50	50	100	-
2501CS67	Introduction to Cloud Computing Core Concepts	IC			3	3	50	50	100	-
2501CS61	Cloud Architecture & Platform Services	FC			3	3	50	50	100	-
2501CS63	Enterprise Cloud Infrastructure	IC			3	3	50	50	100	-
2501CS69	Cloud Security	IC	1		3	4	50	50	100	-
2501CS64	Machine Learning Services on Cloud	IC			3	3	50	50	100	-
Total			3		29	32				

Enterprise Linux Fundamentals

(Common to CSE, IT, AIML & CSE(DS))

Course Code: 2501CS68

L	T	P	C
0	0	2	2

Course Outcomes:

At the end of the course, student will be able to:

- CO1:** Apply basic and advanced Linux commands to install RHEL, manage files, and edit text using the command line.
- CO2:** Explain how to manage users, processes, services, and network settings in a Linux environment.
- CO3:** Describe how file permissions work and how software packages are managed in a Linux system.
- CO4:** Analyze system performance and configure basic network services in a Linux environment.
- CO5:** Implement remote administration and system maintenance tasks to ensure security and stability in a Linux environment.

Mapping of Course Outcomes with Program Outcomes:

CO/PO	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11
CO1	3	-	2	-	3	-	-	-	-	-	2
CO2	3	2	2	-	2	-	-	-	-	-	2
CO3	3	-	2	-	2	-	-	-	-	-	1
CO4	3	3	2	2	2	-	-	-	-	-	2
CO5	3	2	2	-	3	-	-	-	-	-	2

Mapping of Course Outcomes with Program Specific Outcomes:

CO/PSO	PSO1	PSO2
CO1	-	2
CO2	-	2
CO3	-	1
CO4	-	2
CO5	-	1

Practice:

1. Installation and Basic Commands

- a. Install RHEL: Set up RHEL on your system, configure installation options, and create user accounts.
- b. Execute Basic Commands: commands like `ls`, `cd`, `pwd`, and `man`

2. File Management and Text Editing

- a. File and Directory Management: Explore `mkdir`, `cp`, `mv`, and `rm`.
- b. Text Editing: Use `nano` or `vim` to create and modify text files.

3. Advanced Command Line Operations

- a. Redirection and Pipes: Understand `>`, `>>`, `|`.
- b. Wildcards: Learn about `\*`, `?`.

4. **User and Group Management**
 - a. User Accounts: Create, modify, and delete users.
 - b. Groups and Permissions: Understand ownership and permissions.
5. **Process and Service Management**
 - a. Process Management: Explore `ps`, `top`, and `kill`.
 - b. Services*: Start, stop, and manage services (daemons).
6. **Network Configuration and Security**
 - a. Network Interfaces: Configure network settings (`ifconfig`, `ip`).
 - b. Firewalls and Security: Learn about `firewalld` and network services.
7. **File System Permissions**
 - a. File Permissions: Master `chmod`, `chown`.
 - b. Access Control Lists (ACLs): Understand extended permissions.
8. **Software Packages and Updates**
 - a. Package Management: Use `yum` or `dnf` to install, update, and remove software.
 - b. Repositories and Dependencies: Explore package sources.
9. **Server Analysis and Support**
 - a. Performance Analysis: Use tools like `top`, `htop`, and system logs.
 - b. Seeking Support: Understand how to get help from Red Hat or the community.
10. **Network Services Configuration**
 - a. Static IP Addresses: Configure networking.
11. **Remote Administration with SSH**
 - a. SSH: Secure remote access using key-based authentication.
 - b. Secure Communication: Understand encryption.
12. **System Maintenance and Security**
 - a. Maintenance Tasks: Perform backups, log rotation, and routine maintenance.
 - b. Security Updates: Regularly apply patches and keep the system secure.

Additional Practice

1. Basic Shell Commands Practice

Objective: Familiarize yourself with basic shell commands by performing file operations, navigating directories, and manipulating text files.

Skills: Command-line proficiency, file management, text processing.

2. User and Group Management

Objective: Learn to manage users and groups on a Linux system by adding, modifying, and removing users, and setting permissions.

Skills: User account management, permission setting, group policies.

3. Package Management

Objective: Learn to use the package manager of your Linux distribution to install, update, and remove software packages.

Skills: Familiarity with apt, yum, or pacman, software lifecycle management.

Text books:

- 1 Redhat Enterprise Linux 9, Vishesh kumar, Gitanjali Mehra

Reference Books:

- 1 The Linux Command Line: A complete Introduction 1st Edition by William E. Shotts
- 2 Linux command Line and Shell Scripting Bible 4th Edition by Richard Blum, Christine Bresnahan
- 3 Linux Administration: A Beginner's Guide, Eighth Edition by Wale Soyinka
- 4 Red Hat System Administration I (RH 124) by Red Hat Press

Web Links:

- 1 <https://www.redhat.com/en/topics/linux>
- 2 <https://www.freecodecamp.org/news/manage-users-and-groups-in-rhel/>
- 3 https://access.redhat.com/documentation/en-us/red_hat_enterprise_linux/9/html-single/configuring_and_managing_networking/index
- 4 https://access.redhat.com/documentation/en-us/red_hat_enterprise_linux/9/html/configuring_basic_system_settings/managing-file-system-permissions_configuring-basic-system-settings
- 5 <https://www.cyberciti.biz/faq/redhat-network-interface-configuration/>
- 6 <https://www.koenig-solutions.com/red-hat-enterprise-linux-diagnostics-troubleshooting-training-certification>

Linux System Administration

(Common to CSE, IT, AIML & CSE(DS))

Course Code: 2501CS58

L	T	P	C
0	0	3	3

Course Outcomes:

At the end of the course, student will be able to:

- CO1:** Explain different network topologies and transmission types, and access network settings in Windows and Linux.
- CO2:** Implement tools like Packet Tracer and Wireshark to design networks and analyze traffic and device details
- CO3:** Identify network device addresses, build switch/router networks, and calculate and design IPv4 subnet schemes using FLSM.
- CO4:** Configure IP addressing using VLSM and IPv6, and verify network connectivity and DNS resolution.
- CO5:** Secure network devices by researching threats and configuring encrypted remote access using SSH.

Mapping of Course Outcomes with Program Outcomes:

CO/PO	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11
CO1	2	-	-	-	2	-	-	-	1	-	-
CO2	2	2	2	-	3	-	-	-	1	-	-
CO3	2	-	3	-	2	-	-	-	1	-	-
CO4	3	2	2	-	2	-	-	-	1	-	-
CO5	3	-	-	-	2	1	-	-	2	-	-

Mapping of Course Outcomes with Program Specific Outcomes:

CO/PSO	PSO1	PSO2
CO1	-	2
CO2	-	1
CO3	-	2
CO4	-	2
CO5	-	1

Practice:

1.
 - a. Navigate the IOS by Using Tera Term for Console Connectivity
 - b. Working with network topologies.
2.
 - a. Basic Switch and End Device Configuration
 - b. Unicasting vs Multicasting vs Broadcasting
3.
 - a. Understand and explore Half duplex and full duplex devices.
 - b. Accessing Network settings in Windows and Linux OS
4.
 - a. Install and work with Cisco Packet tracer
 - b. Design a Communications System

5.
 - a. Install and configure Wireshark.
 - b. Use Wireshark to Monitor Network Traffic
6.
 - a. View Wired and Wireless NIC Information
 - b. Use Wireshark to Examine Ethernet Frames
7.
 - a. View Network Device and Switch MAC Addresses
 - b. Build a Switch and Router Network
8.
 - a. Calculate IPv4 Subnets
 - b. Design and Implement a FLSM Addressing Scheme
9.
 - a. Design and Implement a VLSM Addressing Scheme
 - b. Identify and configure IPv6 Addresses
10.
 - a. Use Ping and Traceroute to Test Network Connectivity
 - b. Understand and observe DNS Resolution
11.
 - a. Research Network Security Threats
 - b. Configure Network Devices with SSH
12.
 - a. SSH vs Telnet connections
 - b. Secure Network Devices

Additional Practice:

1. Test Network Latency with Ping and Traceroute
2. Troubleshoot Connectivity Issues
3. Design and Build a Small Network

Text Books:

1. CCNA Routing and Switching study guide, Todd Lammle, ISBN: 978-1119288282

Reference Books:

1. CCNA 200-301 Official Cert Guide Network Simulator, Wendell Odom & Sean Wilkins from Cisco Press, ISBN: 978-0137837748

Web Links:

1. <https://learningnetwork.cisco.com/s/ccna>
2. <https://netacad.com>

Introduction to Cloud Networking

(Common to CSE, IT, AIML & CSE(DS))

Course Code: 2501CS59

L	T	P	C
1	0	3	4

Course Outcomes:

At the end of the course, student will be able to:

- CO1:** Execute basic Bash scripts to automate simple tasks.
- CO2:** Schedule and manage automated tasks using cron jobs, systemd timers, and the at command.
- CO3:** Configure time synchronization and secure file transfer, and apply performance monitoring tools to optimize system operations
- CO4:** Analyze SELinux policies and network storage configurations to evaluate and improve system security and accessibility
- CO5:** Implement firewall rules and deploy containerized applications to ensure system security and scalability

Mapping of Course Outcomes with Program Outcomes:

CO/PO	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11
CO1	2	3	2	-	2	-	-	-	-	-	1
CO2	2	3	2	-	3	-	-	-	-	-	1
CO3	2	2	3	-	3	-	-	-	-	-	1
CO4	2	2	3	-	2	-	-	-	-	-	1
CO5	2	3	3	-	3	-	-	-	-	-	1

Mapping of Course Outcomes with Program Specific Outcomes:

CO/PSO	PSO1	PSO2
CO1	-	1
CO2	-	2
CO3	-	2
CO4	-	1
CO5	-	1

Practice:

1. Bash Scripting Basics

- Learn basic Bash scripting syntax and commands.
- a. Write a simple Bash script.

2. Advanced Bash Scripting

- a. Explore functions, loops, and conditionals in Bash.
- b. Automate directory backup with timestamped archive file.

3. Regular Expressions and Text Processing

- Understand regular expressions and their use in text processing.
- a. Parse log files and extract information using regular expressions.

4. Cron Jobs and Scheduled Tasks

- a. Learn and understand the importance of Cron Jobs
- b. Exercise: Schedule a cron job to clean up temporary files.

5. Systemd Timers and At Command

- a. Compare systemd timers with cron jobs.
- b. Use systemd timers for recurring tasks and at command for one-time tasks.

6. Log Analysis with Syslog and Journalctl

- a. Analyze system logs using syslog and journalctl.
- b. Troubleshoot common system issues using log analysis tools.

7. Time Synchronization and Secure File Transfer

- a. Configure NTP for time synchronization.
- b. Set up SSH for secure file transfer using SCP or SFTP.

8. Performance Monitoring and Tuning

- a. Monitor system performance with tools like top, iotop, or vmstat.
- b. Identify bottlenecks and optimize system performance.

9. SELinux Policies and Contexts

- a. Configure SELinux for enhanced security.
- b. Troubleshoot SELinux denials and configure policies.

10. Network Configuration with NFS or Samba

- a. Set up network storage using NFS or Samba.
- b. Verify connectivity and access permissions for NAS.

11. Firewall Management

- a. Manage server firewalls with firewalld or iptables.
- b. Define rules for traffic management and ensure network security.

12. Container Deployment with Docker or Podman

- a. Deploy containers using Docker or Podman.
- b. Create containerized applications and manage container images.

Additional Practice:

1. Disk Usage Analysis Script

Objective: Write a script that analyzes disk usage by directories and outputs a report of the top 5 directories consuming the most disk space.

Skills: Bash scripting, disk usage commands (du, sort, head), output formatting

2. System Backup and Recovery

Objective: Set up an automated system backup process using tools like rsync or tar, and test system recovery from the backup.

Skills: Backup tools, cron scheduling, disaster recovery planning

3. File System Management

Objective: Experiment with different Linux file systems (e.g., ext4, xfs, btrfs) by creating, mounting, and managing file system volumes, and compare their performance and features.

Skills: File system operations, performance benchmarking, feature comparison

Reference Books:

- 1 The Linux Command Line: A Complete Introduction 1st Edition by William E. Shotts, ISBN: 978-1593273897
- 2 Advanced Bash Scripting Guide – Volume 1: An in-depth exploration of the art of shell scripting by Mendel Cooper, ISBN: 978-1706400394
- 3 Linux Debugging and Performance Tuning: Tips and Techniques by Steve Best, ISBN: 978-0131492479
- 4 Podman in Action: Secure, rootless containers for Kubernetes, microservices, and more by Daniel Walsh, ISBN: 978-1633439689

Web Links:

- 1 <https://www.gnu.org/software/bash/manual/>
- 2 <https://hackersvanguard.com/establishing-persistence-systemd-timers/>
- 3 <https://www.pcmatic.com/blog/how-to-secure-your-linux-server/>
- 4 https://access.redhat.com/documentation/en-us/red_hat_enterprise_linux/4/html/reference_guide/index
- 5 <https://docs.azul.com/prime/RHEL-Performance-Tuning-Options>
- 6 https://access.redhat.com/documentation/en-us/red_hat_enterprise_linux/8/html-single/building_running_and_managing_containers/index

Routing & Switching Essentials

(Common to CSE, IT, AIML & CSE(DS))

Course Code: 2501CS60

L	T	P	C
0	0	3	3

Course Outcomes:

At the end of the course, student will be able to:

- CO1:** Explain how switches and routers are connected and configured in a basic network setup.
- CO2:** Implement static and dynamic routing, VLANs, and trunking to enable efficient network communication.
- CO3:** Recall the concepts of Inter-VLAN routing, EtherChannel, and Spanning Tree Protocol used in network configuration
- CO4:** Explain the concepts of port security, DHCP configuration, and switch security in a network environment.
- CO5:** Implement remote access, wireless networks, and static routing using IPv4 and IPv6 for secure and efficient network communication.

Mapping of Course Outcomes with Program Outcomes:

CO/PO	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11
CO1	3	2	-	-	2	-	-	-	-	-	-
CO2	3	2	3	2	3	-	-	-	-	-	2
CO3	2	1	-	-	2	-	-	-	-	-	-
CO4	3	2	2	-	2	-	-	-	-	-	-
CO5	3	2	3	-	3	-	-	-	-	-	2

Mapping of Course Outcomes with Program Specific Outcomes:

CO/PSO	PSO1	PSO2
CO1	-	2
CO2	-	1
CO3	-	1
CO4	-	2
CO5	-	1

Practice:

1.
 - a. Basic Switch Configuration
 - b. Connecting switches to network
2.
 - a. Switch cabling and topology
 - b. Configure Basic Router Settings
3.
 - a. Connecting router to network
 - b. Router connections and setup
4.
 - a. Static routing configuration
 - b. Configure and setup dynamic routing

5.
 - a. Understanding Dynamic Trunking Protocol
 - b. Configure VLANs and Trunking
6.
 - a. Implement VLANs and Trunking
 - b. Implement Inter-VLAN Routing
7.
 - a. Configuring Inter-VLAN using Router on Stick
 - b. Working with router sub interfaces
8.
 - a. Implementing Etherchannel
 - b. Configure and Setup Spanning Tree Protocol
9.
 - a. Port security in switches
 - b. Configuring DHCPv6
10.
 - a. Implementing DHCPv4
 - b. Switch Security Configuration
11.
 - a. Remote connections to switches.
 - b. Configure a Wireless Network
12.
 - a. Configure IPv4 and IPv6 Static and Default Routes
 - b. Wireless security setup and implementation

Additional Practice:

1. Troubleshoot Inter-VLAN Routing
2. Troubleshoot IPv4 and IPv6 Static and Default Routes
3. Troubleshoot wireless issues

Textbooks:

1. CCNA Routing and Switching study guide, Todd Lammle, ISBN : 978-1119288282

Reference Books:

1. CCNA 200-301 Official Cert Guide Network Simulator, Wendell Odom & Sean Wilkins from Cisco Press, ISBN: 978-0137837748

Web Links:

- 1 <https://learningnetwork.cisco.com/s/ccna>
- 2 <https://netacad.com>

Advanced Cloud Networking

(Common to CSE, IT, AIML & CSE(DS))

Course Code: 2501CS62

L	T	P	C
1	0	3	4

Course Outcomes:

At the end of the course, student will be able to:

- CO1:** Recall basic routing concepts and OSPF configurations used in network communication.
- CO2:** Explain EIGRP, OSPF, and BGP protocols, and describe basic network security threats.
- CO3:** Describe IPv4 ACLs, NAT configuration, and explain broadband access and network monitoring tools.
- CO4:** Manage router configuration files using Tera Term, TFTP, Flash, and USB tools.
- CO5:** Apply QoS techniques, enterprise network designs, and configure eBGP and VPNs with proper documentation.

Mapping of Course Outcomes with Program Outcomes:

CO/PO	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11
CO1	3	2	-	-	1	-	-	-	-	-	2
CO2	3	2	-	-	2	-	-	-	-	-	2
CO3	3	2	-	-	3	-	-	-	-	-	2
CO4	2	3	2	-	3	-	-	-	-	-	2
CO5	2	3	3	2	3	-	-	-	2	2	2

Mapping of Course Outcomes with Program Specific Outcomes:

CO/PSO	PSO1	PSO2
CO1	-	1
CO2	-	2
CO3	-	1
CO4	-	1
CO5	-	2

Practice:

1.
 - a. Understanding challenges in Routing Information Protocol
 - b. Static vs Dynamic vs Default routes
2.
 - a. Understanding Router IDs, AS numbers and Routing tables
 - b. Configure Single-Area OSPFv2
3.
 - a. Configure Multi area OSPFv2
 - b. Implementing OSPFv3 with IPv6
4.
 - a. Configure and setup EIGRP
 - b. OSPF stages and troubleshooting
5.
 - a. Troubleshooting EIGRP issues
 - b. OSPF vs EIGRP vs BGP protocols

6.
 - a. Analyze Social Engineering Attack vector
 - b. Explore DNS Traffic
7.
 - a. Configure and Verify Extended IPv4 ACLs
 - b. Configure NAT for IPv4
8.
 - a. Research Broadband Internet Access Technologies
 - b. Research Network Monitoring Software
9.
 - a. Use Tera Term to Manage Router Configuration Files
 - b. Use TFTP, Flash, and USB to Manage Configuration Files
10.
 - a. Research Password Recovery Procedures
 - b. Understanding software defined networking
11.
 - a. Quality of Service mechanisms for secure remote access
 - b. Enterprise network design and implementation
12.
 - a. Configuring eBGP and VPN in Cisco routers
 - b. Network documentation methodologies

Additional Practice:

1. Configure CDP, LLDP, and NTP
2. Install GNS3 and create routing topologies
3. Troubleshooting routing issues

Textbooks:

- 1 CCNA Routing and Switching study guide, Todd Lammle, ISBN: 978-1119288282

Reference Books:

- 1 CCNA 200-301 Official Cert Guide Network Simulator, Wendell Odom & Sean Wilkins from Cisco Press, ISBN: 978-0137837748

Web Links:

- 1 <https://learningnetwork.cisco.com/s/ccna>
- 2 <https://netacad.com>

Introduction to Cloud Computing Core Concepts (Common to CSE, IT, AIML & CSE(DS))

Course Code: 2501CS67

L	T	P	C
0	0	3	3

Course Outcomes:

At the end of the course, student will be able to:

- CO1:** Apply cloud cost estimation, user management, and security concepts using AWS tools and services.
- CO2:** Explain the components and configuration of Virtual Private Cloud (VPC) and its security features in AWS.
- CO3:** Describe how network access control, EC2 instances, and VPC peering are used to manage and secure cloud networks
- CO4:** Implement serverless functions, website deployment, and storage services using AWS tools.
- CO5:** Apply AWS services like EC2 snapshots, autoscaling, load balancing, and CloudFormation to manage cloud infrastructure.

