P. A. COLLEGE OF ENGINEERING AND TECHNOLOGY

(An Autonomous Institution, Affiliated to Anna University, Chennai, Accredited by NBA and NAAC with 'A' Grade)
An ISO 9001:2015 Certified Institution
Pollachi – 642 002

B.Tech - ARTIFICIAL INTELLIGENCE AND DATA SCIENCE

CURRICULA AND SYLLABI

(I to VIII Semester)

REGULATIONS

2022

Vision and Mission of the Institute and Department

Vision of the Institute

To progress to become a center of excellence in Engineering and Technology through creative and innovative practices in teaching-learning process and promoting research and development to produce globally competitive and employable professionals who are psychologically strong and emotionally balanced with social perception and professional ethics.

Mission of the Institute

To offer academic programmes, in the emerging areas of Engineering and Technology, provide training and research facilities and opportunities to promote student and faculty research in collaboration with Industry and Government for sustainable growth.

Vision of the Department

To become a Centre of Excellence in the field of Artificial Intelligence and Data Science by emphasizing innovative Teaching Learning process, constructive research and professional opportunities to meet the demands of industry and society.

Mission of the Department

M1: To enrich knowledge with latest tools and technologies, problem solving and analytical skills in the field of AI and Data science.
M2: To impart knowledge with technical competence, entrepreneurial skill and a spirit of innovation to solve real world problems.
M3: To develop industry ready professionals with ethical values and societal responsibilities.

Program Educational Objectives (PEO)

The objectives of the programme are to provide the following to the students:

PEO1: To address the real time complex engineering problems using innovative approach with core computing skills.
PEO2: To apply core-analytical knowledge and appropriate techniques and provide solutions to real time challenges of national and global society
PEO3: To impart ethical knowledge for professional excellence, leadership and develop life-long learning skills needed for employment and entrepreneurship

Program Specific Outcomes (PSO):

The following outcomes of the programme are provided to the students:

PSO1: Understand, analyze and develop essential proficiency in the areas related to Artificial Intelligence and Data Science in terms of underlying statistical and computational principles and apply the knowledge to solve practical problems.
PSO2: Implement Artificial Intelligence and Data Science techniques such as Neural Networks, Machine Learning and Data Analytics to design novel algorithms for successful career and entrepreneurship.
PSO3: Apply the skills in the sectors of Health Care, Education, Agriculture, Intelligent Transport, Environment, Smart Systems in multi-disciplinary domains.

Program Outcomes (POs):

Engineering Graduates will be able to:

1. **Engineering knowledge:** Apply the knowledge of Mathematics, Science, Engineering Fundamentals, and an engineering specialization to the solution of complex engineering problems.

2. **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.

3. **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.

4. **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.

5. **Modern 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.

6. **The engineer and society:** 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.

7. **Environment and sustainability:** Understand the impact of the professional engineering solutions in societal and environmental contexts, and demonstrate the knowledge of, and need for sustainable development.

8. **Ethics:** Apply ethical principles and commit to professional ethics and responsibilities and norms of the engineering practice.

9. **Individual and team work:** Function effectively as an individual, and as a member or leader in diverse teams, and in multidisciplinary settings.

10. **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.

11. **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.

12. **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.

SEMESTER I

Sl.No.	COURSE CODE	COURSE TITLE	L	T	P	C
		Induction Programme	0	0	0	0
THEORY						
1	22CAHS101	Professional English - I	3	0	0	3
2	22CABS102	Matrices and Calculus	3	1	0	4
3	22CABS103	Engineering Physics	3	0	0	3
4	22CABS104	Engineering Chemistry	3	0	0	3
5	22CAES105	C Programming	3	0	0	3
6	22CAHS109	Heritage of Tamils	1	0	0	1
PRACTICAL						
7	22CAES106	Programming in C Laboratory	0	0	3	1.5
8	22CABS107	Physics and Chemistry Laboratory	0	0	3	1.5
9	22CAHS108	Communication Skills Laboratory	0	0	2	1
		Total	**16**	**1**	**8**	**21**