Mapping of Course Outcomes with Program Outcomes:

CO/PO	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11
CO1	2	-	2	-	3	1	-	-	1	-	2
CO2	2	-	-	-	2	-	-	-	1	-	2
CO3	2	1	2	-	2	-	-	-	1	-	2
CO4	2	-	3	-	3	-	-	-	1	-	2
CO5	3	2	3	-	3	-	-	-	1	-	2

Mapping of Course Outcomes with Program Specific Outcomes:

CO/PSO	PSO1	PSO2
CO1	-	1
CO2	-	1
CO3	-	2
CO4	-	2
CO5	-	1

Practice:

1.
 - a. Calculate Total Cost of Ownership
 - b. Use AWS Pricing calculator to estimate multiple pricing models.
2.
 - a. Differentiate between AWS and customer responsibilities using Shared Responsibility Model
 - b. User Management using Identity and Access Management
3.
 - a. Securing IAM user accounts.
 - b. IPv4 and IPv6 implementation in cloud

4.
 - a. Design Virtual Private Cloud
 - b. Configure NAT gateway.
5.
 - a. Implementing Internet Gateway in AWS Cloud
 - b. Working with bastion host.
6.
 - a. Create and manage Private & Public subnets.
 - b. Secure VPC using Security Groups
7.
 - a. Implement Network Access Control lists to control traffic.
 - b. Build VPC and launch a web server.
8.
 - a. Launch EC2 instances in two different regions and connect.
 - b. Create multiple VPCs and peer them using VPC peering.
9.
 - a. Create and trigger AWS Lambda functions.
 - b. Use AWS lambda to automate EC2 instance behavior.
10.
 - a. Website deployment using AWS Elastic Beanstalk
 - b. Working with Elastic Block Storage
11.
 - a. Creating and working with EC2 snapshots.
 - b. Configure autoscaling for application deployed in AWS Cloud
12.
 - a. Load balance application deployed in AWS Cloud
 - b. Basic implementation of Infrastructure as Code using AWS CloudFormation

Additional Practice:

1. Working with Elastic File System
2. Working with S3 Buckets and Objects
3. Build a database server

Textbooks:

- 1 AWS Certified Cloud Practitioner study guide, Ben Piper & David Clinton, ISBN: 978-1119490708

Reference Books:

- 1 AWS Certified Cloud Practitioner cert guide, Anthony J Sequeira, by Pearson Education, ISBN: 978-9353945367

Web Links:

- 1 <https://skillbuilder.aws/>
- 2 <https://aws.amazon.com/training/awsacademy/>

Cloud Architecture & Platform Services (Common to CSE, IT, AIML & CSE(DS))

Course Code: 2501CS61

L	T	P	C
0	0	3	3

Course Outcomes:

At the end of the course, student will be able to:

- CO1:** Identify basic concepts of virtualization, cloud computing, and virtual machine setup using Azure and Linux.
- CO2:** Recognize the basic functions of virtual networks, storage accounts, and load balancers in a cloud environment.
- CO3:** Recall the basic concepts of auto scaling and resource monitoring in Azure.
- CO4:** Explain the use of app services, databases, and Active Directory for managing cloud applications and access.
- CO5:** Implement backup, site recovery, and ARM templates to manage cloud infrastructure and protect data.

Mapping of Course Outcomes with Program Outcomes:

CO/PO	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11
CO1	3	-	2	-	2	-	-	-	-	-	-
CO2	3	-	2	-	2	-	-	-	-	-	-
CO3	2	-	2	-	2	-	-	-	-	-	-
CO4	3	2	2	-	2	-	-	-	-	-	-
CO5	3	2	3	-	3	-	-	-	-	-	-

Mapping of Course Outcomes with Program Specific Outcomes:

CO/PSO	PSO1	PSO2
CO1	-	1
CO2	-	2
CO3	-	2
CO4	-	1
CO5	-	1

Practice:

1.
 - a. Introduction to Virtualization
 - b. Oracle virtual box installation and setup ubuntu
 - c. Operating systems introduction and Linux commands
 - d. Networking fundamentals & Storage classes
2. Basics of Cloud Computing
 - a. Cloud introduction & overview
 - b. Azure global infrastructure
 - c. Cloud deployment models & services
3. Virtual Machines
 - a. Microsoft Azure account creation.
 - b. Azure VM's exploration.
 - c. Ubuntu VM creation and working

- d. Static website hosting using linux os
- 4. Virtual Networking
 - a. Virtual Network setup
 - b. Virtual Network peering with different regions
 - c. Nat gateway setup
 - d. Security groups creation
- 5. Storage Accounts
 - a. Introduction to storage
 - b. Storage Accounts creation
 - c. Static website hosting in SA
 - d. Working with file shares
- 6. Load Balancers
 - a. Setting up Regional Load Balancer among different vm's
 - b. Setting up Global Load Balancer among different Regions
- 7. Auto Scaling
 - a. Creating auto scale set vm for the application by using load balancers.
- 8. Monitoring
 - a. Monitor the resources using azure monitor.
 - b. Creating notifications using notification services.
- 9. App Services & Databases
 - a. Creation of serverless service apps.
 - b. Creating SQL database
 - c. Creating cosmos database
- 10. Active Directory
 - a. IAM users' creation .
 - b. Accessing services with AD.
- 11. Backup & Site recovery
 - a. Data backup concepts & implementation.
 - b. Site recovery with Azure.
- 12. ARM Templates
 - a. Creation of vm's with arm templates .
 - b. Creation of vnet's with arm templates

Reference Books:

- 1 Microsoft Azure Fundamentals AZ-900 Exam Reference, Jim Cheshire, Microsoft Press, ISBN: 9780137905923

Web Links:

- 1 <https://azure.microsoft.com/en-in/get-started/azure-portal>

Enterprise Cloud Infrastructure
(Common to CSE, IT, AIML & CSE(DS))

Course Code: 2501CS63

L	T	P	C
0	0	3	3

Course Outcomes:

At the end of the course, student will be able to:

- CO1:** Recall the basic concepts of cloud computing, Oracle Cloud Infrastructure, and its core networking components.
- CO2:** Identify basic concepts of Oracle Cloud and its main networking parts.
- CO3:** Explain the basics of Oracle database services, backup and security features in Oracle Cloud Infrastructure.
- CO4:** Describe how monitoring, alerts, and security features like MFA are used in Oracle Cloud
- CO5:** Implement infrastructure automation and resource optimization using Terraform and Oracle Cloud tools.

Mapping of Course Outcomes with Program Outcomes:

CO/PO	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11
CO1	3	-	2	-	2	-	-	-	-	-	-
CO2	3	-	2	-	2	-	-	-	-	-	-
CO3	3	2	2	-	2	-	-	-	-	-	-
CO4	3	2	2	-	2	-	-	-	-	-	-
CO5	3	2	3	2	3	-	-	-	-	-	2

Mapping of Course Outcomes with Program Specific Outcomes:

CO/PSO	PSO1	PSO2
CO1	-	2
CO2	-	2
CO3	-	2
CO4	-	2
CO5	-	2

Practice:

1.
 - a. Introduction to Cloud Computing and Oracle Cloud Infrastructure (OCI).
 - b. Understanding Cloud Service Models: IaaS, PaaS, SaaS.
2.
 - a. Oracle Cloud Global Infrastructure: Regions and Availability Domains.
 - b. Core Concepts: Tenancy, Compartments, and Resource Management
3.
 - a. Networking in Oracle Cloud: Virtual Cloud Networks (VCNs)
 - b. Configuring and Managing Subnets, Gateways, and Route Tables
4.
 - a. Identity and Access Management (IAM) in Oracle Cloud
 - b. Implementing Policies and Managing Access
5.
 - a. Compute Services: Managing Virtual Machines and Bare Metal Instances
 - b. Auto Scaling and Load Balancing in Oracle Cloud

6.
 - a. Storage Solutions in Oracle Cloud: Block, Object, and File Storage
 - b. Configuring and Managing Storage Volumes
7.
 - a. Database Services: Oracle Autonomous Database, Oracle DB Systems
 - b. Backup, Recovery, and High Availability in Oracle Databases
8.
 - a. Security in Oracle Cloud: Understanding Security Zones and Policies
 - b. Data Encryption and Key Management in OCI
9.
 - a. Monitoring and Logging in Oracle Cloud
 - b. Setting Up Alerts and Notifications for Resource Management
10.
 - a. Oracle Cloud Identity and Security Operations
 - b. Implementing Multi-Factor Authentication (MFA) and Secure Access
11.
 - a. Managing and Orchestrating Cloud Resources with Terraform on OCI
 - b. Automating Infrastructure Deployment using OCI Resource Manag
12.
 - a. Oracle Cloud Governance: Budgets, Cost Management, and Tags
 - b. Using Oracle Cloud Advisor for Resource Optimization

Additional Practice:

1. Configuring and Managing an Oracle Autonomous Database
2. Implementing a Secure VCN in Oracle Cloud
3. Automating Resource Deployment with Terraform on Oracle Cloud

Textbooks:

1. Oracle Cloud Infrastructure Foundations, Rohit Gupta, by Packt Publishing

Reference Books:

1. Oracle Cloud Infrastructure Architect Associate, Roopesh Ramklass, by Oracle Press, ISBN: 978-126045259

Web Links:

1. <https://www.oracle.com/cloud/>
2. <https://cloud.oracle.com/tryit>

Cloud Security

(Common to CSE, IT, AIML & CSE(DS))

Course Code: 2501CS69

L	T	P	C
1	0	3	4

Course Outcomes:

At the end of the course, student will be able to:

- CO1:** Explain basic cloud security principles, attack vectors, and access control methods in cloud environments.
- CO2:** Illustrate IAM roles, policies, and resource-based permissions used to secure cloud infrastructure.
- CO3:** Apply AWS security services and configurations to monitor, protect, and manage cloud network resources.
- CO4:** Implement data protection methods and access controls to secure cloud storage and network resources using AWS services.
- CO5:** Analyze monitoring, vulnerability assessment, and threat protection techniques to secure applications and resources in AWS.

Mapping of Course Outcomes with Program Outcomes:

CO/PO	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11
CO1	2	-	-	-	2	1	-	-	1	-	2
CO2	2	1	-	-	2	1	-	-	1	-	2
CO3	3	2	2	-	3	-	-	-	1	-	2
CO4	3	2	2	-	3	-	-	-	1	-	2
CO5	3	3	2	-	3	-	-	-	2	-	2

Mapping of Course Outcomes with Program Specific Outcomes:

CO/PSO	PSO1	PSO2
CO1	-	2
CO2	-	2
CO3	-	1
CO4	-	1
CO5	-	2

Practice:

1.
 - a. Analyze cloud security design principals
 - b. Implementation of shared responsibility model in cloud
2.
 - a. Understanding attack vectors on cloud resources
 - b. Case studies on Cloud security and compliance
3.
 - a. Securing access to cloud resources.
 - b. Configuring IAM Authentication
4.
 - a. Authorize with Identity and Access Management
 - b. Amazon S3 Cross-Account Resource-Based Policy

5.
 - a. Using Resource-Based Policies to Secure an S3 Bucket
 - b. Implementing IAM assume role in AWS.
6.
 - a. Securing infrastructure in cloud.
 - b. Testing IAM policies with IAM policy simulator
7.
 - a. Using AWS Cloud Trail to log and track actions.
 - b. Threat Intelligence with Amazon guard Duty
8.
 - a. Setting up private and public subnets.
 - b. Securing VPC Resources by Using Security Groups
9.
 - a. Working with Network Access Control Lists
 - b. Best practices for protecting data in Amazon S3
10.
 - a. Understanding client-side and server-side encryption
 - b. Encrypting Data at Rest by Using AWS KMS
11.
 - a. Monitoring and Alerting CloudWatch
 - b. Using Amazon Inspector to assess application vulnerabilities.
12.
 - a. Securing web applications in AWS using Web Application Firewall
 - b. Protecting cloud resources from DDoS attacks using AWS Shield

Additional Practice:

1. Remediating an Incident by Using AWS Config and Lambda
2. Best practices for handling an incident
3. Responding to and Managing an Incident

Textbooks:

- 1 AWS Certified security study guide, Marcello Zillo Neto, Gustavo AA Santana, by Sybex Press, ISBN : 978-1119658818

Reference Books:

- 1 AWS Certified Security exam guide, Stuart Scott, by O'REILLY press

Web Links:

- 1 <https://skillbuilder.aws/>
- 2 <https://aws.amazon.com/training/awsacademy/>

Machine Learning Services on Cloud
(Common to CSE, IT, AIML & CSE(DS))

Course Code: 2501CS64

L	T	P	C
0	0	3	3

Course Outcomes:

At the end of the course, student will be able to:

- CO1:** Describe machine learning challenges, problem formulation, and data preparation using AWS SageMaker.
- CO2:** Recall basic AWS services for model training, forecasting, image analysis, and NLP tasks
- CO3:** Apply machine learning techniques for text extraction, sentiment analysis, and NLP tasks.
- CO4:** Describe information extraction and topic modeling using NLP tools and Amazon Comprehend.
- CO5:** Use AWS services and LLMs to develop multi-lingual NLP solutions for translation, transcription, and text generation

Mapping of Course Outcomes with Program Outcomes:

CO/PO	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11
CO1	3	2	-	-	2	-	-	-	-	-	2
CO2	3	2	-	-	2	-	-	-	-	-	2
CO3	3	3	2	2	3	-	-	-	1	2	2
CO4	3	2	-	-	2	-	-	-	-	-	2
CO5	3	3	2	2	3	-	-	-	1	2	2

Mapping of Course Outcomes with Program Specific Outcomes:

CO/PSO	PSO1	PSO2
CO1	-	2
CO2	-	1
CO3	-	1
CO4	-	2
CO5	-	1

Practice:

1.
 - a. Solving business problems with machine learning
 - b. Exploring Machine Learning challenges
2.
 - a. Machine Learning with AWS Sagemaker
 - b. Formulating Machine Learning problems
3.
 - a. Creating and Importing data with Amazon Sagemaker
 - b. Encoding categorical data
4.
 - a. Training a Model with AWS Services
 - b. Creating a Forecast with Amazon Forecast

5.
 - a. Video analysis with Amazon Rekognition
 - b. Labelling images with Amazon Ground Truth
6.
 - a. Facial Recognition with AWS Services
 - b. Understanding common Natural Language Processing tasks.
7.
 - a. Applying ML to an NLP problem.
 - b. Extracting text from web
8.
 - a. Implementing sentiment analysis
 - b. Understanding types of information extraction
9.
 - a. Implementing information extraction
 - b. Working with entities
10.
 - a. Implementing topic modelling with Amazon Comprehend
 - b. Implementing topic modelling NTM
11.
 - a. Detecting and translating languages
 - b. Transcribing and vocalizing text with AWS Services
12.
 - a. Implementing a multi-lingual solution
 - b. Using LLMs to perform NLP tasks

Additional Practice:

1. NLP with Amazon Comprehend and Polly
2. Create a chatbot using Amazon Lex
3. Creating a Linear Regression Model Using Amazon Code Whisperer

Text Books:

1. AWS Certified Machine Learning study guide, S Subramanian, by Sybex Press, ISBN: 978-1119821007

Reference Books:

1. AWS Certified Machine learning Speciality certification guide, Somanath Nanda, Wesley Moura, by O'REILLY press

Web Links:

- 1 <https://skillbuilder.aws/>
- 2 <https://aws.amazon.com/training/awsacademy/>

UNIVERSITY ELECTIVE COURSES

Branch	Course Code	Course Name	Level	L	T	P	C	CIE	SEE	Offered to	Pre-requisite
CE	2501CE66	Natural Disaster Management & Mitigation		3	0	0	3			EEE, ME, ECE, CSE, IT, AIML, CSE(DS) PT, Min.E	
CE	2501CE81	Wastewater Management		3	0	0	3			EEE,ME, ECE, CSE,IT, AIML, CSE(DS) PT,Min.E	
CE	2501CE82	Integrated Solid Waste Management for a Smart City		3	0	0	3			EEE,ME, ECE, CSE,IT, AIML, CSE(DS) PT,Min.E	
CE	2501CE83	Watershed Management		3	0	0	3			EEE,ME, ECE, CSE,IT, AIML, CSE(DS) PT,Min.E	
EEE	2501EE53	Electric Power Generation, Transmission & Distribution Systems	AC	3	0	0	3	50	50	CE, ME, ECE, CSE,IT, AIML, CSE(DS) PT,Min.E	
EEE	2501EE36	Electric Energy Storage Systems	FC	3	0	0	3	50	50	CE,ME, ECE, CSE,IT, AIML, CSE(DS) PT,Min.E	
EEE	2501EE43	Electrical safety	IC	3	0	0	3	50	50	CE,ME, ECE, CSE,IT, AIML, CSE(DS) PT,Min.E	
EEE	2501EE54	Hybrid & Electric Vehicles	IC	3	0	0	3	50	50	CE,ECE, CSE,IT, AIML, CSE(DS) PT,Min.E	
ME	2501ME37	Solar Energy Systems	FC	3			3	50	50	CE,EEE, ECE, CSE,IT, AIML, CSE(DS) PT, Min.E	
ME	2501ME58	Industry 5.0 for Engineers	AC	3			3	50	50	CE,EEE, ECE, CSE,IT, AIML, CSE(DS) PT, Min.E	
ME	2501ME73	Organizational Behavior	FC	3			3	50	50	CE,EEE, ECE, CSE,IT, AIML, CSE(DS) PT, Min.E	
ME	2501ME36	Sustainable Energy Systems	FC	3			3	50	50	CE,EEE, ECE, CSE,IT, AIML, CSE(DS) PT, Min.E	
ECE	2501EC97	Biomedical Electronics	FC	3			3	50	50	CE,EEE, ME, CSE, IT, DS, AIML, PT, Min.E, Ag.E	

ECE	2501EC98	Fundamentals of Wireless Communications	FC	3			3	50	50	CE,EEE, ME, CSE, IT, DS, AIML, PT, Min.E, Ag.E	
ECE	2501EC99	Principles of Embedded Systems	FC	3			3	50	50	CE,EEE, ME, CSE, IT, DS, AIML, PT, Min.E, Ag.E	
ECE	2501ECA0	Electronics for Healthcare	FC	3			3	50	50	CE,EEE, ME, CSE, IT, DS, AIML, PT, Min.E, Ag.E	
ECE	2501ECA1	Basics of VLSI Design	FC	3			3	50	50	CE, EEE, ME, CSE, IT, DS, AIML, PT, Min.E, Ag.E	
ECE	2501ECA2	System on Chip Design	FC	3			3	50	50	CE, EEE, ME, CSE, IT, DS, AIML, PT, Min.E, Ag.E	
ECE	2501ECA3	Introduction to Quantum Computing	FC	3			3	50	50	CE,EEE, ME, CSE, IT, DS, AIML, PT, Min.E, Ag.E	
CSE	2501CS03/ 2601DS02	Data Structures* / Data Structures using C++#	FC	2		2	4	50	50	CE, ME, PT, Min.E	PPSC
CSE	2501CS13	Operating Systems	IC	2		1	3	50	50	CE, EEE, ME, ECE, PT, Min.E, Ag.E	-
IT	2501IT05	Database Management Systems	IC	2		2	4	50	50	CE, EEE, ME, ECE, PT, Min.E, Ag.E	PPSC / CP&DS
IT	2501CS07	Computer Networks	AC	3			3	50	50	CE, EEE, ME, ECE, PT, Min.E, Ag.E	-
AI&ML	2501AI02	Artificial Intelligence	FC	2		1	3	50	50	CE, EEE, ECE, PT, Min.E	-
AI&ML	2501AI05	Machine Learning	AC	2		2	4	50	50	CE, ECE, PT, Min.E	DAUP
DS	2501CS34	Fundamental of Data Science	FC	2		1	3	50	50	CE, EEE, ME, ECE, PT, Min.E, Ag.E	PPSC / CP&DS

Natural Disaster Management & Mitigation

(EEE,ME,ECE,CSE,IT,AIIML,CSE(DS), PT, Min.E.)

Course Code: 2501CE66

L	T	P	C
3	0	0	3

Course Outcomes:

At the end of the course, student will be able to:

CO1: Explain the aspects of disaster management and adopt remedial measures.

CO2: Explain disaster risk assessment and coping measures.

CO3: Explain the vulnerability conditions.

CO4: Assess the impact of hazards on structures.

CO5: Adopt the rehabilitation procedures.

Mapping of Course Outcomes with Program Outcomes:

CO/PO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11
CO1	2								2		
CO2		1					3		2		
CO3		1							2		
CO4	2						3		2		
CO5	2						3		2		

UNIT – I

Introduction:

Introduction Concept of Disaster Management. Types of Disasters. Disaster mitigating agencies and their organizational structure at different levels.

UNIT – II

Overview of Disaster Situations:

Overview of Disaster Situations in India Vulnerability of profile of India and Vulnerability mapping including disaster – prone areas, communities, places. Disaster preparedness – ways and means; skills and strategies; rescue, relief reconstruction. Case Studies: Lessons and Experiences from Various Important Disasters in India and Biological disasters – SARS-spread and transmissions -pandemic, endemic and epidemic.

UNIT – III

Flood:

Flood and Drought Disaster Raising flood damage, assessing flood risk, flood hazard assessment, flood impact assessment, flood risk reduction options. Drought and development, relief management and prevention, drought mitigation and management-integrating technology and people.

UNIT – IV

Overview of Disaster Situations:

Landslide and Earthquake Disaster Land slide hazards zonation mapping and geo environmental problems associated with the occurrence of landslides. The use of electrical resistivity method in the study of landslide. Causes and effects of earthquakes. Secondary effects. Criteria for earthquake resistant design.

UNIT – V

Cyclone and Fire Disaster:

Cyclone and Fire Disaster Cyclone occurrence and hazards. Cyclone resistant house for coastal areas. Disaster resistant construction role of insurance sector. Types of fire. Fire safety and firefighting method, fire detectors, fire extinguishers. Rehabilitation: Rehabilitation programmes, Management of Relief Camp.

Text Books

1. Disaster Management, RB Singh (Ed), Rawat Publications. (ISBN: 13-978-8131600337).
2. Disaster Management Future Challenges and Opportunities, Jagbir Singh, I.K International publishing house. (ISBN: 13-978-8189866464).

Reference Books:

1. Natural Hazards in the Urban habitat by Iyengar, CBRI, Tata McGraw Hill. (ISBN:13-9780074631881).
2. Natural Disaster management, Jon Ingleton (Ed), Tulor Rose. (ISBN:13-978-0953614011).
3. Anthropology of Disaster management, Sachindra Narayan, Gyan Publishing house. (ISBN: 13-978-8121206839).

Web Links:

1. https://www.iare.ac.in/sites/default/files/lecture_notes/dm%20notes.pdf

Waste Water Management

(EEE,ME,ECE,CSE,IT,AIIML,CSE(DS), PT, Min.E.)

Course Code: 2501CE81

L	T	P	C
3	0	0	3

Course Outcomes:

At the end of the course, student will be able to:

- CO1:** Explain the importance of sanitation and wastewater management.
- CO2:** Explain the various methods of sewage flow estimation and pumping systems.
- CO3:** Identify the various characteristics of sewage and the treatment system.
- CO4:** Outline the various secondary treatment technologies for waste water
- CO5:** Explain the different tertiary and effluent disposal methods.

Mapping of Course Outcomes with Program Outcomes:

CO/PO	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11
CO1	2	3									
CO2	2	3				1					
CO3	3	3	1			2					
CO4	2	2	1	2		2					
CO5	2	2	1			2					

UNIT – I

Introduction:

Introduction to sanitation–systems of sanitation–relative merits and demerits –need for waste water management–basic terminology in waste water–generation of waste water–types – collection and conveyance of waste water– classification of sewerage systems.

UNIT – II

Sewage Flow and Pumping:

Estimation of sewage flow and storm water drainage–fluctuations. Types of sewers–hydraulics of sewers– appurtenances in sewerage. Pumping of waste water:pumping stations–location–components– types of pumps and their suitability with regards to waste waters.

UNIT – IV

Secondary Treatment:

Aerobic and anaerobic treatment process-comparison. Aerobic units: Activated sludge process, principles, modifications of activated sludge processes–Oxidation ponds–Trickling filters– Rotating biological contactors. Anaerobic units: UASB Reactor, principle and working.

UNIT – V

Tertiary Treatment and Disposal:

Removal of Nutrients–Nitrification and Denitrification–Ion exchange–membrane processes –MF, UF, NF, RO. Disposal of sewage–Methods of disposal–Effluent Standards. Need, Scope and demand for waste water recycling.

Text Books:

1. Wastewater Engineering: Treatment and Resource Recovery, Metcalf & Eddy, McGraw-Hill, New York, 5th Edition. (ISBN: 13-978-0073401188).
2. Wastewater Engineering Treatment and Reuse, Metcalf & Eddy, Tata McGraw-Hill , 2018. (ISBN: 13-978-0070495395).

Reference Books:

1. Environmental Engineering-II: Sewage disposal and Air pollution Engineering, Garg & S.K., Khanna Publications. (ISBN:978-81-7409-230-4)
2. Environmental Engineering by D. Srinivasan, PHI Learning private Limited, New Delhi. (ISBN:13-9788120336001)
3. Elements of Environmental Engineering, K.N. Duggal, S.Chand& Company Ltd. New Delhi. (ISBN: 13-978-8121915472).
4. Wastewater Treatment for pollution control and Reuse, Soli J Areivala, Sham R Asolekar, Mc- GrawHill, New Delhi. (ISBN:9780070620995).

Web Links:

1. https://web.iitd.ac.in/~arunku/files/CVL100_Y16/LecSep1220.pdf
2. <http://www.civil.iitm.ac.in/dwwm/sites/default/files/presentations>
3. https://www.researchgate.net/publication/221911472_Wastewater_Management

Integrated Solid Waste Management for A Smart City

(EEE,ME,ECE,CSE,IT,AIIML,CSE(DS), PT, Min.E.)

Course Code: 2501CE82

L	T	P	C
3	0	0	3

Course Outcomes:

At the end of the course, student will be able to:

- CO1:** Understand Fundamental Concepts of Solid Waste Management
- CO2:** Analyze Municipal Solid Waste Management Practices
- CO3:** Evaluate Disposal Methods and Technologies
- CO4:** Apply Knowledge of Construction and Demolition (C&D) Waste Management
- CO5:** Examine E-Waste and Hazardous Waste Management

Mapping of Course Outcomes with Program Outcomes:

CO/PO	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO10	PO 11
CO1	1					3	2				
CO2	1					3	2				
CO3	1					3	2				
CO4	1					3	2				
CO5	1					3	2				

UNIT – I

Introduction:

Solid Waste Management- Definition, Concept of 4Rs (reduce, reuse, recycle and recover) of waste management, Elements of a waste management system, Issues in Solid Waste Management, Integrated Waste Management Hierarchy: Source reduction, Recycling, Waste-to-Energy and Landfilling, Review of waste management under Swachh Bharat Mission and Smart Cities Program.

UNIT – II

Municipal Solid Waste:

Waste Composition and Quantities, Collection, Transportation, Segregation, and Processing.

UNIT – III

Disposal of Municipal Solid Waste:

Landfill, Biochemical Processes and Composting, Energy Recovery from Municipal Solid Waste, Municipal Solid Waste (MSW) Rules 2016, Current Issues in Solid Waste Management and Review of MSW Management

UNIT – IV

Construction and Demolition (C&D) Waste Management:

Overview, Components; C&D Waste Management Rules 2016, Beneficial Reuse of C & D Waste Materials.

UNIT – V

Electronic Waste (E-Waste) Management:

Issues and Status in India and Globally, E-Waste Management Rules 2016 and Management Challenges.

Hazardous Wastes:

Definition, Classification, Risk assessment, Transportation of hazardous waste, Current Management Practices: Environmental audit, Containment, Remedial alternatives.

Text Books:

1. Solid Waste Engineering, William A Worrell and P. Aarne Vesilind, Cengage Learning, 2nd Edition (SI Edition). (ISBN: 13-978-8131520420).
2. Integrated Solid Waste management, George Tchobanoglous, Hilary Theisen and Samuel A Vigil, Tata McGraw Hill. (ISBN: 13-978-0070632370).

Reference Books:

1. Manual on Solid Waste Management, prepared by The Central Public Health and Environmental Engineering Organization (CPHEEO), India.
2. MSW Management Rules 2016, Govt. of India, available online at CPCB website
3. Construction and Demolition Waste Management Rules, 2016, MoEF&CC
4. Electronic Waste Management Rules 2016, Govt. of India, available online at CPCB website.

Web Links:

1. <https://nptel.ac.in/courses/105/105/105105160/>
2. <http://swachhbharatmission.gov.in/sbmcms/index.html>
3. <http://swachhbharaturban.gov.in/>

Watershed Management

(EEE,ME,ECE,CSE,IT,AIIML,CSE(DS), PT, Min.E.)

Course Code: 2501CE83

L	T	P	C
3	0	0	3

Course Outcomes:

At the end of the course, student will be able to:

CO1: Explain the objectives and characteristics of watershed management.

CO2: Classify the types of soil erosion and control methods.

CO3: Explain different water harvesting techniques.

CO4: Organize the land and drought management techniques.

CO5: Create hydrological models

Mapping of Course Outcomes with Program Outcomes:

CO/PO	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11
CO1	2			2	1	1		1		2	
CO2	1			1	1	1					
CO3	2	1		1	2	2					
CO4	2	1	1	2	1	2		1		2	
CO5	2	2	2	1	2	1					

UNIT – I

Introduction:

Introduction - Concept of watershed development – objectives of watershed development – need for watershed development - integrated and multidisciplinary approach for watershed management. Characteristics of Watershed: Size – shape – physiography – slope – climate – drainage – land use – vegetation – geology and soils – hydrology and hydrogeology – socio-economic characteristics – Application of artificial intelligence technology for identification of watershed characteristics.

UNIT – II

Principles of Erosion: Types and causes of erosion – factors affecting erosion– estimation of soil loss due to erosion- Universal soil loss equation. Measures to Control Erosion: Contour techniques – ploughing – furrowing – trenching – bunding – terracing – gully control – check dams – rock-fill dams – brushwood dam – Gabion.

UNIT – III

Water Harvesting: Techniques of rainwater harvesting – rainwater harvesting from rooftop – surface flow harvesting – subsurface flow harvesting – stop dams – farm ponds and dugout ponds – percolation tanks.

UNIT – IV

Land Management: Land use and Land capability classification – management of forest – agricultural – grassland and wild land land grading operation –reclamation of saline and alkaline soils. Drought Management: Drought assessment and classification – drought analysis techniques – drought mitigation planning.

UNIT – V

Beyond BIM - Emerging Trends

Watershed Modelling: Data of watershed for modelling – application and comparison of watershed models – model calibration and validation – advances of watershed models.

Text Books:

1. Watershed Management, Das MM and M.D Saikia, PHI Learning Pvt. Ltd.(ISBN:13-978-8120346765).
2. Land and Water Management, Murthy.VVN, Kalyani Publications. (ISBN: 13-978-9327214659)

Reference Books:

1. Water Resource Engineering, Wurbs R A and James R A, Prentice Hall Publishers. (ISBN: 13-978-8120321519).
2. Watershed Hydrology, Black P E, Prentice Hall. (ISBN: 13-978-1575040271).
3. Watershed Management, Murthy J V S, New Age International Publishers. (ISBN:13-978-8122435184).

Web Links:

1. https://www.ct.gov/deep/cwp/view.asp?a=2719&q=325622&depNav_GID=1654
2. http://agritech.tnau.ac.in/agriculture/agri_majorareas_watershed_watershedmgt.html
3. <https://yourstory.com/2017/11/watershed-management/>

Electric Power Generation, Transmission & Distribution Systems

(CE,ME,ECE,CSE,IT,AIIML,CSE(DS), PT, Min.E.)

Course Code: 2501EE53

L	T	P	C
3	0	0	3

Course Outcomes:

At the end of the course, student will be able to:

- CO1:** Identify the different components of various power plants.
- CO2:** Analyze the performance of short, medium and long transmission lines.
- CO3:** Identify various factors related to sag and corona.
- CO4:** Distinguish between AC/ DC distribution systems and also estimate voltage drops of distribution systems.
- CO5:** Analyze the different economic factors of power generation and tariffs.

Mapping of Course Outcomes with Program Outcomes:

CO/PO	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO10	PO 11
CO1	3	1	-	-	-	2	-	-	-	-	-
CO2	2	3	1	-	-	-	-	-	-	-	-
CO3	2	1	3	-	-	1	-	-	-	-	-
CO4	2	3	1	-	-	1	-	-	-	-	-
CO5	2	3	1	-	-	-	-	-	-	-	-

UNIT – I

Power Stations: Principle of power generation, site selection and layout of Thermal, Nuclear, Hydro power plant, Components of Thermal and Nuclear power plant

UNIT – II

Performance of Transmission Lines: Classification of Transmission Lines –Short, medium, long and their model representations –End condenser method, Nominal-T–Nominal-Pie, and A, B, C, D Constants, Surge Impedance and SIL of Long Lines.

UNIT – III

Corona and Sag: Corona – Description of the phenomenon–Factors affecting corona–Critical voltages and power loss –Radio Interference. Sag and Tension calculations with equal and unequal heights of towers–Effect of Wind and Ice on weight of Conductor

UNIT – IV

Distribution Systems: Classification of distribution systems, design features of distribution systems, radial distribution, ring main distribution, voltage drop calculations: DC distributors for following cases - radial DC distributor fed at one end and at both ends (equal / unequal voltages), ring main distributor, stepped distributor and AC distribution, comparison of DC and AC distribution.

UNIT – V

Economic Aspects of Power Generation and Tariff Methods: Types of load, Load curve, load duration and integrated load duration curves, Important terms and factors in Load Curve. Costs of Generation and their division into Fixed, Semi-fixed and Running Costs, Characteristics and types of Tariff.

Text Books:

1. A Text Book on Power System Engineering by M. L. Soni, P. V. Gupta, U. S. Bhatnagar & A. Chakrabarti, Dhanpat Rai & Co. Pvt. Ltd (ISBN: 978817700207).
2. Generation, Distribution & Utilization of Electric Energy by C. L. Wadhawa, Newage International (P) Limited, Publishers (ISBN: 9789393159175).

Reference Books:

1. Principles of Power System by V. K. Mehta & Rohit Mehta, S Chand & Company Limited, Publishers (ISBN: 9788121924962).
2. Electrical Power Distribution Systems by V. Kamaraju, Tata McGraw Hill, New Delhi (ISBN: 978070151413).

Web Links:

1. <https://www.slideshare.net/nptc-project-korbasuper-themal-power-plant>
2. <https://www.euronuclear.org/1-information/energy-uses.html>
3. <https://www.slideshare.net/9anku/electrical-distribution-system>

Electric Energy Storage Systems
(CE,ME,ECE,CSE,IT,AIIML,CSE(DS), PT, Min.E.)

L T P C

Course Code:2501EE36

3 0 0 3

Course Outcomes:

At the end of the course, student will be able to:

CO1 Analyze the characteristics of electrical energy storage technologies.

CO2 Analyze the needs for electrical energy storage.

CO3 Analyze the needs for electrical energy storage.

CO4 Understand the various types of electrical energy storage systems.

CO5 Identify various real time applications of energy storage systems.

Mapping of Course Outcomes with Program Outcomes:

CO/PO	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11
CO1	2	3	1	-	-	-	-	-	-	-	-
CO2	3	2	1	-	-	-	-	-	-	-	-
CO3	2	1	3	-	-	-	-	-	-	-	-
CO4	3	1	1	-	-	-	-	-	-	-	-
CO5	3	2	2	-	-	-	-	-	-	-	-

UNIT – I

Electrical Energy Storage (EES) Technologies: Characteristics of electricity, Electricity & the roles of EES, High generation cost during peak-dem& periods, Need for continuous & flexible supply, Long distance between generation & consumption, Congestion in power grids, Transmission by cable.

UNIT – II

Needs for Electrical Energy Storage: Emerging needs for EES, More renewable energy, less fossil fuel, Smart Grid uses, The roles of electrical energy storage technologies, The roles from the viewpoint of a utility, The roles from the viewpoint of consumers, The roles from the viewpoint of generators of renewable energy.

UNIT – III

Features of Energy Storage Systems: Classification of EES systems , Mechanical storage systems, Pumped hydro storage (PHS), Compressed air energy storage (CAES), Flywheel energy storage (FES), Electrochemical storage systems, Secondary batteries, Flow batteries, Chemical energy storage, Hydrogen (H₂), Synthetic natural gas (SNG).

UNIT – IV

Types of Electrical Energy Storage systems: Electrical storage systems, Double-layer capacitors (DLC), Superconducting magnetic energy storage (SMES), Thermal storage systems, Standards for EES, Technical comparison of EES technologies.

UNIT – V

Applications: Present status of applications, Utility use (conventional power generation, grid operation & service), Consumer use (uninterruptable power supply for large consumers), New trends in applications, Renewable energy generation, Smart Grid, Smart Micro grid, Smart House, Electric vehicles, Management & control hierarchy of storage systems, Internal configuration of battery storage systems, External connection of EES systems, Aggregating EES systems & distributed generation (Virtual Power Plant), Battery SCADA aggregation of many dispersed batteries.

Text Books:

1. Energy Storage Benefits & Market Analysis, by James M. Eyer, Joseph J. Iannucci & Garth P. Corey Sandia National Laboratories.
2. The Electrical Energy Storage by IEC Market Strategy Board.

Reference Books:

1. Energy Storage for the Electricity Grid: Benefits & Market Potential Assessment Guide, Jim Eyer, Garth Corey, Sandia National Laboratories.
2. Energy Storage by Mullick & Garg (ISBN: 9789027719300)

Web Links:

1. <https://nptel.ac.in/courses/112/105/112105221/>
2. <https://nptel.ac.in/courses/112/107/112107283/>
3. <https://nptel.ac.in/content/storage2/courses/10810309>

Electrical Safety

(CE,ME,ECE,CSE,IT,AI ML,CSE(DS), PT, Min.E.)

Course Code: 2501EE43

L	T	P	C
3	0	0	3

Course Outcomes:

At the end of the Course, Student will be able to:

- CO 1:** Describe electrical hazards & safety equipment.
- CO 2:** Analyze & apply various grounding & bonding techniques
- CO 3:** Select appropriate safety method for low, medium equipment's & high voltage equipment.
- CO 4:** Participate in a safety team & Carry out proper maintenance of electrical equipment by understanding various standards.
- CO 5:** Analyze the safety method for high voltage equipment's.

Mapping of course outcomes with program outcomes:

CO/PO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11
CO1	3	2	1	-	-	-	-	-	-	-	-
CO2	3	2	1	-	-	-	-	-	-	-	-
CO3	3	2	1	-	-	-	-	-	-	-	-
CO4	3	2	2	-	-	-	-	-	-	-	-
CO5	1	3	1	-	-	-	-	-	-	-	-

UNIT-I:

Hazards of Electricity & Electrical Safety Equipment: Primary & secondary hazards- arc, blast, shocks causes & effects-safety equipment flash & thermal protection, head & eye protection-rubber insulating equipment, hot sticks, insulated tools, barriers & signs, safety tags, locking devices-voltage measuring instruments- proximity & contact testers-safety electrical one line diagram-electrician's safety kit.