SEMESTER II

Sl.No.	COURSE CODE	COURSE TITLE	L	T	P	C
THEORY						
1	22CAHS201	Professional English - II	3	0	0	3
2	22CABS202	Advanced Calculus and its Applications	3	1	0	4
3	22CAES203	Python Programming	3	0	0	3
4	22CABS204	Physics for Information Science	3	0	0	3
5	22CAES205	Basics of Electrical and Electronics Engineering	3	0	0	3
6	22CAES104	Engineering Graphics	1	0	4	3
7	22CAHS202	Tamils and Technology	1	0	0	1
PRACTICAL						
8	22CAES107	Engineering Practices Laboratory	0	0	3	1.5
9	22CAES206	Python Programming Laboratory	0	0	3	1.5
		Total	**17**	**1**	**10**	**23**

SEMESTER III

Sl. No.	COURSE CODE	COURSE TITLE	L	T	P	C
THEORY						
1	22ADBS301	Linear Algebra and Transform Techniques	3	1	0	4
2	22CAES302	Digital Principles and Computer Organization	3	0	0	3
3	22CAPC303	Data Structures and Algorithms	3	0	0	3
4	22CAPC304	Object Oriented Programming	3	0	0	3
5	22ADPC305	Foundations of Intelligent Systems	3	0	0	3
PRACTICAL						
6	22CAPC307	Data Structures Laboratory	0	0	3	1.5
7	22CAPC308	Object Oriented Programming Laboratory	0	0	3	1.5
8	22ADPC309	Intelligent Systems Laboratory	0	0	3	1.5
		Total	**15**	**1**	**9**	**20.5**

SEMESTER IV

Sl. No.	COURSE CODE	COURSE TITLE	L	T	P	C
THEORY						
1	22CABS401	Discrete Mathematics	3	1	0	4
2	22CAPC402	Operating Systems	3	0	2	4
3	22CAPC403	Database Management Systems	3	0	0	3
4	22ADPC404	Data Exploration and Visualization	3	0	0	3
5	22ADPC405	Fundamentals of Data Science and Analytics	3	0	0	3
6	22CAMC306	Constitution of India	3	0	0	0
PRACTICAL						
7	22ADPC406	Data Science and Analytics Laboratory	0	0	3	1.5
8	22CAPC408	Database Management Systems Laboratory	0	0	3	1.5
		Total	**18**	**1**	**8**	**20**

SEMESTER V

Sl. No.	COURSE CODE	COURSE TITLE	L	T	P	C
THEORY						
1	22ADPC501	Computer Networks	3	0	2	4
2	22ADPC502	Machine Learning	3	0	0	3
3	22ADPC503	Data and Information Security	3	0	0	3
4	22ADPC504	Augmented Reality and Virtual Reality	3	0	0	3
5	PE	Professional Elective - I	3	0	0	3
6	OE	Open Elective - I	3	0	0	3
PRACTICAL						
7	22ADPC505	Machine Learning Laboratory	0	0	3	1.5
8	22ADPC506	Augmented Reality and Virtual Reality Laboratory	0	0	3	1.5
		Total	**18**	**0**	**8**	**22**

SEMESTER VI

Sl. No.	COURSE CODE	COURSE TITLE	L	T	P	C
THEORY						
1	22ADPC601	Deep Learning	3	0	0	3
2	22ADPC602	Big Data Analytics	3	0	0	3
3	22ADPC603	Embedded Systems and IoT	3	0	2	4
4	PE	Professional Elective - II	3	0	0	3
5	PE	Professional Elective - III	3	0	0	3
6	OE	Open Elective-II	3	0	0	3
7	22CAMC604	Quantitative and Reasoning Skills	3	0	0	0
PRACTICAL						
8	22ADPC604	Deep Learning Laboratory	0	0	3	1.5
9	22ADPC605	Data Analytics Laboratory	0	0	3	1.5
		Total	**18**	**0**	**8**	**22**

SEMESTER VII

Sl. No.	COURSE CODE	COURSE TITLE	L	T	P	C
THEORY						
1	22ADPC701	Generative Artificial Intelligence	3	0	0	3
2	22CAHS703	Principles of Management	3	0	0	3
3	PE	Professional Elective - IV	3	0	0	3
4	PE	Professional Elective - V	3	0	0	3
5	OE	Open Elective	3	0	0	3
PRACTICAL						
6	22ADPC703	Generative Artificial Intelligence Laboratory	0	0	3	1.5
7	22ADEE704	Internship / Mini Project	0	0	4	2
		Total	**18**	**0**	**7**	**18.5**