UNIT-II:

Grounding of Electrical Systems & Equipment: General requirements for grounding & bonding-definitions grounding of electrical equipment-bonding of electrically conducting materials & other equipment connection of grounding & bonding equipment- system grounding- purpose of system grounding-grounding electrode system- grounding conductor connection to electrodes-use of grounded circuit conductor for grounding equipment- grounding of low voltage & high voltage systems.

UNIT-III:

Safety Procedures & Methods: The six step safety methods- pre job briefings - hot-work decision tree-safe switching of power system- lockout-tag out- flash hazard calculation & approach distances-calculating the required level of arc protection-safety equipment, procedure for low, medium & high voltage systems- the one-minute safety audit

UNIT-IV:

Safety Management & Organizing Structure: Electrical safety program structure, development-company safety team- safety policy program implementation- employee electrical safety teams-safety meetings- safety audit accident prevention- first aid- rescue techniques-accident investigation.

UNIT-V:

Electrical Maintenance & Legal Safety Requirements & Standards: Safety related case for electrical maintenance- reliability centred maintenance (RCM) - eight step maintenance program-frequency of maintenance- maintenance requirement for specific equipment & location- regulatory bodies- national electrical safety code standard for electrical safety in work place- occupational safety & health administration standards, Indian Electricity Acts related to Electrical Safety

Text Books:

1. 'Electrical Safety Handbook' by John Cadick, Mary Capelli-Schellpfeffer, Dennis Neitzel, Al Winfield, McGraw-Hill Education, 4th Edition (ISBN: 978071745130)
2. "Electric Safety Practice & Standards", Khaled Ismail, CRC Press, Taylor & Francis (ISBN: 9781138073999).

Reference Books

1. 'Electrical Safety- a guide to the causes & prevention of electric hazards', Maxwell Adams.J, The Institution of Electric Engineers, IET (ISBN: 9780852968062).
2. 'Electrical Safety in the Workplace', Ray A. Jones, Jane G. Jones, Jones & Bartlett Learning (ISBN: 9780877655800).

Web Links:

1. <http://nptel.ac.in/courses/103106071/5>
2. <https://www.electricalsafetyfirst.org.uk>

Hybrid & Electric Vehicles

(CE,ECE,CSE,IT,AIML,CSE(DS), PT, Min.E.)

Course Code:2501EE54

L	T	P	C
3	0	0	3

Course Outcomes:

At the end of the Course, Student will be able to:

- CO1:** Describe the History of Hybrid Electric vehicles
- CO2:** Classify the various electric drivetrain topologies
- CO3:** Articulate the Energy Storage Requirements in Hybrid & Electric Vehicles
- CO4:** Illustrate the Charging Infrastructure
- CO5:** Evaluate Energy Management Strategies used in hybrid & electric vehicle

Mapping of Course Outcomes with Program Outcomes:

CO/PO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11
CO1	1	-	1	-	-	1	-	-	-	-	1
CO2	1	1	1	-	1	1	-	-	-	-	1
CO3	3	2	3	2	2	2	-	-	-	-	1
CO4	2	1	2	1	1	2	-	-	-	-	1
CO5	3	3	3	3	3	2	-	-	-	-	1

UNIT – I

Introduction:

Introduction to Hybrid Electric Vehicles: History of hybrid & electric vehicles, social & environmental importance of hybrid & electric vehicles, impact of modern drive-trains on energy supplies-Challenges & Key Technologies of EVs – Challenges for EV Industry in India

UNIT – II

Electric Drive-trains:

Basic concept of electric traction - introduction to various electric drivetrain topologies - Power flow control in electric drive-train topologies - fuel efficiency analysis

Electric Propulsion unit:

Introduction to electric components used in hybrid and electric vehicles, configuration and control of DC Motor drives, configuration and control of Induction Motor drives, configuration and control of permanent magnet motor drives, configuration and control of switch reluctance motor drives, drive system efficiency

UNIT – III

Energy Storage:

Introduction to Energy Storage Requirements in Hybrid & Electric Vehicles -Battery based energy storage & its analysis - Fuel Cell based energy storage & its analysis - Super Capacitor based energy storage- Flywheel based energy storage & its analysis.

UNIT – IV

Sizing the drive system:

Matching the electric machine and the internal combustion engine (ICE), Sizing the propulsion motor, sizing the power electronics, selecting the energy storage technology, Communications, supporting subsystems.

UNIT – V

Energy Management Strategies

Introduction to Energy Management Strategies used in hybrid & electric vehicle, Classification of different Energy Management strategies - Comparison of different Energy Management Strategies - Implementation issues of energy strategies - Effect of charging infrastructure on grid protection & control.

Text Books:

1. Electric Vehicle Technology Explained, James Larminie, John Lowry, Wiley-Blackwell (ISBN: 9781119942733).
2. Energy Management Strategies for Electric & Plug-in Hybrid Electric Vehicles, Sheldon S. Williamson, Springer (ISBN: 9781493955237).

Reference Books:

1. Electric Vehicle Battery Systems, Sandeep Dhameja, Elsevier (ISBN: 9780750699167).
2. Advanced Electric Drive Vehicles, Ali Emadi, CRC Press (ISBN: 9781138072855).
3. Hybrid electric Vehicles Principles & applications with practical perspectives, Chris Mi, M. Abul Masrur, D. Wenzhong Gao, A Dearborn, John Wiley & Sons Ltd (ISBN: 9781118970560).

Solar Energy Systems

(CE,EEE,ECE,CSE,IT,AIIML,CSE(DS), PT, Min.E.)

Course Code: 2501ME37

L	T	P	C
3	0	0	3

Course Outcomes:

At the end of the course, student will be able to:

- CO1:** Explain the concept of solar radiation and its measurement
- CO2:** Describe the working principle of different types of collectors and its types
- CO3:** Explain the various solar thermal energy technologies and their applications
- CO4:** Analyze the various solar PV cell materials and conversion techniques.
- CO5:** Apply solar passive building techniques for cooling and heating applications.

Mapping of Course Outcomes with Program Outcomes:

CO/PO	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11
CO1	2	1	-	-	-	3	-	-	-	-	-
CO2	2	1	-	-	-	3	-	-	-	-	-
CO3	2	1	-	-	-	3	-	-	-	-	-
CO4	2	1	-	-	-	3	-	-	-	-	-
CO5	2	1	-	-	-	3	-	-	-	-	-

UNIT – I

Solar Radiation and its measurement: Solar angles, Sun path diagrams, Radiation, extra terrestrial characteristics, Solar energy measuring instruments: Pyranometer, Pyrheliometer, Sunshine recorder. Estimation of average solar radiation and estimation on horizontal and tilted surfaces

UNIT – II

Solar Collectors for Industrial process heat: Flat plate collector, Materials for flat plate collector and their properties, classification, evacuated tubular collectors, concentrator collectors, tracking systems, compound parabolic concentrators, parabolic trough concentrators, concentrators with point focus, Heliostats.

UNIT – III

Solar Thermal Technologies: Working principle, types, design, and operation, Solar heating and cooling systems, Thermal Energy storage systems, Solar Desalination, Solar cooker, Solar Pond, Solar drying, Solar chimney, Solar water disinfection (SODIS), Solar furnaces.

UNIT – IV

Solar Cells: Semiconductor materials, Doping, PN junction and characteristics, Photovoltaic effect, Photovoltaic material, Parameters of solar cells, Effects of cell temperature on cell efficiency, Types of solar cells, Solar modules and arrays, Solar cell power plant, Silicon, thin film and polymer processing, Silicon wafer based solar cells, Hybrid organic- inorganic solar cells.

UNIT – V

Solar Passive Architecture: Thermal comfort, bioclimatic classification. Passive heating concepts: direct heat gain, indirect heat gain, isolated gain and sunspaces

Passive cooling concepts: evaporative cooling, Radiative cooling, shading - paints and cavity walls for cooling, roof radiation traps, thermal comfort.

Text Books:

1. Solar Energy-Principles of Thermal Collection and Storage, S P Sukhatme & J K Nayak, McGraw Hill Education, 3rd Edition, 2009, ISBN : 9780070142961.
2. Principles of Solar Engineering, D.Yogi Goswami, Frank Kreith and Jan F. Kreider Taylor and Francis, 2nd Edition, 2000, ISBN : 9781560327141.

Reference Books:

1. Solar Energy- Fundamentals, Design, Modelling and Applications, G.N.Tiwari, Narosa publishing house. 1st Edition, 2002, ISBN : 9780849325093.
2. Solar Energy and Non-conventional Energy Sources, Domkundwar, Dhanpat Rai & Co, (P) Ltd., 2nd Edition, ASIN : B0BQWR83GF

Web Links:

1. <https://archive.nptel.ac.in/courses/115/103/115103123/>
2. <https://www.nrel.gov/research/re-solar.html>

Industry 5.0 for Engineers

(CE,EEE,ECE,CSE,IT,AI ML,CSE(DS), PT, Min.E.)

Course Code: 2501ME58

L	T	P	C
3	0	0	3

Course Outcomes:

At the end of the course, student will be able to:

- CO1:** Explain the basic concept of Industry 5.0.
- CO2:** Explain the concepts of Industrial IOT, IOS and Predictive Analytics
- CO3:** Explain the cyber physical systems and AI technologies
- CO4:** Analyse the applications of Industry 5.0 in various sectors
- CO5:** Analyse case studies on automation and healthcare services

Mapping of Course Outcomes with Program Outcomes:

CO/PO	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11
CO1	1	-	-	-	-	-	-	-	-	-	-
CO2	1	1	1	-	2	-	-	-	-	-	-
CO3	1	1	1	-	2	-	-	-	-	-	-
CO4	1	3	1	-	2	-	-	-	-	-	-
CO5	1	3	1	-	2	-	-	-	-	-	-

UNIT – I

Introduction to Industry 5.0: Introduction of Various Industrial Revolutions, Digitalisation and the Networked Economy, Drivers, Enablers, Compelling Forces and Challenges for Industry 5.0, Comparison of Industry 5.0 Factory and Today's Factory, Trends of Industrial Big Data and Predictive Analytics for Smart Business Automation and Transformation Processes.

UNIT – II

Importance of Internet of Things (IOTs): Introduction to Internet of Things (IoT), Industrial Internet of Things (IIoT), Internet of Services, Fundamental of Predictive Analytics, Smart Logistics, Smart Devices and Products.

UNIT – III

Technology Evolution: Basics of cyber Physical Systems, Process Automations and Collaborative robots, Fundamental to artificial Intelligence, Mobile Computing, Cyber Security, Ethical technology, Responsive and distributed supply chain system, Human-centric and Value-oriented approaches.

UNIT – IV

Technology Implementation and Case Studies: 3D printing, Solar energy sector, Healthcare sector, Maintain records related to education, finance, clean bioenergy generation and Intelligent NextG Wireless Networks.

UNIT – V

Case studies on CNC/NC automation - Benefits, challenges, and industry applications. In-house, Healthcare services-Examples of innovations improving patient care and operational efficiency.

Text Books:

1. Uthayan Elangovan, Industry 5.0, “The Future of the Industrial Economy”, First Edition, Taylor & Francis, ISBN: 978-1-032-04127-8, 2022.
2. Alessandro Massaro, “Electronics in Advanced Research Industries: Industry 4.0 to Industry 5.0 Advances”, Wiley-IEEE Press, 2021, ISBN: 2021028944.

Reference Books:

1. Alasdair Gilchrist, “Industry 4.0: The Industrial Internet of Things”, Apress, 2016.
2. Lan Gibson, David W. Rosen and Brent Stucker, “Additive Manufacturing Technologies Rapid Prototyping to Direct Digital Manufacturing”, Springer, 2010.
3. Hans Bernhard Kief, Helmut Roschiwal, Karsten Schwarz, “The CNC Handbook: Digital Manufacturing and Automation from CNC to Industry 4.0”, Industrial Press Inc., U.S. ISBN 0831136367, Nov 2021.
4. Janya Chanchaichujit, Albert Tan, Fanwen Meng, Sarayoot Eaimkhong, “Healthcare 4.0 Next Generation Processes with the Latest Technologies”, Palgrave Pivot, 2019, ISBN 978-981-13-8113-3.

Web Links:

1. <http://www.mqtt.org/>
2. <https://opcfoundation.org/about/opc-technologies/opc-ua/>
3. <https://www.etherncat.org/default.htm>

Organizational Behaviour

(CE,EEE,ECE,CSE,IT,AI ML,CSE(DS), PT, Min.E.)

Course Code: 2501ME73

L	P	T	C
3	0	0	3

Course Outcomes:

At the end of the course, student will be able to:

- CO1:** Explain the roles, approaches of organizational behaviour models.
- CO2:** Summarize the behaviour of individuals and groups in organizations in terms of organizational behaviour.
- CO3:** Illustrate various stress and emotional organizational behaviour concepts, models and theories to real life management situations.
- CO4:** Analyze the functions of organizational communication and culture for effective communication and managing cultural diversity
- CO5:** Organize different groups and teams in the organization for better results.

Mapping of Course Outcomes with Program Outcomes:

CO/PO	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11
CO1	-	-	-	-	-	-	1	3	2	-	-
CO2	-	-	-	-	-	-	1	3	2	-	-
CO3	-	-	-	-	-	-	1	2	3	-	-
CO4	-	-	-	-	-	-	1	2	3	-	-
CO5	-	-	-	-	-	-	1	3	2	-	-

UNIT – I

Organizational Behaviour: Concept of Organizational Behaviour (OB)- Importance of Organizational Behaviour- Key Elements of Organizational Behaviour, Role of Managers in OB- Interpersonal Roles-Informational Roles- Decisional Roles, Approaches to Organizational Behaviour

UNIT – II

Interpersonal Behaviour: Nature and meaning of Interpersonal Behaviour, Concept of Self, Transaction Analysis (TA), Benefits and uses of Transactional Analysis, Johari Window Model
Personality: Definition and Meaning of Personality - Importance of Personality, Determinants of Personality, Theories of Personality, Personality Traits Influencing OB.

UNIT – III

Emotions: Nature and Meaning of Emotions - Characteristics of Emotions, Theories of Emotions, Emotions in the Context of OB. **Organizational Stress:** Definition and Meaning, Sources of Stress, Types of Stress, Impact of Stress on Organizations, Stress Management Techniques.

UNIT – IV

Organizational Communication: Meaning and Importance of Communication, Functions, process, types, Interpersonal Communication, Organizational Communication, Tips for Effective Communication.

Organization Culture: Meaning and Nature of Organization Culture – Origin of Organization Culture, Functions of Organization Culture, Types of Culture, Creating and Maintaining Organization Culture, Managing Cultural Diversity

UNIT – V

Groups and Teams: Meaning and Importance of Groups, Reasons for Group Formation, Types of Groups, Stages of Group Development, Meaning and Importance of Teams, Types of Teams, Creating an Effective Team.

Text Books:

1. Organizational Behaviour, K. Ashwathappa, Himalaya Publishing House, ISBN-13. 978-8184889390.
2. Management and Organizational Behaviour - (Text and Cases), Dr.P.Subba Rao and Prof. N.Sambasiva Rao, Himalaya Publishing House, Mumbai, ISBN: 978-93-5025-951-2.

Reference Books:

1. Understanding Organisational Behaviour, Udai Pareek, Oxford Higher Education, 2nd Edition, ISBN-13: 978-0195690866
2. Mc Shane & Von Glinov, Organisational Behaviour, Tata McGraw Hill, 4th Edition, ISBN-13, 978-1259927676.

Web Links:

1. https://onlinecourses.nptel.ac.in/noc20_mg51/preview
2. <https://www.udemy.com/course/organisational-behaviour/>

Sustainable Energy Systems

(CE,EEE,ECE,CSE,IT,AI ML,CSE(DS), PT, Min.E.)

Course Code: 2501ME36

L	T	P	C
3	0	0	3

Course Outcomes:

At the end of the course, student will be able to:

- CO1:** Demonstrate the various components of solar thermal energy systems.
- CO2:** Describe the working of Wind turbines.
- CO3:** Explain the principle and working of Biomass and Geothermal Energy systems
- CO4:** Explain the Ocean, Tidal, Wave and hydro energy conversion systems.
- CO5:** Illustrate working of hybrid energy systems.

Mapping of Course Outcomes with Program Outcomes:

CO/PO	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11
CO1	2	-	-	-	-	3	-	-	-	-	-
CO2	2	-	-	-	-	3	-	-	-	-	-
CO3	2	-	-	-	-	3	-	-	-	-	-
CO4	2	-	-	-	-	3	-	-	-	-	-
CO5	2	-	-	-	-	3	-	-	-	-	-

UNIT – I

Introduction to Renewable energy sources: Energy demand and availability, energy crisis, renewable and non-renewable energy resources, environmental impact of conventional energy usage.

Solar Energy: Overview of the fundamental physics of solar radiation. Solar energy collectors.

Solar energy storage: Stratified storage, well mixed storage, comparison, Hot water system, solar ponds, non-convective solar pond, extraction of thermal energy and application of solar ponds.

Solar PV systems and its applications. Solar cell, module, and array.

UNIT – II

Wind Energy: Wind data and energy estimation – Betz limit - Site selection for windfarms. Horizontal and vertical axis wind mills, Wind farms- offshore, Onshore, various methods of control, and Environmental issues – Applications.

UNIT – III

Biomass: Bio-resources, Conversion process, Biomass gasifier - Types of biomass gasifiers, Biodiesel production – Ethanol production -Applications.

Geothermal Energy: Origin and types of geothermal energy and utilisation, Power generation from Geothermal energy, Environmental impact.

UNIT – IV

Ocean, Wave & Tidal Energy: Introduction - Resource Assessment - Power generation through OTEC systems. Wave and Tidal energy- Working principle, Availability, and energy conversion systems.

Mini & Micro Hydropower: Introduction, Power from water, System components of Mini and Micro Hydropower, Micro Hydropower plant in India, Potential Hydropower plant projects identified in India.

UNIT – V

Hybrid Energy Systems: Systems for processes and power applications – solar – wind – Biomass hybrid technologies

Fuel cell: Working principle- types - construction and applications. Solar – Fuel cell hybrid systems.

Text Books:

1. Renewable Energy: Power for a Sustainable Future, Boyle, G, Oxford University Press, 3rd Edition, 2012, ISBN : 9780199681273.
2. Non-Conventional Energy Sources, G.D.Rai, Khanna Publishers, 6th edition, ISBN : 9788174090737.

Reference Books:

1. Renewable Energy Resources, John Twidell, Tony Weir, and Anthony D. Weir, Taylor & Francis, 3rd edition, 2015, ISBN : 9780415584388.
2. Non-Conventional Energy Resources, B H Khan, TMH Publishers, 3rd Edition, 2017, ISBN : 9789352601882.

Web Links:

1. https://onlinecourses.nptel.ac.in/noc22_ch27/preview
2. <https://www.energy.gov/eere/renewable-energy>

Biomedical Electronics
(CE,EEE,ME,CSE,IT,DS,AIIML,PT,Min.E, Ag.E)

Course Code: 2501EC97

L T P C
3 0 0 3

Course Outcomes: At the end of the course, students will be able to:

- CO1:** Understand the basic medical instrumentation system and bioelectric potentials.
- CO2:** Illustrate different types of electrodes to acquire bio-signals.
- CO3:** Demonstrate clinical laboratory measurements and assistive devices.
- CO4:** Discuss the latest developments in medical imaging systems.
- CO5:** Outline patient care and safety while using biomedical equipment.

Mapping of Course Outcomes with Program Outcomes:

CO/PO	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11
CO1	3	2			1						
CO2	3	3	1	2	2						
CO3	3	3	2	2	2						
CO4	3	2	2	2	3						
CO5	3	3	1	2	2						

Mapping of Course Outcomes with Program Specific Outcomes:

CO/PSO	PSO1	PSO2
CO1	2	
CO2	2	
CO3	2	
CO4	2	
CO5	2	

UNIT – I

Components of Medical Instrumentation Systems

Basic Medical Instrumentation System, Static and dynamic characteristics of medical instruments, Bio-signals and characteristics. Problems encountered with measurements from human beings. Sources of Bioelectric Potentials, Resting and Action Potentials.

UNIT – II

Bio-Potential Electrodes and Physiological Transducers:

Electrode potential and its equivalent circuit, Types of Electrodes: Surface Electrodes, Needle Electrodes, Micro Electrodes. Biochemical Transducers.

Bio-Signal Acquisition:

Electrical Conduction system of the heart, Electrocardiogram, ECG leads, Einthoven triangle, Plethysmography, EEG 10-20 lead system and EMG. basics of biomedical signal acquisition, common signal artifacts and simple noise reduction techniques.

UNIT – III

Clinical laboratory Measurements:

Blood cell Counter, Blood flow meters- Electromagnetic blood flow meter, Ultrasonic Doppler blood flow meter, automated blood pressure measurements.

Physiological Assist Devices & Therapeutic Equipment:

Pacemakers - External & internal, Defibrillators- External & internal, Hemodialysis machine.

UNIT – IV

Monitory and Imaging Equipment:

Spirometry, Ventilators, Arrhythmia Monitor, Foetal Monitor and Incubator. X-ray machine, Computed Tomography (CT), Magnetic Resonance Imaging System, Ultrasound Imaging system.

UNIT – V

Patient Care and Safety:

The elements of Intensive Care Monitor, Diagnosis, Calibration and reparability of Patient Monitoring equipment, Shock Hazards and Prevention, Physiological Effects and Electrical Current, Shock Hazards from Electrical Equipment, Methods of Accident Prevention, and Isolated Power Distribution System.

Text Books:

1. Leslie Cromwell, F.J. Weibell, E.A. Pfeiffer, *Biomedical Instrumentation and Measurements*. 2nd Edition, PHI, 2004.
2. Dr. M. Arumugam, *Biomedical Instrumentation*. 2nd Edition, Anuradha publications, 2002.

Reference Books:

1. R.S. Khandpur, *Hand-book of Biomedical Instrumentation*. 2nd Edition, TMH, 2003.
2. John G. Webster, *Medical Instrumentation, Application and Design*. John Wiley, 3rd Edition, 2009.
3. Onkar N. Pandey, Rakesh Kumar, *Bio-Medical Electronics and Instrumentation*. 3rd Edition, Katson Books, 2002.

Web Links:

- 1 https://onlinecourses.nptel.ac.in/e-learning/preview/noc25_bt49.
- 2 https://www.youtube.com/watch?v=Qq3t01LytkU&list=PLnsf_0i_t0FC4EdRdhLwjQgp5cYytJ5Oe.

Fundamentals of Wireless Communications
(CE,EEE,ME,CSE,IT,DS,AI ML,PT,Min.E, Ag.E)

Course Code:2501EC98

L	T	P	C
3	0	0	3

Course Outcomes:

At the end of the course, student will be able to:

- CO1:** Explain the fundamentals of wireless communication systems, spectrum allocation, and wireless standards.
- CO2:** Understand Analog ,digital and multicarrier OFDM modulation techinques.
- CO3:** Compare multiple access techniques used in wireless communication systems.
- CO4:** Explain the architecture and standards of WPAN, WLAN, and WMAN technologies.
- CO5:** Compare cellular generations and LTE network architecture for modern mobile communications.

Mapping of Course Outcomes with Program Outcomes:

CO/PO	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11
CO1	3	2									1
CO2	3	3	2	1	1						2
CO3	3	3	2								1
CO4	3	2	1	1	1						1
CO5	3	3	2	2	1						2

Mapping of Course Outcomes with Program Specific Outcomes:

CO/PSO	PSO1	PSO2
CO1		2
CO2		2
CO3		2
CO4		2
CO5		2

UNIT – I

Overview of Wireless Communication:

History of wireless communication, Current Wireless Systems: Cellular Telephone Systems, Generations, Cordless Phones, Wireless LANs, Wide Area Wireless Data Services, Broadband Wireless Access, Paging systems, Satellite Networks, Bluetooth, ZigBee, Ultra-wideband Radios. The Wireless Spectrum: Methods for Spectrum Allocation, Spectrum Allocations for Existing Systems, Standards.

UNIT – II

Modulation for Wireless Communication:

Need for Modulation, Analog Modulation, Amplitude modulation, Double sideband Supressed carrier, single sideband supressed carrier, Angle modulation, Digital modulation: Amplitude Shift Keying, Frequency Shift Keying Techniques, Phase-Shift Keying Techniques,BPSK and QPSK. Multicarrier-Modulation, Orthogonal Frequency Division Multiplexing.

UNIT – III

Multiple Access Techniques:

Contention-free multiple access schemes, Frequency-Division Multiple Access (FDMA), Time-Division Multiple Access (TDMA), Code-Division Multiple Access (CDMA), Space-division, contention-based multiple access schemes (ALOHA and CSMA).

UNIT – IV

Wireless Personal Area Networks:

Bluetooth, UWB and ZigBee, wireless local area networks (IEEE 802.11, network architecture, medium access methods, WLAN standards), wireless metropolitan area networks (WiMAX).

UNIT – V

Wireless Mobile Networks and Applications:

Principles of Cellular Networks, First- Generation Analog, Second- Generation TDMA, CDMA, Third- Generation Systems, Fourth Generation Systems, LTE Architecture, Evolved Packet Core, LTE Resource Management.

Text Books:

1. Wireless communications- Goldsmith Andrea, Cambridge university press, 2005, ISBN: 9780511841224.
2. Wireless communication networks and systems-Cory Beard, and William Stallings, Pearson education (Global Edition), 2015, ISBN: 978-1292108728

Reference Books:

1. Wireless Communication the Fundamental and Advanced Concepts-Sanjay Kumar River Publishers, Denmark, 2015 ISBN: 9781000795325
2. Wireless communications: Principles and Practice, 2nd Edition, Theodore S. Rappaport, Pearson education, 2010.
3. Fundamentals of wireless communication.- Tse, David, and Pramod Viswanath. Cambridge university press, 2005.

Web Links:

1. <https://nptel.ac.in/courses/106106167> by Prof. David Koilpillai, IIT Madras
2. <https://nptel.ac.in/courses/117104115> by Aditya K. Jagannatham, IIT Kanpur

Principles Of Embedded Systems

(CE,EEE,ME,CSE,IT,DS,AI ML,PT,Min.E, Ag.E)

L T P C

Course Code: 2501EC99

3 0 0 3

Course Outcomes: At the end of the Course, Students will be able to:

- CO1:** Summarize the building blocks of an embedded system.
- CO2:** Interpret the hardware modules required to design an embedded system.
- CO3:** Infer the firmware design approaches for an embedded system.
- CO4:** Illustrate the hardware integration with firmware.
- CO5:** Outline the process of embedded system development and choose the tools for embedded system implementation and testing.

Mapping of Course Outcomes with Program Outcomes:

CO/PO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11
CO1	3	2	-	-	-	-	-	-	-	-	-
CO2	3	2	-	-	-	-	-	-	-	-	-
CO3	3	2	-	-	-	-	-	-	-	-	-
CO4	3	2	1	-	-	-	-	-	-	-	-
CO5	2	3	1	-	-	-	-	-	-	-	-

Mapping of Course Outcomes with Program Specific Outcomes:

CO/PSO	PSO1	PSO2
CO1		
CO2		
CO3		
CO4		
CO5		

UNIT – I

Introduction: Embedded system-Definition, History of Embedded systems, classification of embedded systems, major application areas of embedded systems, purpose of embedded systems, the typical embedded system, core of the embedded system, Memory, Sensors and Actuators, Communication Interface, Characteristics of an embedded system, Quality attributes of embedded systems, Application-specific and Domain-Specific examples of an embedded system.

UNIT – II

Embedded Hardware Design: Analog and digital electronic components, I/O types and examples, Serial communication devices, Parallel device ports, Wireless devices, Timer and counting devices, Watchdog timer, Real time clock, multi processors architectures.

UNIT – III

Embedded Firmware Design: Embedded Firmware design approaches, Embedded Firmware development languages, Interrupt sources, ISR concept, Interrupt servicing mechanism, Multiple interrupts, DMA, Device driver programming, Concepts of C versus Embedded C.

UNIT – IV

RealTime Operating System: Operating system basics, Types of operating systems, Tasks, Process and Threads, Multiprocessing and Multitasking, Task Scheduling, Threads, Processes and Scheduling, Task communication, Task synchronization.

Hardware Software Co-Design:

Fundamental Issues in Hardware Software Co-Design, Computational models in embedded design, Hardware software Trade-offs, Integration of Hardware and Firmware.

UNIT – V

Embedded System Development: The integrated development environment, Types of files generated on cross-compilation, Deassembler/Decompiler, Simulators, Emulators and Debugging, Target hardware debugging, Boundary Scan, Embedded Software development process and tools. Embedded System Implementation and Testing: The main software utility tool, CAD and the hardware, Translation tools-Pre-processors, Interpreters, Compilers and Linkers, Debugging tools, Quality assurance and testing of the design, Testing on host machine.

Text Books:

1. Introduction to Embedded Systems, Shibu.K.V, Tata McGraw Hill Education Private Limited, 2nd Edition, 2016.
2. Embedded Systems – SoC, IoT, AI and Real-Time Systems, Raj Kamal, McGraw Hill Education India 4th Edition, 2020.

Reference Books:

1. Embedded System Design, Frank Vahid and Tony Givargis, John Wiley Publications, 2013.
2. Hardware Software Co-Design Principles and Practice, J.Staunstrup, Springer Publications, 2013
3. Embedded Systems Architecture, Tammy Noergaard, Elsevier Publications, 3rd Edition, 2013.

Web Links:

1. <https://www.coursera.org/learn/introduction-embedded-systems>
2. <https://www.linkedin.com/learning/introduction-to-embedded-systems-with-rust>
3. <https://www.udemy.com/course/embedded-systems-and-microcontrollers/>

Electronics For Health Care
(CE,EEE,ME,CSE,IT,DS,AIIML,PT,Min.E, Ag.E)

	L	T	P	C
Course Code: 2501ECA0	3	0	0	3

At the end of the course, student will be able to:

- CO1:** Know about health care data and its conversion to information and to knowledge.
CO2: Acquire knowledge on (Electronic Health Records) EHRs and their Implementation.
CO3: Understand the working of electronic devices used for the patient monitoring.
CO4: Know the concepts of Telemedicine and therapeutic devices used inside the human body.
CO5: Understand and analyse the working principles, design, and clinical applications of therapeutic devices.

Mapping of Course Outcomes with Program Outcomes:

CO/PO	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11
CO1	2	2	-	1	-	-	-	-	1	-	1
CO2	1	1	-	1	-	-	-	-	1	-	1
CO3	1	1	-	1	-	-	-	-	1	-	1
CO4	1	1	-	1	-	-	-	-	1	-	1
CO5	1	1	-	1	-	-	-	-	1	-	1

Mapping of Course Outcomes with Program Specific Outcomes:

CO/PSO	PSO1	PSO2
CO1		2
CO2		2
CO3		2
CO4		2
CO5		2

UNIT-I:

Health care data, Information and Knowledge: Definitions and Concepts, Converting Data to Information to Knowledge, Clinical Data Warehouses, what makes Health Informatics Difficult, Why Health IT fails Sometimes, Terminology of Analytics, Challenges to Data Analytics, Research and application of analytics, Role of Informatics in analytics.

UNIT-II:

Electronic Health Records: Introduction, Need for Electronic Health Records, Institute of Medicine's Vision for EHRs, Electronic Health Record Key Component, Electronic Prescribing, Electronic Health Record Adoption, Electronic Health Record Adoption and Meaningful use Challenges, Electronic Health Record Examples, Logical Steps to Selecting and Implementing an HER.

UNIT-III:

Patient Monitoring Systems: System Concepts, Cardiac Monitor, Bedside Patient Monitoring Systems, Central Monitors, Measurement of Heart Rate, Measurement of Pulse Rate, Blood Pressure Measurement, Measurement of Temperature, Measurement of Respiration Rate, Catheterization Laboratory Instrumentation.

UNIT-IV:

Biomedical Telemetry and Telemedicine: Wireless Telemetry, Single Channel Telemetry Systems, Multi-channel Wireless Telemetry Systems, Multi-patient Telemetry, Implantable Telemetry Systems, Transmission of Analog Physiological Signals, Over Telephone, Telemedicine.

UNIT-V:

Therapeutic Devices: Need for Cardiac Pacemaker, Implantable Pacemakers, DC Defibrillator, Electronics in the Anaesthetic Machine.

Text Books:

1. Robret E. Hoyt MD FACP “Health Informatics” sixth edition 2007.
2. R. S. Kandpur “Biomedical Instrumentation Technology and Applications” second edition Tata McGraw-Hill.

Reference Books:

1. Edward H. Shortliffe, James J.Cimino “Biomedical Informatics, Computer applications in Health care and Biomedicine” third edition Springer.
2. G.V.R.K. Acharyulu, Bhimaraya Metri, L. Kalyan Viswanath REDDY “Health care and Hospital Management Contemporary Issues and Strategies”.

Web Links:

1. https://onlinecourses.nptel.ac.in/e-learning/preview/noc26_ge25.
2. https://onlinecourses.nptel.ac.in/e-learning/preview/noc26_hs82.
3. https://onlinecourses.nptel.ac.in/e-learning/preview/noc26_bt09.

Basics of VLSI Design

(CE,EEE,ME,CSE,IT,DS,AI ML,PT,Min.E, Ag.E)

L T P C

Course Code: 2501ECA1

3 0 0 3

Course Outcomes: At the end of the Course, Students will be able to:

- CO1:** Outline the fundamental concepts related to MOS and Bi-CMOS Circuits fabrication.
- CO2:** Analyze the electrical properties of MOS and Bi-CMOS Circuits.
- CO3:** Make use of design rules for developing stick and layout diagrams.
- CO4:** Interpret the issues related to subsystem design.
- CO5:** Interpret FPGA and ASIC design approaches for semi-custom design.

Mapping of Course Outcomes with Program Outcomes:

CO/PO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11
CO1	3	2	2								1
CO2	2	3	2								1
CO3	2	1	3								1
CO4	2	2	1								1
CO5	3	2	1								1

Mapping of Course Outcomes with Program Specific Outcomes:

CO/PSO	PSO1	PSO2
CO1		
CO2		
CO3		
CO4		
CO5		

UNIT – I

Introduction: Introduction to IC Technology, MOS and related VLSI Technology, Basic MOS Transistors, Enhancement and Depletion modes of transistor action, IC production process, MOS and CMOS Fabrication processes, Bi-CMOS Technology, Comparison between CMOS and Bipolar technologies.

UNIT – II

Basic Electrical Properties of MOS and Bi-CMOS Circuits: I_{ds} versus V_{ds} Relationships, Threshold Voltage, MOS transistor Trans-conductance, Output Conductance and Figure of Merit, The Pass transistor, NMOS Inverter, Alternative forms of the pull-up, The CMOS Inverter, Bi- CMOS Inverter, Transistor switches, Schematics of Inverter, NAND, NOR gates using NMOS, PMOS, and CMOS technologies.

UNIT – III

MOS Circuit Design Processes: MOS Layers, Design Rules, General observations of design rules, $2\mu m$ Double Metal, Double Poly, CMOS rules, $1.2\mu m$ Double Metal, Double Poly CMOS rules, Stick Diagrams, Layout Diagrams of NAND and NOR gates and CMOS inverter.

UNIT – IV

Basic Circuit Concepts: Sheet Resistance, Sheet Resistance concept applied to MOS transistors and Inverters, Area Capacitance of Layers, Standard unit of capacitance, The Delay Unit, Inverter Delays, Propagation Delays, Wiring Capacitances.

UNIT – V

IC Design: PLAs, PLDs, FPGA, ASIC, Selection of an Appropriate Integrated Circuit.

FPGA Design Process: Architectures of Popular FPGAs, Choosing an FPGA, FPGA Design Process, FPGA Families of Different Vendors, FPGA Design Examples.

Text Books:

1. Essentials of VLSI Circuits and Systems by Kamran Eshraghian, Douglas and A. Pucknell, Sholeh Eshraghian, Prentice-Hall of India Private Limited, ISBN: 978-8120327726
2. VLSI Design, Black Book by Dr. K.V.K.K. Prasad, Kattula Shyamala, Kogent Learning Solutions Inc, ISBN: 978-9350048047

Reference Books:

1. **CMOS Digital Integrated Circuits Analysis & Design, Sung-Mo (Steve) Kang, Yusuf Leblebici, Tata McGraw-Hill, 3rd Edition, ISBN: 978-0072460537**
2. **Modern VLSI Design-Wolf Wayne, Pearson Edition, 3rd Edition, ISBN: 978-0130619709**
3. VLSI Design, K. LalKishore, V.S.V.Prabhakar, I.K. International Publishing House Private Limited, 1st Edition, ISBN: 978-9380026671

Web Links:

1. **NPTEL – VLSI Physical Design-** <https://nptel.ac.in/courses/106105161>
2. **NPTEL – Advanced VLSI Design** <https://nptel.ac.in/courses/117/101/117101004>.

System on Chip Design

(CE,EEE,ME,CSE,IT,DS,AI ML,PT,Min.E, Ag.E)

Course Code: 2501ECA2

L	T	P	C
3	0	0	3

Course Outcomes:

At the end of the course student will be able to:

- CO1:** Explain all the building blocks of SoC.
- CO2:** Classify the concept of processors and instruction handling.
- CO3:** Analyze vector, VLIW and superscalar processors.
- CO4:** Develop a Memory as part of SoC.
- CO5:** Illustrate the concepts of interconnect optimization and configuration in SoC.

Mapping of Course Outcomes with Program Outcomes:

CO/PO	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11
CO1	3	1	-	-	-	-	-	-	-	-	1
CO2	3	2	-	-	-	-	-	-	-	-	1
CO3	2	2	1	-	-	-	-	-	-	-	1
CO4	2	2	2	-	-	-	-	-	-	-	1
CO5	2	2	1	-	-	-	-	-	-	-	1

Mapping of Course Outcomes with Program Specific Outcomes:

CO/PSO	PSO1	PSO2
CO1	-	2
CO2	-	2
CO3	-	2
CO4	-	2
CO5	-	2

UNIT – I

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.

UNIT – II

Processors:

Introduction , Processor Selection for SOC, Basic concepts in Processor Architecture, Basic concepts in Processor Micro Architecture, Basic elements in Instruction handling. Buffers:minimizing Pipeline Delays, Branches, More Robust Processors, Vector Processors and Vector Instructions extensions, VLIW Processors, Superscalar Processors.

UNIT – III

Memory Design for SOC:

Overview of SOC external memory, Internal Memory, Size, Scratchpads and Cache memory, Cache Organization, Cache data, Write Policies, Strategies for line replacement at miss time, Types of Cache, Split – I, and D – Caches, Multilevel Caches, Virtual to real translation, SOC Memory System, Models of Simple Processor – memory interaction.

UNIT – IV

Interconnect Customization:

Inter Connect Architectures, Bus: Basic Architectures, SOC Standard Buses, Analytic Bus Models, Using the Bus model, Effects of Bus transactions and contention time. SOC Customization: An overview, Customizing Instruction Processor.

UNIT – V

Interconnect Configuration:

Reconfiguration Technologies, Mapping design onto Reconfigurable devices, Instance Specific design, Customizable Soft Processor, Reconfiguration – overhead analysis and trade-off analysis on reconfigurable Parallelism.

Text Books:

1. Computer System Design System-on-Chip, Michael J. Flynn and Wayne Luk, Wiley India Pvt. Ltd, ISBN: 978-0470643365.
2. ARM System on Chip Architecture, Steve Furber, Addison Wesley Professional, 2nd Edition, ISBN : 9780201675191 .