SEMESTER VIII

Sl. No.	COURSE CODE	COURSE TITLE	L	T	P	C
THEORY						
1	22ADHS801	Ethics and Social Implications of AI	3	0	0	3
2	PE	Professional Elective - VI	3	0	0	3
PRACTICAL						
3	22ADEE802	Project Work/Internship	0	0	20	10
		Total	**6**	**0**	**20**	**16**

Total Credits: 21+23+20.5+20+22+22+18.5+16=163

HUMANITIES AND SOCIAL SCIENCES INCLUDING MANAGEMENT (HS)

Sl. No.	COURSE CODE	COURSE TITLE	L	T	P	C
1	HS	Professional English-I	3	0	0	3
2	HS	Communication Skills Laboratory	0	0	2	1
3	HS	Heritage of Tamils	1	0	0	1
4	HS	Professional English-II	3	0	0	3
5	HS	Tamils and Technology	1	0	0	1

6	HS	Principles of Management	3	0	0	3
7	HS	Human Values and Ethics	3	0	0	3

BASIC SCIENCES (BS)

Sl. No.	COURSE CODE	COURSE TITLE	L	T	P	C
1	BS	Matrices and Calculus	3	1	0	4
2	BS	Engineering Physics	3	0	0	3
3	BS	Engineering Chemistry	3	0	0	3
4	BS	Physics and Chemistry Laboratory	0	0	3	1.5
5	BS	Advanced Calculus and its Applications	3	1	0	4
6	BS	Physics for Information Science	3	0	0	3
7	BS	Linear Algebra and its Applications	3	1	0	4
8	BS	Discrete Mathematics	3	1	0	4

ENGINEERING SCIENCES (ES)

Sl. No.	COURSE CODE	COURSE TITLE	L	T	P	C
1	ES	C Programming	3	0	0	3
2	ES	Programming in C Laboratory	0	0	3	1.5
3	ES	Engineering Graphics	1	0	4	3
4	ES	Engineering Practices Laboratory	0	0	3	1.5
5	ES	Python Programming	3	0	0	3
6	ES	Basics of Electrical and Electronics Engineering	3	0	0	3
7	ES	Python Programming Laboratory	0	0	3	1.5
8	ES	Digital Principles and Computer Organization	3	0	0	3

PROFESSIONAL CORES (PC)

Sl. No.	COURSE CODE	COURSE TITLE	L	T	P	C
1.	PC	Foundations of Intelligent Systems	3	0	0	3
2.	PC	Data Structures and Algorithms	3	0	0	3
3.	PC	Object Oriented Programming	3	0	0	3
4.	PC	Intelligent Systems Laboratory	0	0	3	1.5

5.	PC	Data Structures Laboratory	0	0	3	1.5
6.	PC	Object Oriented Programming Laboratory	0	0	3	1.5
7.	PC	Data Exploration and Visualization	3	0	0	3
8.	PC	Fundamentals of Data Science and Analytics	3	0	0	3
9.	PC	Operating Systems	3	0	2	4
10.	PC	Database Management Systems	3	0	0	3
11.	PC	Data Science Laboratory	0	0	3	1.5
12.	PC	Database Management Systems Laboratory	0	0	3	1.5
13.	PC	Computer Networks	3	0	2	4
14.	PC	Machine Learning	3	0	0	3
15.	PC	Data and Information Security	3	0	0	3
16.	PC	Augmented Reality and Virtual Reality	3	0	0	3
17.	PC	Machine Learning Laboratory	0	0	3	1.5
18.	PC	Augmented Reality and Virtual Reality Laboratory	0	0	3	1.5
19.	PC	Deep Learning	3	0	0	3
20.	PC	Big Data Analytics	3	0	0	3
21.	PC	Embedded Systems and IoT	3	0	2	4
22.	PC	Deep Learning Laboratory	0	0	3	1.5
23.	PC	Data Analytics Laboratory	0	0	3	1.5
24.	PC	Generative Artificial Intelligence	3	0	0	3
25.	PC	Generative Artificial Intelligence Laboratory	0	0	3	1.5