Reference Books:

1. Design of System on a Chip: Devices and Components, Ricardo Reis, Springer 1st Edition, ISBN: 978-1441954541.
2. Co-Verification of Hardware and Software for ARM System on Chip Design (Embedded Technology), Jason Andrews, Newnes, BK and CDROM, ISBN: 978-0750677301.
3. System on Chip Verification–Methodologies and Techniques, Prakash Rashinkar, Peter Paterson and Leena Singh L, Kluwer Academic Publishers, ISBN: 978-0792372790.

Web Links:

1. <https://www.peterindia.net/System-On-ChipLinks.html>
2. <https://www.ieee-socc.org/>
3. <http://nptel.ac.in/courses/108102045/10> (Prof. Santanu Chaudhary, IIT Delhi)

Introduction to Quantum Computing

(CE,EEE,ME,CSE,IT,DS,AI ML,PT,Min.E, Ag.E)

L	T	P	C
3	0	0	3

Course Code: 2501ECA3

Course Outcomes:

At the end of the course, student will be able to:

- CO1:** Understand the fundamentals of quantum computing and qubits.
- CO2:** Build simple quantum circuits.
- CO3:** Analyze quantum circuits and algorithms.
- CO4:** Identify different quantum hardware technologies and their challenges.
- CO5:** Outline real time applications of quantum computing in various fields

Mapping of Course Outcomes with Program Outcomes:

CO/PO	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11
CO1	2					2					
CO2	2	2			3		2	1		1	2
CO3	2		1			2	2	1		2	2
CO4	2	2	3			2	2	2		2	
CO5	3	3	3	2		2	2	3		2	

Mapping of Course Outcomes with Program Specific Outcomes:

CO/PSO	PSO1	PSO2
CO1	2	
CO2	2	
CO3	2	
CO4	2	
CO5	2	

UNIT – I

Fundamentals of Quantum Computing:

Evolution from Classical Computing to Quantum Computing, Need for Quantum Computing, Classical Bits vs Qubits, Principles of Quantum Mechanics for Computing, Superposition and Measurement, Quantum States and Bloch Sphere Representation, Introduction to Quantum Gates, Quantum Computing Platforms and Ecosystem.

UNIT – II

Quantum Circuits and Computing Concepts:

Quantum Circuit Model, Single Qubit and Multi-Qubit Systems, Common Quantum Gates: Pauli, Hadamard, Phase, CNOT, Quantum Entanglement, Quantum Parallelism, Quantum Teleportation (Conceptual Understanding), Basic Quantum Circuit Design, Introduction to Quantum Simulators.

UNIT – III

Quantum Algorithms:

Introduction to Quantum Algorithms, Deutsch–Jozsa Algorithm, Grover’s Search Algorithm, Shor’s Factorization Algorithm (Overview), Quantum Fourier Transform (Basic Idea), Quantum Speedup and Computational Advantage, Hybrid Quantum-Classical Computing, Introduction to Quantum Machine Learning.

UNIT – IV

Quantum Hardware and Programming:

Overview of Quantum Hardware Technologies: Superconducting Qubits, Trapped Ion Systems, Photonic Quantum Computing. Noise and Decoherence, Quantum Error Correction (Basic Concepts), Introduction to NISQ Devices, Basics of Quantum Programming using Python and Qiskit, Introduction to IBM Quantum Experience.

UNIT – V

Applications of Quantum Computing:

Quantum Cryptography and Cybersecurity, Quantum Computing in Healthcare and Drug Discovery, Optimization Problems and Smart Systems, Quantum in Finance & Logistics, Quantum computing for Industrial Applications and Future Scope, Ethical and Societal Impact of Quantum Technologies.

Text Books:

1. Quantum Computation and Quantum Information – Michael A. Nielsen & Isaac L. Chuang.
2. Eleanor Rieffel and Wolfgang Polak, Quantum Computing: A Gentle Introduction, MIT Press, First Edition, 2011.

Reference Books:

1. **Eric R. Johnston, Nic Harrigan, and Mercedes Gimeno-Segovia**, Programming Quantum Computers: Essential Algorithms and Code Samples, O'Reilly Media, First Edition, 2019.

Web Links:

1. https://quantum.cloud.ibm.com/?utm_source=chatgpt.com
2. <https://quantum.cloud.ibm.com/docs/en/guides>

Data Structures

(CE, ME, PT, Min.E.)
(Syllabus for the batch admitted in the year 2025)

Course Code: 2501CS03

L	T	P	C
2	0	2	4

Course Outcomes:

At the end of the course, student will be able to:

- CO1:** Utilize structure, union to handle heterogeneous data.
- CO2:** Illustrate Time and Space complexities for different sorting Algorithms
- CO3:** Demonstrate various operations on Linked Lists
- CO4:** Explain different operations on Stack and Queue with applications.
- CO5:** Demonstrate the importance and various operation on non-linear data structures

Mapping of Course Outcomes with Program Outcomes:

CO/PO	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11
CO1	1	1	2					1	1		
CO2	1	1	2	2				1	1		
CO3	1	2	2	1				1	1		
CO4	1	1	2	1				1	1		
CO5	1	1	2	2				1	1		

Mapping of Course Outcomes with Program Specific Outcomes:

CO/PSO	PSO1	PSO2
CO1	3	-
CO2	2	-
CO3	2	-
CO4	2	-
CO5	2	-

UNIT – I

Structures and Unions: Introduction, Nested Structures, Arrays of Structures, Structures and Functions, Self-Referential Structures, Unions, Enumerated Data Type - enum variables, Using Typedef keyword, Bit Fields.

Data Structures: Introduction to Data Structures, Types of Data Structures.

Practice:

- Write a C program to find the total, average of n students using structures
- Copy one structure variable to another structure of the same type.
- Read student name and marks from the command line and display the student details along with the total.

UNIT – II

Introduction to Linear Data Structures: Definition and importance of linear data structures, Abstract data types (ADTs) and their implementation, Overview of time and space complexity analysis for linear data structures.

Sorting Techniques: Quick sort, Merge sort, Radix sort

Practice:

- Implement Merge sort using arrays.
<https://www.hackerrank.com/contests/hw1/challenges/merge-sort>
- Implement Quick sort using arrays

<https://www.hackerrank.com/challenges/quicksort1/problem>

3. Implement Radix Sort using arrays

https://www.hackerrank.com/contests/hw1/challenges/radix-sort?utm_source

UNIT – III

Linked Lists: Singly linked lists: representation and operations, doubly linked lists and its operations and circular linked lists and its operations, Comparing arrays and linked lists, Applications of linked lists.

Practice:

1. Single Linked List: Perform different operations in single linked list.
https://leetcode.com/problems/design-linked-list/description/?utm_source
2. Perform different operations in double linked list
https://leetcode.com/problems/design-linked-list/?utm_source
3. Circular Linked List
https://www.codechef.com/practice/course/linked-lists/LINKLISTF/problems/PREP58?utm_source

UNIT – IV

Stacks: Introduction to stacks: properties and operations, implementing stacks using arrays and linked lists, applications of stacks.

Queues: Introduction to queues: properties and operations, Types of Queues, implementing queues using arrays and linked lists, applications of queues.

Practice:

1. Stack and its operations using arrays and Linked List
<https://www.hackerrank.com/challenges/balanced-brackets/problem>
https://leetcode.com/problems/design-linked-list/description/?utm_source
2. Implement a program to evaluate a postfix expression.
<https://leetcode.com/problems/evaluate-reverse-polish-notation/description/>
3. Queue and its operations using arrays and Linked List
<https://leetcode.com/problems/implement-queue-using-stacks/description/>
https://leetcode.com/problems/design-linked-list/description/?utm_source
4. Implement Circular Queue using Arrays
<https://leetcode.com/problems/design-circular-queue/description/>

UNIT – V

Non-linear Data Structures:

Trees: Definition of tree, Tree Terminology, types of trees, Binary tree traversals, Binary Search Tree – Insertion, Deletion.

Graphs: Definition and Terminology – Representation of Graphs-Adjacency Matrix and Linked list, Graph Traversals (BFT & DFT)

Practice:

1. Implement Binary search tree (BST).
<https://leetcode.com/problems/insert-into-a-binary-search-tree/description/>
<https://leetcode.com/problems/delete-node-in-a-bst/description/>
2. Implement Binary search Tree (BST) Traversals.
<https://www.hackerrank.com/challenges/tree-inorder-traversal/problem>
<https://www.hackerrank.com/challenges/tree-preorder-traversal/problem>
<https://www.hackerrank.com/challenges/tree-postorder-traversal/problem>
3. Graph Traversal using Breadth First Search (BFS)
<https://www.hackerrank.com/challenges/bfsshortreach/problem>

4. Graph Traversal using Depth First Search (DFS)
<https://leetcode.com/problems/number-of-islands/description/>

Text Books:

1. Data Structures using C, Rema Tharaja, Oxford University Press, 3rd Edition. ISBN: 978-9354979453
2. Data Structures, KV Sambasivarao, S Rama Sree, S.Chand. ISBN: 978-9358704730

Reference Books:

1. The Algorithm Design Manual, Steven S. Skiena, Springer Publication, Second Edition. ISBN: 978-1849967204
2. Fundamentals of data structures in C, Ellis Horowitz, Sartaj Sahni, Susan Anderson-Freed, Silicon Press, ISBN: 978-0716782506
3. Data Structures and Algorithms by Maganti Venkatesh, Naresh. ISBN: 9780929306407
4. Data Structures Using C, Reema Thareja, Oxford University Press, 2nd Edition. ISBN: 978-0198099307

Web Links:

1. <https://nptel.ac.in/courses/106102064>
2. <https://archive.nptel.ac.in/courses/106/105/106105225/>
3. <https://www.udemy.com/topic/data-structures/>
4. <https://www.coursera.org/specializations/data-structures-algorithms>
5. <https://ds1-iiith.vlabs.ac.in/List%20of%20experiments.html>

Additional Practice:

SNO	Difficulty	Problem Name	URL
1	Easy	Structs and enums	https://www.hackerrank.com/challenges/too-high-boxes/problem
2	Easy	Structs and enums	https://www.codechef.com/problems/HS08TEST?tab=statement
3	Medium	Structs and enums	https://www.hackerrank.com/challenges/small-triangles-large-triangles/problem
4	Easy	Arrays and Hashtables	https://leetcode.com/problems/two-sum/description/
5	Easy	Arrays and Pointers	https://leetcode.com/problems/remove-duplicates-from-sorted-array/description/?utm_source
6	Medium	Arrays and Pointers	https://leetcode.com/problems/two-sum-ii-input-array-is-sorted/description/?utm_source
7	Easy	Linked List	https://leetcode.com/problems/merge-two-sorted-lists/description/
8	Medium	Arrays and Matrix	https://leetcode.com/problems/diagonal-traverse/description/
9	Easy	Linked List	https://www.hackerrank.com/challenges/compare-two-linked-lists/problem
10	Medium	Stack applications	https://www.geeksforgeeks.org/problems/tower-of-hanoi-1587115621/1?utm
11	Medium	Binary Tree	https://leetcode.com/problems/binary-tree-right-side-view/description/

12	Medium	Stack applications	https://leetcode.com/problems/remove-k-digits/description/
13	Medium	Graph Theory	https://www.hackerrank.com/challenges/journey-to-the-moon/problem
14	Medium	Graph Traversals	https://leetcode.com/problems/number-of-provinces/description/
15	Medium	Graph Theory	https://www.hackerrank.com/challenges/torque-and-development/problem

	Basic Programs	Aditya's Internal coding Platform(Maya)	Code chef	Hacker rank	Leet code	Geek for Geeks
Unit-1	3	0	0	0	0	0
Unit-2	0	0	0	3	0	0
Unit-3	0	0	1	0	2	0
Unit-4	0	0	0	1	5	0
Unit-5	0	0	0	4	3	0
Additional Practice	0	0	1	5	8	1
Total	3	0	2	13	18	1

Data Structures using C++

(CE, ME, PT, Min.E.)

(Revised Syllabus for batches admitted from 2026 Onwards)

	L	T	P	C
Course Code: 2601DS02	2	0	2	4

Course Outcomes:

At the end of the course, student will be able to:

- CO1:** Apply C++ features for problem solving.
- CO2:** Apply various sorting techniques to solve computing problems.
- CO3:** Make use of linear data structures to solve real time problems.
- CO4:** Develop applications using Tree data structures.
- CO5:** Solve problems using Graph algorithms.

Mapping of Course Outcomes with Program Outcomes:

CO/PO	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11
CO1	1	1	1					1	1		
CO2	1	1	2	2				1	1		
CO3	1	2	2	1				1	1		
CO4	1	1	2	1				1	1		
CO5	1	1	2	2				1	1		

Mapping of Course Outcomes with Program Specific Outcomes:

CO/PSO	PSO1	PSO2
CO1	2	-
CO2	2	-
CO3	2	-
CO4	2	-
CO5	2	-

UNIT – I

An Overview of C++: Structure of C++ program, Input and output in C++, Class, Objects, Members Functions, Access Specifiers, Introduction to Constructors and Destructor.

Overview of Standard Template Library: Introduction, STL Programming Model, Containers, Sequence Containers, Associative Containers, Algorithms, Iterators, Vectors, Lists, Maps.

Practice:

- Find the roots of a quadratic equation.
- Find factorial of a given number using recursion
- Palindrome Number
<https://leetcode.com/problems/palindrome-number/description/>
- Class and Objects
<https://www.hackerrank.com/challenges/classes-objects/problem?isFullScreen=true>

5. Program to illustrate the use of Constructors and Destructors.
6. C++ Class Templates
<https://www.hackerrank.com/challenges/cpp-class-template-specialization/problem?isFullScreen=true>

UNIT – II

Data Structures: Introduction to Data Structures, Types of Data Structures.

Linear Data Structures: Definition and importance of linear data structures, Abstract data types (ADTs) and their implementation.

Linked Lists: Singly linked lists: Representation and operations, Doubly linked lists and its operations and Circular linked lists and its operations, applications of linked list

Practice:

1. Single Linked List: Perform different operations in single linked list.
https://leetcode.com/problems/design-linked-list/description/?utm_source
2. Perform different operations in double linked list
https://leetcode.com/problems/design-linked-list/?utm_source
3. Circular Linked List
https://www.codechef.com/practice/course/linked-lists/LINKLISTF/problems/PREP58?utm_source
4. Reversing a Linked List

UNIT – III

Stacks: Introduction to stacks: properties and operations, implementing stacks using arrays and linked lists, applications of stacks.

Queues: Introduction to queues: properties and operations, Types of Queues, implementing queues using arrays and linked lists, applications of queues.

Practice:

1. Stack and its operations using arrays and Linked List
<https://www.hackerrank.com/challenges/balanced-brackets/problem>
https://leetcode.com/problems/design-linked-list/description/?utm_source
2. Implement a program to evaluate a postfix expression.
<https://leetcode.com/problems/evaluate-reverse-polish-notation/description/>
3. Queue and its operations using arrays and Linked List
<https://leetcode.com/problems/implement-queue-using-stacks/description/>
https://leetcode.com/problems/design-linked-list/description/?utm_source
4. Implement Circular Queue using Arrays
<https://leetcode.com/problems/design-circular-queue/description/>

UNIT – IV

Trees: Definition of tree, Tree Terminology, Representation of tree, Types of trees-Binary Tree, BST, Binary tree traversals-Inorder,Preorder,Postorder Traversals.

Binary Search Trees – Definition, Operations: Searching, Insertion, Deletion.

Practice:

1. Implement Binary search tree (BST).
<https://leetcode.com/problems/insert-into-a-binary-search-tree/description/>
<https://leetcode.com/problems/delete-node-in-a-bst/description/>
2. Implement Binary search Tree (BST) Traversals.
<https://www.hackerrank.com/challenges/tree-inorder-traversal/problem>
<https://www.hackerrank.com/challenges/tree-preorder-traversal/problem>
<https://www.hackerrank.com/challenges/tree-postorder-traversal/problem>

UNIT – V

Graphs: Definition and Terminology, Types of Graph, Representation of Graphs-Adjacency Matrix and Adjacency list, Graph Traversals (BFS & DFS), Bi-Connected Components.

Practice:

1. Graph Traversal using Breadth First Search (BFS)
<https://www.hackerrank.com/challenges/bfsshortreach/problem>
2. Graph Traversal using Depth First Search (DFS)
<https://leetcode.com/problems/number-of-islands/description/>

Text Books:

1. The Complete Reference C++, Herbert Schildt, TMH, Fourth Edition, ISBN-10. 0070411832.
2. Fundamentals of Data Structures in C++, Ellis Horowitz, Sartaj Sahni, Dinesh Mehta, ISBN: 81-7515-278-8
3. Data Structures, KV Sambasivarao, S Rama Sree, S.Chand. ISBN: 978-9358704730

Reference Books:

1. The C++ Programming Language, Bjarne Stroustrup, Pearson, Fourth Edition, ISBN : 9780133522884.
2. Object oriented programming in C++, Joyce Farrell, Cengage, ISBN : 978-1418836269
3. Data structures and algorithms in C++, 3rd edition, Adam Drozdek, Thomson, ISBN: 9788131521267
4. The Algorithm Design Manual, Steven S. Skiena, Springer Publication, Second Edition. ISBN: 978-1849967204
5. Data Structures and Algorithms by Maganti Venkatesh, Naresh. ISBN: 9780929306407

Web Links:

1. <http://nptel.ac.in/courses/106105151/>
2. <https://nptel.ac.in/courses/106102064>
3. <https://archive.nptel.ac.in/courses/106/105/106105225/>
4. <https://www.udemy.com/topic/data-structures/>
5. <https://www.coursera.org/specializations/data-structures-algorithms>
6. <https://ds1-iiith.vlabs.ac.in/List%20of%20experiments.html>

Additional Practice:

SNO	Difficulty	Problem Name	URL
1	Easy	Arrays and Hashtables	https://leetcode.com/problems/two-sum/description/
2	Easy	Arrays and Pointers	https://leetcode.com/problems/remove-duplicates-from-sorted-array/description/?utm_source
3	Medium	Arrays and Pointers	https://leetcode.com/problems/two-sum-ii-input-array-is-sorted/description/?utm_source
4	Easy	Linked List	https://leetcode.com/problems/merge-two-sorted-lists/description/
5	Medium	Arrays and Matrix	https://leetcode.com/problems/diagonal-traverse/description/
6	Easy	Linked List	https://www.hackerrank.com/challenges/compare-two-linked-lists/problem
7	Medium	Stack applications	https://www.geeksforgeeks.org/problems/tower-of-hanoi-1587115621/1?utm
8	Medium	Binary Tree	https://leetcode.com/problems/binary-tree-right-side-view/description/
9	Medium	Stack applications	https://leetcode.com/problems/remove-k-digits/description/
10	Medium	Graph Theory	https://www.hackerrank.com/challenges/journey-to-the-moon/problem
11	Medium	Graph Traversals	https://leetcode.com/problems/number-of-provinces/description/
12	Medium	Graph Theory	https://www.hackerrank.com/challenges/torque-and-development/problem

	Basic Programs	Aditya's Internal coding Platform(Maya)	Code chef	Hacker rank	Leet code	Geek for Geeks
Unit-1	3	0	0	2	1	0
Unit-2	0	0	1	3	2	0
Unit-3	0	0	0	1	5	0
Unit-4	0	0	0	3	2	0
Unit-5	0	0	0	1	1	0
Additional Practice	0	0	0	3	8	1
Total	3	0	1	13	19	1

Operating Systems

(CE, EEE, ME, ECE, PT, Min.E., Ag.E.)

Course Code: 2501CS13

L	T	P	C
2	0	1	3

Course Outcomes:

At the end of the course, student will be able to:

- CO1:** Describe basic concepts of Operating Systems and its structure.
- CO2:** Analyse various issues related to inter process communication like process scheduling, resource management and deadlocks.
- CO3:** Interpret the issues and challenges of memory management.
- CO4:** Illustrate concepts of Disk management and file system implementation.
- CO5:** Explain issues related to protection and security mechanisms.

Mapping of Course Outcomes with Program Outcomes:

CO/PO	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11
CO1	3								1		
CO2	1	3		1					2		1
CO3	1	3		1					2		1
CO4	1	3		1					1		1
CO5	2	2							1		

Mapping of Course Outcomes with Program Specific Outcomes:

CO/PSO	PSO1	PSO2
CO1	1	
CO2	2	
CO3	2	
CO4	2	
CO5	2	

UNIT – I

Operating Systems Overview: Operating system functions, Operating system structure, Operating systems operations, Computing environments, Open-Source Operating Systems. System Structures: Operating System Services, User and Operating-System Interface, systems calls, Types of System Calls, system programs, operating system structure, System Boot.

Case Study: The above topics are discussed as case study in Windows/ Unix OS

Practice:

1. Basic Linux commands
2. Implementation of System calls
3. Multiprogramming-Memory management-Implementation of fork (), wait (), exec() and exit (), System calls

UNIT – II

Process Concept: Process scheduling, Operations on processes, Inter-process communication.

Process Scheduling: Basic concepts, Scheduling criteria, Scheduling algorithms, Multiple processor scheduling, Thread scheduling.

Multithreaded Programming: Multithreading models, Thread libraries, Threading issues

Case Study: The above topics are discussed as case study in Windows/ Unix OS

Practice:

1. Simulate the following CPU scheduling algorithms: FCFS and SJF
2. Simulate the following CPU scheduling algorithms: Priority and Round Robin

UNIT – III

Inter-process Communication: Race conditions, Critical Regions, Mutual exclusion with busy waiting, Sleep and wakeup, Semaphores, Mutexes, Monitors, Message passing, Classical IPC Problems - Dining philosophers problem, Readers and writers problem.

Deadlocks: Resources, Conditions for resource deadlocks, Ostrich algorithm, Deadlock detection and recovery, Deadlock avoidance, Deadlock prevention.

Case Study: The above topics are discussed as case study in Windows/ Unix OS

Practice:

1. Simulate Bankers Algorithm for Dead Lock Avoidance
2. Write a C program that illustrates two processes communicating using shared memory.
3. Write C program to create a thread using pthreads library and let it run its function.
4. Write a C program to illustrate concurrent execution of threads using pthreads library

UNIT – IV

Memory-Management Strategies: Introduction, Swapping, Contiguous memory allocation, Paging, Segmentation.

Virtual Memory Management: Introduction, Demand paging, Copy on-write, Page replacement, Frame allocation, Thrashing, Memory-mapped files, Kernel memory allocation.

File Systems: Files, Directories, File system implementation, management and optimization.

Case Study: The above topics are discussed as case study in Windows/ Unix OS

Practice:

1. Simulate the Multiprogramming with a fixed number of tasks (MFT)
2. Simulate the Multiprogramming with a variable number of tasks (MVT)
3. Simulate the FIFO page replacement algorithm
4. Simulate the LRU page replacement algorithm
5. Simulate the following File allocation strategies: Sequenced, Indexed and Linked

UNIT – V

Secondary-Storage Structure: Overview of disk structure, and attachment, Disk scheduling, RAID structure, Stable storage implementation.

System Protection: Goals of protection, Principles and domain of protection, Access matrix, Access control, Revocation of access rights.

System Security: Introduction, Program threats, System and network threats.

Practice:

1. The above topics are discussed as case study in Windows/ Unix OS

Text Books:

1. Operating System Concepts, Abraham Silberschatz, Peter B Galvin and Greg Gagne, John Wiley and Sons Inc., 12th Edition. ISBN: 978-0470128725
2. William Stallings, Operating Systems: Internals and Design Principles. Prentice-Hall, 7th Edition. ISBN: 978-9332518803

Reference Books:

- 1 Modern Operating Systems, Tanenbaum A S, Pearson Education, 3rd Edition. ISBN: 978-0136006633
- 2 Operating Systems A Concept Based Approach, Dhamdhere D M, Tata McGraw-Hill, 3rd Edition. ISBN: 978-1259005589
- 3 Operating Systems, Nutt G, Pearson Education, 3rd Edition,. ISBN: 978-8131723593

Web Links:

- 1 <https://archive.nptel.ac.in/courses/106/106/106106144/>
- 2 <https://archive.nptel.ac.in/courses/106/105/106105214/>
- 3 <https://www.coursera.org/learn/iot/lecture/MrgxS/lecture-3-1-operating-systems>
- 4 <https://in.udacity.com/auth?next=/course/introduction-to-operating-systems--ud923>

Database Management Systems

(CE, EEE, ME, ECE, PT, Min.E., Ag.E.)

Course Code: 2501IT05

L	T	P	C
2	0	2	4

Course Outcomes:

At the end of the course, student will be able to:

- CO1:** Describe the Fundamental concepts of DBMS.
- CO2:** Interpret relational database using SQL.
- CO3:** Make use of normalization techniques for database design.
- CO4:** Illustrate the mechanisms of transaction management.
- CO5:** Optimize database performance with advanced indexing, query optimization, and recovery strategies.

Mapping of Course Outcomes with Program Outcomes:

CO/PO	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11
CO1	3	3	3		1			1			
CO2	3	3	3	2	2	1		1			
CO3	3	3	3	3	3	2					1
CO4	3	3	3	1	2	1					
CO5	3	3	3	3	3	2					2

UNIT – I

Introduction to DBMS: History and Architecture, Need and Purpose of DBMS, Applications of DBMS, Data and Metadata, Levels of abstraction, Three-Schema Architecture, structure of DBMS, Database Users & Roles of DBA, Basics of Parallel and Distributed Databases, Specialty Databases – Spatial, Temporal, Multimedia, NoSQL.

View of Data : Concepts of Schema, Data Models (Relational, ER, Object-based, Semi-structured), Steps in Database Design, Database system environment, Centralized and Client Server architecture for the database.

Practice

1. Familiarization with installation of DBMS (Oracle 10g).
2. Draw the schema model for a University Database System by identifying the main entities using draw.io/diagrams.net or any similar tool.

UNIT – II

Introduction to the Relational Model: Structure of Relational Model, concepts of domain, attribute, tuple, relation, Database Schema and Schema Diagrams, Keys in Relational Model: Primary, Candidate, Alternate, Foreign, Importance and Handling of NULL Values, Relational Algebra: Fundamental Operations.

Basic SQL: Data types, table definitions (create, alter), DML operations (insert, delete, update), basic SQL querying (select, where clause, projection), arithmetic & logical operations, SQL functions, Introduction to GROUP BY and HAVING clauses.

Practice

1. Querying and modifying the database using Data Manipulation Language commands - select, insert, update, delete.
2. Implementation of SQL Functions – Use group-by and having clause.

- Find Customer Referee using DML Operations
 - <https://leetcode.com/problems/find-customer-referee/description/?envType=study-plan-v2&envId=top-sql-50>
- Average Time of Process per Machine using aggregate functions.
 - <https://leetcode.com/problems/average-time-of-process-per-machine/description/?envType=study-plan-v2&envId=top-sql-50>
- DML Operations on given schema
 - <https://www.hackerrank.com/challenges/revising-the-select-query-2/problem?isFullScreen=true>
- Aggregate Operators
 - <https://www.hackerrank.com/challenges/earnings-of-employees/problem?isFullScreen=true>
- Basic Queries for salaries of employees
 - <https://www.hackerrank.com/challenges/salary-of-employees/problem?isFullScreen=true>

UNIT – III

ER Model – Introduction to entities, attributes, entity sets, relationships, relationship sets, constraints. Specialization, generalization, inheritance, subclasses and super classes using ER diagrams.

Advanced SQL – Creating tables with relationships, implementing key and integrity constraints, nested and correlated subqueries, grouping, aggregation, ordering, different types of joins (natural, equi, outer, left, right, inner), views (updatable and non-updatable), relational set operations.

Practice:

5. Perform join operations: natural, equi-join, outer join, left, right, inner; assess query performance.
 6. Perform set operations: union, intersection, difference.
 7. Implement nested and correlated subqueries.
 8. Creating and querying views and materialized views.
- Queries using join operations Ex: Product Sales Analysis I
 - <https://leetcode.com/problems/product-sales-analysis-i/description/?envType=study-plan-v2&envId=top-sql-50>
 - Queries using Nested queries. Ex: Employees Whose Manager Left the Company
 - <https://leetcode.com/problems/employees-whose-manager-left-the-company/description/?envType=study-plan-v2&envId=top-sql-50>
 - Queries using join operations
 - <https://leetcode.com/problems/primary-department-for-each-employee/description/?envType=study-plan-v2&envId=top-sql-50>
 - Queries challenge the pads problem
 - <https://www.hackerrank.com/challenges/the-pads/problem?isFullScreen=true>
 - Queries type of triangle problem
 - <https://www.hackerrank.com/challenges/what-type-of-triangle/problem?isFullScreen=true>
 - Joins
 - <https://www.hackerrank.com/challenges/the-report/problem?isFullScreen=true>

UNIT – IV

Normalization: Purpose of Normalization or schema refinement, concept of functional dependency, normal forms based on functional dependency (1NF, 2NF and 3 NF), concept of surrogate key, Boyce-Codd normal form (BCNF), Lossless join and dependency preserving decomposition, Fourth normal form(4NF), Fifth Normal Form (5NF).

Transaction Concept: Transaction State, Implementation of Atomicity and Durability, Concurrent Executions, Serializability, Recoverability, Storage, Recovery and Atomicity, Recovery algorithm.

Practice

3. **Implement SQL queries on a normalized database schema** using the given university database structure. The schema consists of the following tables:
 - **Students** (StudentID, StudentName, Major)
 - **Courses** (CourseID, CourseName, Credits)
 - **Enrollments** (StudentID, CourseID, EnrollmentDate)
 - **Instructors** (InstructorID, InstructorName, Phone)
 - **Course_Instructors** (CourseID, InstructorID)
4. (a) Implementation of Data Control Language commands – grant and revoke.

(c) Implementation of Transaction Control Language commands - commit, savepoint, and rollback.

- Understanding Transaction, Commit and Rollback
 - <https://www.codechef.com/learn/course/sql/SQ00LS10A/problems/TRA01>
- Queries on normalized database.
 - <https://www.hackerrank.com/challenges/symmetric-pairs/problem?isFullScreen=true>
- Queries on occupations
 - <https://www.hackerrank.com/challenges/occupations/problem?isFullScreen=true>

UNIT – V

Indexing Techniques: Introduction, B+ Trees: Search, Insert, delete algorithms, File Organization and Indexing, Cluster Indexes, Primary and Secondary Indexes, Index data Structures, Hash Based Indexing: Tree base Indexing, Comparison of File Organizations.

Database Tuning: Introduction, Database Performance Tuning, Query Optimization: Introduction, Query Optimization algorithms, Backup and Recovery.

Practice

5. Create a Primary, Secondary Index on a Column.
6. Retrieve Data Using an Index.
7. Insert Data and Update Indexes.
8. Delete Data and Impact on Indexes.

* **Note:** The student must Complete & Submit a Database Foundations Certificate Course offered by Oracle Academy at the end of the Practice Session.

Capstone Project:

Project 1: University Academic Management

Project 2: Hospital Management System

Project 3: E-Commerce Order Management System

Project 4: Library Management System

Project 5: Bank Account Management System

Project 6: Online Shopping System

Project 7: Software Management System

Students should maintain for the project:

Data (Database)

- Identify at least 6 entities for your domain (e.g., Student, Course, Faculty, Department, Enrollment, Results)
- Define all attributes for each entity – simple, composite, multi-valued, and derived attributes
- Maintain tables e.g., Students, Courses, Faculty, Enrollment, and Results
- Ensure proper relationships (Student–Course via Enrollment, Faculty–Course)
- Store accurate data with primary keys, foreign keys, and constraints
- Avoid redundancy through normalization (up to 3NF)
- Maintain data integrity and validation (no duplicate IDs, valid grades)

Documentation

- Clear objective and problem definition
- Well-defined database schema (tables & attributes)
- ER diagram showing entities and relationships
- Explanation of modules and functionalities
- Description of SQL operations and queries used
- Sample outputs/screenshots
- Mention of enhancements and improvements

Textbooks:

- 1 Database System Concepts ,Abraham Silberschatz, Henry Korth, and S. Sudarshan, McGraw-Hill , 8th Edition, ISBN-13: 978-1260230508.
- 2 Database Management Systems, Raghurama Krishnan, Johannes Gehrke, Mc Graw-Hill, 4th Edition, ISBN: 978-1260091195.

Reference Books:

- 1 Database Systems, Ramez Elmasri, Shamkant B. Navathe, 7th Edition, Pearson, ISBN: 978-0137504277.
- 2 Database Systems, Carlos Coronel, Steven Morris, Peter Rob, 10th Edition, Cengage, ISBN: 978-0357517864.
- 3 Introduction to Database Systems, C J Date, Pearson, 9th Edition, ISBN: 978-0133970777.

Web Links:

- 1 <https://academy.oracle.com/pages/coursedescription/Oracle%20Academy%20Database%20Foundations%20Course%20Description.pdf>
- 2 <https://www.w3schools.com/sql/>
- 3 https://onlinecourses.nptel.ac.in/noc22_cs91/

Additional Practice:

S.No	Difficulty	Problem Name	Link
1.	Easy	Select	https://www.codechef.com/learn/course/sql/SQ00LS04/problems/GSQ17
2.	Easy	DML queries	https://leetcode.com/problems/second-highest-salary/description/
3.	Easy	Select All	https://www.hackerrank.com/challenges/select-all-sql/problem?isFullScreen=true
4.	Easy	Basic employee names	https://www.hackerrank.com/challenges/name-of-employees/problem?isFullScreen=true
5.	Easy	Aggregate functions	https://www.hackerrank.com/challenges/revising-aggregations-sum/problem?isFullScreen=true
6.	Easy	Basic SQL Querying	https://www.codechef.com/learn/course/sql/SQ00LS04/problems/GSQ21
7.	Easy	Basic Join	https://www.hackerrank.com/challenges/the-report/problem?isFullScreen=true
8.	Easy	Basic Join	https://www.hackerrank.com/challenges/average-population-of-each-continent/problem?isFullScreen=true
9.	Easy	Views	https://leetcode.com/problems/article-views-i/
10.	Easy	Database Normalization	https://www.hackerrank.com/challenges/placements/problem?isFullScreen=true
11.	Easy	1NF	https://www.hackerrank.com/challenges/database-normalization-1-1nf/problem?isFullScreen=true
12.	Easy	1NF/2NF/3NF	https://www.hackerrank.com/challenges/database-normalization-123nf/problem?isFullScreen=true
13.	Easy	2NF/3NF	https://www.hackerrank.com/challenges/database-normalization-4/problem?isFullScreen=true
14.	Easy	Select	https://www.hackerrank.com/challenges/average-population-of-each-continent/problem?isFullScreen=true
15.	Easy	Select ID	https://www.hackerrank.com/challenges/select-by-id/problem?isFullScreen=true
16.	Easy	attributes	https://www.hackerrank.com/challenges/japanese-cities-attributes/problem?isFullScreen=true
17.	Easy	Select	https://www.hackerrank.com/challenges/select-by-id/problem?isFullScreen=true

18.	Easy	Select	https://www.hackerrank.com/challenges/weather-observation-station-3/problem?isFullScreen=true
19.	Easy	Select	https://www.hackerrank.com/challenges/weather-observation-station-1/problem?isFullScreen=true
20.	Easy	Select	https://www.hackerrank.com/challenges/more-than-75-marks/problem?isFullScreen=true
21.	Easy	Indexing	https://leetcode.com/problems/create-a-new-column/description/
22.	Medium	BCNF	https://www.hackerrank.com/challenges/database-normalization-5/problem?isFullScreen=true
23.	Medium	4NF	https://www.hackerrank.com/challenges/database-normalization-10/problem?isFullScreen=true
24.	Medium	select	https://www.hackerrank.com/challenges/the-company/problem?isFullScreen=true
25.	Medium	joins	https://www.hackerrank.com/challenges/harry-potter-and-wands/problem?isFullScreen=true
26.	medium	Indexing	https://leetcode.com/problems/primary-department-for-each-employee/description/
27.	Medium	Group BY	https://leetcode.com/problems/product-price-at-a-given-date/description/
28.	Medium	Group BY	https://leetcode.com/problems/group-sold-products-by-the-date/description/
29.	Hard	Delete index	https://leetcode.com/problems/delete-duplicate-emails/description/
30.	Hard	Insert and update	https://leetcode.com/problems/trips-and-users/description/
31.	Hard	Insert and update	https://leetcode.com/problems/students-and-examinations/description/
32.	Hard	Delete index	https://leetcode.com/problems/immediate-food-delivery-ii/description/
33.	Hard	Views	https://www.hackerrank.com/challenges/interviews/problem?isFullScreen=true
34.	Hard	joins	https://www.hackerrank.com/challenges/15-days-of-learning-sql/problem?isFullScreen=true

	Aditya's Internal Coding Platform (Maya)	Code chef	Hacker rank	Leet code	Total
Unit-1	0	0	0	0	0
Unit-2	0	0	3	2	5
Unit-3	0	0	3	3	6
Unit-4	0	1	2	0	0
Unit-5	0	0	0	0	0
Additional Practice	0	2	22	10	34
Total	0	3	30	15	45

Note:

- The cornerstone project team size shall be four (4) students.
- Students may select any one of the above prescribed projects or a project of their own choice with the prior permission of the Course instructor.
- The evaluation of the Cornerstone Project shall be based on the project implementation, oral presentation, 10-minute video presentation, report and viva voce.
- The video presentation should consist of the working procedure of the project along with contribution of each student for a minimum of 2 minutes.
- Finally, the Source code of the cornerstone Project has to be pushed into the Students GitHub repository (if applicable).

Computer Networks

(CE, EEE, ME, ECE, PT, Min.E., Ag.E.)

Course Code: 2501CS07

L	T	P	C
3	0	0	3

Course Outcomes:

At the end of the course, student will be able to:

- CO1:** Describe network topologies, reference models and media for data transmission
- CO2:** Analyze error and flow control issues in data link layer
- CO3:** Classify MAC protocols and channelization techniques
- CO4:** Apply routing algorithms and congestion control techniques for effective data transmission
- CO5:** Analyze protocols Transport and Application Layers

Mapping of Course Outcomes with Program Outcomes:

CO/PO	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11
CO1	3	1									
CO2		2									
CO3		2							1	1	
CO4	1	2	2						2		1
CO5		1			1						1

Mapping of Course Outcomes with Program Specific Outcomes:

CO/PO	PSO1	PSO2
CO1	1	
CO2	2	
CO3	2	
CO4	2	
CO5	2	

UNIT – I

Network Overview: interfaces, protocols and services, connection-oriented and connectionless services, OSI & TCP/IP Reference Models. Local Area Networks: Topologies - star, bus, ring, media access control - deterministic and probabilistic, IEEE 802.x. wireless networking.

UNIT – II

Data Link Protocols: Framing and Data Transparency, Error Detection & Correction, Flow control.

UNIT – III

Media Access Control: Random Access: ALOHA, Carrier sense multiple access (CSMA), CSMA with Collision Detection, CSMA with Collision Avoidance, Controlled Access: Reservation, Polling, Token Passing, Channelization: frequency division multiple Access (FDMA), time division multiple access (TDMA), code division multiple access (CDMA).

UNIT – IV

Routing Algorithms: The Optimality principle, Shortest path, Flooding, Distance vector, Link state, Hierarchical, Congestion Control algorithms: General principles of congestion control, Congestion prevention policies, Approaches to Congestion Control, Traffic Aware Routing, Admission Control, Traffic Throttling, Load Shedding, Traffic Control Algorithm: Leaky bucket & Token bucket.

UNIT – V

IP Protocols: IP Addressing, IP & ICMP.

Transmission Control Protocol: UDP & TCP.