PROFESSIONAL ELECTIVE(PE) – I (SEMESTER V)

Sl. No.	COURSE CODE	COURSE TITLE	L	T	P	C
1	22ADPE501	Object Oriented Analysis and Design	3	0	0	3
2	22ADPE502	Mobile Computing	3	0	0	3
3	22ADPE503	Advanced Algorithms	3	0	0	3
4	22ADPE504	Data Warehousing	3	0	0	3
5	22ADPE505	Expert Systems	3	0	0	3

6	22ADPE506	DevOps	3	0	0	3

PROFESSIONAL ELECTIVE(PE) – II (SEMESTER VI)

Sl. No.	COURSE CODE	COURSE TITLE	L	T	P	C
1	22ADPE601	Robotics	3	0	0	3
2	22ADPE602	Business Analytics	3	0	0	3
3	22ADPE603	Parallel and Distributed Computing	3	0	0	3
4	22ADPE604	Nano Technology	3	0	0	3
5	22ADPE605	Quantum Computing	3	0	0	3
6	22ADPE606	UI and UX Design	3	0	0	3

PROFESSIONAL ELECTIVE(PE) – III (SEMESTER VI)

Sl. No.	COURSE CODE	COURSE TITLE	L	T	P	C
1	22ADPE607	Text and Speech Analysis	3	0	0	3
2	22ADPE608	Agile Methodologies	3	0	0	3
3	22ADPE609	Natural Language Processing	3	0	0	3
4	22ADPE610	C# and .Net Programming	3	0	0	3
5	22ADPE611	Web Services and API Design	3	0	0	3
6	22ADPE612	Visual Effects	3	0	0	3

PROFESSIONAL ELECTIVE(PE) – IV (SEMESTER VII)

Sl. No.	COURSE CODE	COURSE TITLE	L	T	P	C
1	22ADPE701	Service Oriented Architecture	3	0	0	3
2	22ADPE702	Marketing and Social Media Web Analytics	3	0	0	3
3	22ADPE703	Software Project Management	3	0	0	3
4	22ADPE704	Human Computer Interaction	3	0	0	3
5	22ADPE705	Cloud Computing	3	0	0	3
6	22ADPE706	Multimedia and Animation	3	0	0	3

PROFESSIONAL ELECTIVE(PE) – V (SEMESTER VII)

Sl. No.	COURSE CODE	COURSE TITLE	L	T	P	C
1	22ADPE707	Cognitive Science	3	0	0	3
2	22ADPE708	3D Printing and Design	3	0	0	3
3	22ADPE709	Soft Computing	3	0	0	3
4	22ADPE710	Video Creation and Editing	3	0	0	3
5	22ADPE711	Digital marketing	3	0	0	3
6	22ADPE712	Software Testing and Automation	3	0	0	3

PROFESSIONAL ELECTIVE(PE) -VI (SEMESTER VIII)

Sl. No.	COURSE CODE	COURSE TITLE	L	T	P	C
1	22ADPE801	Information Retrieval Techniques	3	0	0	3
2	22ADPE802	Ethical Hacking	3	0	0	3
3	22ADPE803	Engineering Secure Software Systems	3	0	0	3
4	22ADPE804	Knowledge Engineering	3	0	0	3
5	22ADPE805	Social Network Security	3	0	0	3
6	22ADPE806	Bio-Inspired Optimization Techniques	3	0	0	3

EMPLOYABILITY ENHANCEMENT COURSES (EE)

Sl. No.	COURSE CODE	COURSE TITLE	L	T	P	C
1	EE	Internship	0	0	4	2
2	EE	Project Work/Internship	0	0	20	10

OPEN ELECTIVE(OE)