Application Layer: World Wide Web, HTTP, Electronic mail, Architecture, web based mail, email security, TELENET, local versus remote Logging, Domain Name System: Name Space, DNS, SNMP.

Additional Practice (Not considered for examination):

1. Write a Program to implement the data link layer framing methods such as i) Character stuffing ii) bit stuffing.
2. Write a Program to implement Sliding window protocols.
3. Programs to implement routing protocols like shortest path.
4. NS2 Simulator i. NS2 Simulator-Introduction ii. Simulate to Find the Number of Packets Dropped iii. Simulate to Find the Number of Packets Dropped by TCP/UDP.

Text Books:

- 1 Computer Networks — Andrew S Tanenbaum and David J Wetherall, Pearson Education, 5th Edition. ISBN: 978-0132126953
- 2 Data Communications and Networking – Behrouz A. Forouzan, McGraw Hill Education, 5th Edition ISBN: 978-1259064753

Reference Books:

- 1 Data Communications and Networks- Achut S Godbole, Atul Kahate, McGraw-Hill Education (India) Pvt Limited, 2nd Edition. ISBN: 978-0-07-123110-7
- 2 Computer Networks, Mayank Dave, CENGAGE India, 6th Edition ISBN: 978-8131509869

Web Links:

- 1 <https://nptel.ac.in/courses/106105081>
- 2 <https://www.coursera.org/learn/fundamentals-network-communications>

Artificial Intelligence

(CE, EEE, ECE, PT, Min.E.)

Course Code: 2501AI02

L	T	P	C
2	0	1	3

Course Outcomes: At the end of the Course, Student will be able to:

- CO1:** Illustrate the foundations, history, and applications of Artificial Intelligence using modern tools
- CO2:** Develop AI-based problem-solving models using Python
- CO3:** Implement search and optimization algorithms using Python libraries
- CO4:** Apply knowledge representation techniques using Python frameworks
- CO5:** Design simple intelligent systems and expert systems using Python

Mapping of Course Outcomes with Program Outcomes:

CO/PO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11
CO1	3			1				1	1		1
CO2	3	2		2				1	1		1
CO3	3	2	1	2	1			1	1		1
CO4	2		1					1	1		
CO5	2	2	1	1	1			1	1		1

Mapping of Course Outcomes with Program Specific Outcomes:

CO/PSO	PSO1	PSO2
CO1	1	
CO2	2	1
CO3	1	1
CO4	1	
CO5	1	1

Unit - I

Introduction to AI & Python Foundations

What is AI? Foundations and History of AI, AI Applications in real-world systems, Intelligent Agents and Environment, Rationality and Types of Agents, Fundamentals of Python for AI applications.

Practice (Python-based):

1. Implement simple AI agent (e.g., vacuum cleaner agent simulation)
2. Rule-Based AI Agent (Weather Decision Agent)

Unit – II

Problem Solving & Search Algorithms

Problem formulation and state space representation, Control strategies, Search strategies, Uninformed Search: BFS, DFS, Uniform Cost Search, Informed Search: Greedy, A* Algorithm, Heuristics and evaluation functions.

Practice (Python):

1. Implement DFS algorithm for Water Jug Problem
2. Solve Tic-Tac-Toe using BFS search strategy.
3. Implement A* Algorithm for pathfinding (e.g., grid navigation)

Unit – III**Optimization & Game Playing**

Problem graphs, Matching, Indexing, Local Search Algorithms: Hill Climbing, Simulated Annealing, Optimization Problems, Searching with Nondeterministic Actions, Constraint Satisfaction Problems (CSP), Game Playing: Minimax Algorithm, Alpha-Beta Pruning

Practice (Python):

1. Solve 8-Puzzle using Hill Climbing
2. Implement Travelling Salesman Problem (TSP) using heuristic approach

Unit – IV**Knowledge Representation**

Knowledge Representation Techniques, Propositional Logic & Predicate Logic, Inference & Resolution, Semantic Networks and Frames, Representation of knowledge through Planning generation Systems-K Strips Strategic explanations Why, why not and how explanations.

Practice (Python):

1. a) Implement Predicate Logic using Python (SymPy / logic module)
b) Develop a Semantic Network (e.g., Animals or Transport)
2. Create a Frame-based system (Restaurant domain)

Unit – V**Expert Systems & Modern AI Applications**

Expert Systems Architecture, Knowledge Acquisition & Representation, Meta knowledge, Rule-based Systems, Ethics in AI, Typical expert systems – EMYCIN, DART, XOON, Expert systems shells.

Practice (Python):

1. Build a Travel Recommendation Expert System
2. Develop a Student Career Guidance System

Text Books

1. Artificial Intelligence: A Modern Approach – Stuart Russell & Peter Norvig (need to add details)
2. Artificial Intelligence: Foundations of Computational Agents – Poole & Mackworth

Reference Books

1. Artificial Intelligence with Python – Prateek Joshi
2. Hands-On Machine Learning with Scikit-Learn & TensorFlow – Aurélien Géron
3. Python AI Projects for Beginners – Prateek Joshi

Web Resources

1. <https://docs.python.org>
2. <https://nptel.ac.in/courses/106105077>
3. <https://nptel.ac.in/courses/106106126>

Machine Learning (CE, ECE, PT, Min.E.)

Course Code: 2501AI05

L	T	P	C
2	0	2	4

Course Outcomes:

At the end of the course, student will be able to:

- CO1:** Outline the Concepts of Machine Learning and Statistical Learning
- CO2:** Build Regression and Classification models for given data.
- CO3:** Apply Instance based Learning techniques and SVM techniques linear and nonlinear data.
- CO4:** Apply clustering techniques on high dimensional data to group the similar entities.
- CO5:** Make use of ensemble learning techniques to improve the performance of a model.

Mapping of Course Outcomes with Program Outcomes:

CO/PO	PO 1	PO 2	PO3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11
CO1	2	2			2	2		1	1		
CO2	2	2	3		2	2		1	1		
CO3	3	2	3		2			1	1		2
CO4	3	2	3		2			1	1		
CO5	2	2	2		2			1	1		2

Mapping of Course Outcomes with Program Specific Outcomes:

CO/PSO	PSO1	PSO2
CO1		1
CO2		2
CO3		2
CO4		2
CO5		2

UNIT – I

Introduction:

Machine Learning, Types of Machine Learning Systems, Main Challenges of Machine Learning. Statistical Learning: Introduction, Supervised and Unsupervised Learning, The Learning Problem, Feasibility of Learning.

Practice :

3. Installation of Jupiter/Spider notebook and working on basic commands.
4. Loading and apply key preprocessing techniques on the dataset and also analyse the dataset.

UNIT – II

Supervised Learning(Regression/Classification):Basic Methods:

Concept Learning: General-to-Specific Hypotheses Ordering, Find-S and Candidate Elimination Algorithm, Version Space, and Inductive Bias.

Bayesian Learning: Probability Overview, MLE and MAP Estimates, Gaussian Naive Bayes Classifier, Bayesian Networks.

Instance-based Learning: k-Nearest Neighbour (kNN) Classifier, Voronoi Diagram and Distance-Weighted kNN, Distance Metrics and Curse of Dimensionality.

Practice :

1. Implement and demonstrate the FIND-S algorithm for finding the most specific hypothesis based on a given set of training data samples. Read the training data from a .CSV file.
2. For a given set of training data examples stored in a .CSV file, implement and demonstrate the Candidate Elimination algorithm to output a description of the set of all hypotheses consistent with the training examples.
3. Exercises to solve the real-world problems using Binary Classifier
4. Write a program to implement k-Nearest Neighbour algorithm to classify the iris data set. Print both correct and wrong predictions.

UNIT – III

Linear Models and Regression: Linear Classification, Linear Regression, Non-linear Transformation, Logistic Regression.

Support Vector Machines: Decision Boundary and Support Vector: Optimization and Primal-Dual Problem, Soft Margin and Non-linear Decision Boundary, Kernel Functions and Radial Basis Functions introduction.

Practice :

1. Exercises to solve the real-world problems using Linear Regression
2. Exercises to solve the real-world problems using Logistic Regression
3. Consider Patient Dataset. Apply linear classification technique(SVM) to identify the rate of heartpatients.

UNIT – IV

Classifier / Hypothesis Evaluation: Accuracy, Precision, Recall and F-Measures, Scores, Sampling, Bootstrapping and ROC, Hypotheses Testing and Cross-validation.

Unsupervised Learning:

Clustering : Partitional Clustering and Hierarchical Clustering, Cluster Types, Attributes and Salient Features, Hierarchical and Density-based Clustering Algorithms, Inter and Intra Clustering Similarity, Cohesion and Separation. MST and DBSCAN Clustering Algorithms.

Practice :

1. Develop a program for Bias, Variance, Remove duplicates , Cross Validation
2. Write a program to implement One-hot Encoding.
3. Write a program to implement Categorical Encoding.

UNIT – V

Ensemble Learning :

Bagging and Boosting, Adaboost and Random Forest ,

Computational Learning Theory : Error and Noise Formalisms, Training vs. Testing, Theory of Generalization, PAC Learnability and VC Dimensions , Overfitting, Regularization and Validation.

Practice :

3. Write a program to demonstrate the working of Random Forest classifier. Use appropriate dataset for Random Forest Classifier.
4. Use a sentiment analysis dataset from Twitter or other social media platforms, available on platforms like Kaggle and apply bagging and boosting techniques for prediction.

Additional Practice:

1. Assuming a set of documents that need to be classified, use the naïve Bayesian Classifier model to perform this task. Built-in Java classes/API can be used to write the program. Calculate the accuracy, precision, and recall for your data set.
2. Apply EM algorithm to cluster a Heart Disease Data Set. Use the same data set for clustering using kMeans algorithm. Compare the results of these two algorithms and comment on the quality of clustering. You can add Java/Python ML library classes/API in the program.

Corner Stone Project:

PROJECT 1: Intelligent Loan Risk Assessment System (End-to-End ML Pipeline)

Project Implementation, Documentation and Viva Voce

• Implementation mainly focuses on

- Collecting and integrating multiple datasets (loan + financial history)
- Advanced preprocessing (missing values, outliers, feature engineering)
- Implementing multiple models (Logistic Regression, Random Forest, XGBoost)
- Handling imbalanced data (SMOTE / resampling techniques)
- Model evaluation using ROC-AUC, F1-score, cross-validation
- Building a simple UI (Streamlit/Web app) for predictions
- Model comparison and optimization

• Documentation must contain

- Objective & real-world problem definition
- Dataset merging and preprocessing pipeline
- Feature engineering techniques
- Model comparison and evaluation metrics
- System architecture diagram
- Screenshots (UI + outputs)
- Enhancements (hyperparameter tuning, deployment)

PROJECT 2: Smart Disease Prediction System with Model Ensemble

- **Implementation mainly focuses on**

- Using medical datasets (heart disease/diabetes/multi-disease)
- Data preprocessing and feature selection
- Applying multiple classifiers (SVM, kNN, Random Forest, Gradient Boosting)
- Ensemble learning (Voting / Stacking models)
- Model evaluation using confusion matrix, ROC curves
- Explainability (feature importance / SHAP basics)
- Web-based prediction interface

- **Documentation must contain**

- Objective
- Dataset and preprocessing steps
- Model architecture and ensemble approach
- Evaluation metrics and comparison
- Screenshots (prediction system)
- Enhancements (multi-disease prediction)

PROJECT 3: Real-Time Sentiment Analysis System with Web Scraping

- **Implementation mainly focuses on**

- Scraping live data (Twitter/news using APIs or scraping tools)
- Text preprocessing (stopwords, stemming, vectorization – TF-IDF)
- Training models (Naïve Bayes, Logistic Regression, LSTM optional)
- Real-time sentiment prediction
- Visualization dashboard (charts for sentiment trends)
- Handling large-scale streaming data

- **Documentation must contain**

- Objective
- Data collection methodology (APIs/web scraping)
- NLP preprocessing pipeline
- Model building and evaluation
- Dashboard explanation
- Screenshots
- Enhancements (real-time alerts, topic modeling)

PROJECT 4: Heart Disease Prediction using SVM

- **Implementation mainly focuses on**

- Loading patient dataset
- Applying Support Vector Machine (SVM)
- Data preprocessing and feature scaling
- Classification of patients (disease/no disease)
- Model evaluation using confusion matrix

- **Documentation must contain**

- Objective
- Dataset description
- SVM working principle
- Evaluation metrics
- Output results
- Screenshots
- Enhancements (kernel comparison)

PROJECT 5: Customer Segmentation using Clustering

- **Implementation mainly focuses on**

- Loading customer dataset
- Applying K-Means clustering
- Identifying groups based on features
- Visualizing clusters using plots
- Comparing clustering results

- **Documentation must contain**

- Objective
- Dataset details
- Clustering technique explanation
- Cluster visualization
- Results interpretation
- Screenshots
- Enhancements (DBSCAN comparison)

PROJECT 6: Fake News Detection System using Machine Learning

- **Implementation mainly focuses on**

- Dataset collection (news datasets / scraping)
- Text preprocessing (tokenization, TF-IDF, n-grams)
- Applying classification models (Logistic Regression, SVM, Random Forest)
- Model evaluation using precision, recall, F1-score
- Comparing multiple models
- Building a simple interface for prediction

- **Documentation must contain**

- Objective
- Dataset description
- NLP pipeline
- Model comparison
- Evaluation metrics
- Screenshots
- Enhancements (deep learning models)

PROJECT 7: Sentiment Analysis using Ensemble Learning

• Implementation mainly focuses on

- Collecting dataset (Twitter/Kaggle)
- Text preprocessing
- Applying Bagging and Boosting techniques
- Training ensemble models (Random Forest / AdaBoost)
- Predicting sentiment (positive/negative)

• Documentation must contain

- Objective
- Dataset source
- Preprocessing steps
- Ensemble methods explanation
- Performance comparison
- Screenshots
- Enhancements (real-time data analysis)

PROJECT 8: Model Evaluation and Comparison System

• Implementation mainly focuses on

- Implementing multiple models (kNN, SVM, Regression)
- Performing cross-validation
- Calculating accuracy, precision, recall, F1-score
- Comparing model performance
- Visualizing results using graphs

• Documentation must contain

- Objective
- Models used
- Evaluation metrics explanation
- Comparison results
- Graphs and charts
- Screenshots
- Enhancements (hyperparameter tuning)

Text Books:

- 1 Hands On Machine Learning with ScikitLearn, Keras, and TensorFlow, 2nd Edition, O'Reilly Publications, 2019, ISBN: 978-1492032649
- 2 Data Science and Machine Learning Mathematical and Statistical Methods, Dirk P. Kroese, Zdravko I. Botev, Thomas Taimre, Radislav Vaisman, 2019, ISBN: 978-1138492530

Reference Books:

- 1 Machine Learning Probabilistic Approach, Kevin P. Murphy, MIT Press, ISBN: 9780262018029

- 2 Machine Learning Tools, Dr Muddafa Maruli Krishna, Dr A Vanathi, Final Thawaksr, Dr Lokesh P. Gangani, publisher: Book Rivers, ISBN: 978-93-5515-730-0

Web Links:

- 1 <https://www.deeplearning.ai/machinelearningyearning/>
- 2 <https://www.cse.huji.ac.il/~shais/UnderstandingMachineLearning/index.html>
- 3 https://onlinecourses.nptel.ac.in/noc21_cs24/preview

Note:

- Students must submit the Certificate of Completion offered by any Industry.
- The capstone project team size shall be four (4) students.
- Students may select any one of the above prescribed projects or a project of their own choice with the prior permission of the Course instructor.
- The SEE – Lab shall be evaluated for 50 marks based on project implementation, oral presentation, 10-minute video presentation, and viva voce.
- The video presentation should consist of the working procedure of the project along with contribution of each student for a minimum of 2 minutes.

Fundamentals of Data Science

(CE, EEE, ME, ECE, PT, Min.E., Ag.E.)

Course Code: 2501CS34

L	T	P	C
2	0	1	3

Course Outcomes:

At the end of the course, student will be able to:

- CO1:** Explain fundamental concepts of Data Science.
- CO2:** Implement Data Collection and Preprocessing Techniques.
- CO3:** Demonstrate Proficiency in Data Loading, Storage, and File Handling
- CO4:** Conduct Exploratory Data Analysis (EDA) using Visualization and Statistical Techniques.
- CO5:** Make use of Neo4j, Cypher tools to manage and analyze graph data.

Mapping of Course Outcomes with Program Outcomes:

CO/PO	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11
CO1	2	3							2	2	
CO2	2								1	2	
CO3	2	2	2						2	2	
CO4	2	2			2				2	1	
CO5	3								1	1	

Mapping of Course Outcomes with Program Specific Outcomes:

CO/PSO	PSO1	PSO2
CO1	2	
CO2	1	
CO3	2	
CO4	2	
CO5	1	

UNIT – I

Introduction To Data Science: Definition and Scope of Data Science, History and Evolution of Data Science, Applications of Data Science, Data Science Lifecycle, Data Types and Structures, Tools and Technologies in Data Science.

Practice:

1. Importing and Exploring Datasets - Loading datasets using libraries and performing basic exploration.
2. Basic Data Structures - Working with data structures such as arrays, lists, data frames, and matrices

UNIT – II

Data Collection and Preprocessing: Data Collection Methods, Data Cleaning and Handling Missing Values, Data Transformation: Normalization and Standardization, Feature Engineering and Feature Scaling, Data Integration and Aggregation.

Practice:

1. Computing summary statistics like mean, median, mode, and standard deviation for a sample dataset.
2. Handling missing values and outliers in a dataset using techniques like imputation and filtering.

UNIT – III

Data Loading, Storage, and File Formats : Reading and Writing Data in Text Format, Reading Text Files in Pieces, Writing Data Out to Text Format, Manually Working with Delimited Formats, JSON Data, XML and HTML: Web Scraping, Binary Data Formats, Using HDF5 Format, Reading Microsoft Excel Files, Interacting with Databases, Storing and Loading Data in Mongo DB.

Practice:

1. Read data from a JSON file into a DataFrame using Pandas (pd.read_json) or R (jsonlite). Parse nested JSON structures and convert them into a flat table format.
2. Perform web scraping on an HTML page using BeautifulSoup in Python or rvest in R. Extract data from HTML tables and convert it into a DataFrame.

UNIT – IV

Exploratory Data Analysis (EDA): Descriptive Statistics, Data Visualization Techniques, Correlation and Covariance Analysis, Univariate, Bivariate, and Multivariate Analysis, Pattern Detection and Anomaly Identification.

Practice:

1. Plotting histograms and box plots to understand the distribution of a single variable.
2. Creating scatter plots and calculating correlation coefficients to study the relationship between two variables.

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Data Science Tools: Neo4j for dealing with graph databases, graph query language Cypher, libraries like nltk and SQLite for handling Text mining and analytics.

Practice:

1. Get hands-on experience with Neo4j to understand how to manage and query graph databases.
2. Practice writing Cypher queries to interact with graph data in Neo4j.

Text Books:

- 1 Python for Data Analysis ,Wes McKinney, O'REILLY, ISBN:978-1-449-31979-3, 1st edition, ISBN · 9781449319793.
- 2 Doing Data Science ,Rachel Schutt & O'neil, O'REILLY, ISBN:978-1-449-35865-5, 1st edition, ISBN: 9781449358655.

Reference Books:

- 1 Data Science from Scratch: First Principles with Python ,Joel Grus, O'Reilly Media. ISBN: 9781492041139.
- 2 Learning the Pandas Library: Python Tools for Data Munging ,Matt Harrison, Analysis, and Visualization , O'Reilly. ISBN: 9781787123137

Web Links:

- 1 https://onlinecourses.nptel.ac.in/noc24_cs68/preview
- 2 https://onlinecourses.nptel.ac.in/noc24_cs133/preview
- 3 <https://www.geeksforgeeks.org/how-to-become-a-data-analyst-complete-roadmap/>