-	COURSE CODE	COURSE TITLE	L	T	P	C
1.	22ADOE01	Computer Vision	3	0	0	3
2.	22ADOE02	Ethics and AI	3	0	0	3
3.	22ADOE03	Network Security and Firewalls	3	0	0	3
4.	22ADOE04	R Programming	3	0	0	3
5.	22ADOE05	Programming with ASP.Net	3	0	0	3
6	22CSOE01	Computer Graphics and Simulation	3	0	0	3
7	22CSOE02	Data Integration & Big data	3	0	0	3
8	22CSOE03	Game Programming	3	0	0	3
9	22CSOE04	Storage Technologies	3	0	0	3
10	22CSOE05	Recommender Systems	3	0	0	3
11	22ECOE01	Computational Intelligence	3	0	0	3
12	22ECOE02	Wearable Devices	3	0	0	3
13	22ECOE03	VLSI Testing and Design For Testability	3	0	0	3
14	22ECOE04	IoT Based Systems Design	3	0	0	3
15	22ECOE05	Design Thinking	3	0	0	3
16	22EEOE01	Power Plant Engineering	3	0	0	3
17	22EEOE02	Sensors and Transducers	3	0	0	3
18	22EEOE03	Hybrid Energy Technology	3	0	0	3
19	22EEOE04	Biomedical Instrumentation	3	0	0	3
20	22EEOE05	Electric and Hybrid Vehicles	3	0	0	3
21	22ITOE01	Mobile Adhoc Networks	3	0	0	3
22	22ITOE02	Blockchain Technologies	3	0	0	3
23	22ITOE03	Open Source Technologies	3	0	0	3
24	22ITOE04	Android Application Development	3	0	0	3
25	22ITOE05	Digital and Mobile Forensics	3	0	0	3
26	22MEOE01	Testing of Materials	3	0	0	3
27	22MEOE02	Welding Technology	3	0	0	3
28	22MEOE03	Industrial Safety Engineering	3	0	0	3
29	22MEOE04	Marketing Management	3	0	0	3
30	22MEOE05	Maintenance Engineering	3	0	0	3

MANDATORY COURSES (MC) (NO - CREDIT)

Sl. No.	COURSE CODE	COURSE TITLE	L	T	P	C
1	MC	Constitution of India	3	0	0	0
2	MC	Quantitative and Reasoning Skills	3	0	0	0

VALUE ADDED COURSES (VA)

Sl.No.	SUBJECT CODE	COURSE TITLE	CREDITS			
			L	T	P	C
1.	VA	Multimedia Systems	1	0	0	1
2.	VA	Software Testing Tools	1	0	0	1
3.	VA	CISCO Networking	1	0	0	1
4.	VA	.NET Programming	1	0	0	1
5.	VA	Node JS & Angular JS	1	0	0	1
6.	VA	Virtual Machine Fundamentals	1	0	0	1
7.	VA	Software Product Development and Management	1	0	0	1
8.	VA	IOT for Telecommunication Systems	1	0	0	1
9.	VA	Social and Psychological Well Being	1	0	0	1
10.	VA	NPTEL Courses Relevant to CSE	1	0	0	1

SUMMARY OF CREDIT DISTRIBUTION

S.No.	Course Work Subject Area	CREDITS PER SEMESTER								Total Credits	% of Credits	Credit Range		
		I	II	III	IV	V	VI	VII	VIII			PA	AICTE	Anna University
1	**HS**	5	4					3	3	**15**	9.2	**15**	15	12
2	**BS**	11.5	7	4	4					**26.5**	16.3	**26.5**	23	29
3	**ES**	4.5	12	3						**19.5**	11.9	**19.5**	22	14
4	**PC**			13.5	16	16	13	4.5		**63**	38.7	**63**	54	62
5	**PE**					3	6	6	3	**18**	11	**18**	18	18
6	**OE**					3	3	3		**9**	5.5	**9**	15	12
7	**EE**							2	10	**12**	7.4	**12**	16	16
8	**AC**				0		0			**0**	**0**	**0**	0	0
	Total	**21**	**23**	**20.5**	**20**	**22**	**22**	**18.5**	**16**	**163**		**163**	163	163

BS – Basic Sciences; HS – Humanities and Social Sciences including Management ;
ES – Engineering Sciences; PC – Professional Cores; PE – Professional Electives ;
OE – Open Electives; EE – Employability Enhancement Courses ;
AC – Audit Courses; VA – Value Addded Courses

22CAHS101 **PROFESSIONAL ENGLISH - I** **SEMESTER I**

L	T	P	C
3	0	0	3

COURSE OBJECTIVES:

- To improve the communicative competence of learners.
- To help learners use language effectively in academic /work contexts.
- To build on students' English language skills by engaging them in listening, speaking and grammar learning activities that is relevant to authentic contexts.
- To develop learners' ability to read and write complex texts, summaries, articles, blogs, definitions, essays and user manuals.
- To use language efficiently in expressing their opinions via various media.

UNIT-I: INTRODUCTION TO FUNDAMENTALS OF COMMUNICATION **9**

Listening - For general information - Listening and filling a form
Speaking - Self Introduction
Reading ·ochures and social media messages relevant to technical contexts.
Writing -Writing emails / letters (permission, accepting, declining)
Grammar - Present Tense, Parts of Speech.
Vocabulary - One word substitution; Abbreviations & Acronyms

UNIT-II: NARRATION AND SUMMATION **9**

Listening -Listening Comprehension –Monologues - Dialogues.
Speaking -Narrating personal experiences /oral presentation
Reading -Reading biographies, newspaper reports, Reading Comprehension
Writing - Paragraph writing, Short Report on an event (field trip etc.) - discourse markers (connectives & sequence words)
Grammar - Past tense; Subject-Verb Agreement.
Vocabulary - Word forms (prefixes& suffixes); Synonyms and Antonyms

UNIT-III: DESCRIPTION OF A PROCESS / PRODUCT **9**

Listening -Listen to a product and process descriptions and advertisements about a products.
Speaking -Picture description; giving instruction to use the product; advertising a product.
Reading -Reading advertisements, gadget reviews; user manuals.
Writing -Writing definitions; instructions; and Product /Process description.
Grammar -Degrees of comparison; Future Tense
Vocabulary -Homonyms; and Homophones.

UNIT-IV: CLASSIFICATION AND RECOMMENDATIONS **9**

Listening - Listening and transfer of information- Note-taking.
Speaking - Small Talk; Mini presentations and making recommendations.

Reading - Reading for specific information- interpreting visual materials (pictures, labels. signs, postcards).
Writing - Note-making / recommendations; Transferring information from non verbal (tables, chart, graph etc,) to verbal mode.
Grammar - wh-yes or no- tags.
Vocabulary - Collocations; Fixed / Semi fixed expressions.

UNIT-V: EXPRESSION **9**

Listening - Listening to speeches (experts)..
Speaking - Group discussion, Debate, & Role play activities
Reading - Cloze test, speed reading.
Writing - Essay Writing (Descriptive or narrative)- Cause & Effect Expressions
Grammar - Simple, Compound & Complex Sentences
Vocabulary - Idioms - Phrasal verbs.

Contact Periods:
Lecture: 45 Periods Tutorial: 0 Periods Practical: 0 Periods Total: 45 Periods

REFERENCES:

1. Meenakshi Raman & Sangeeta Sharma, "Technical Communication" – Principles And Practices, Oxford Univ. Press, New Delhi 2022.
2. Dr.S. Mahalakshmi, "Professional English", VK Publications (India) Pvt. Ltd. (2022)
3. Meenakshi Raman & Sangeeta Sharma, "Professional English", Oxford Higher Education, 2018
4. Aysha Viswamohan, "English For Technical Communication" (With CD), Mcgraw Hill Education, ISBN: 0070264244.
5. Department of English, Anna University, "English for Engineers & Technologists" Orient Blackswan Private Ltd. (2020) edit.
6. Dr. S. Gunasekaran, "A Work Book of Technical English", Vishnu Prints Media, Chennai-(2020) edit.

COURSE OUTCOMES:

Upon completion of this course, the students will be able to:

CO1: Listen and comprehend complex academic texts.
CO2: Read and infer the denotative and connotative meanings of technical texts.
CO3: Write definitions, descriptions, narrations and essays on various topics.
CO4: Speak fluently and accurately in formal and informal communicative contexts.
CO5: Express their opinions effectively in both oral and written medium of communication.

22CABS102 **MATRICES AND CALCULUS** **SEMESTER I**

L	T	P	C
3	1	0	4

COURSE OBJECTIVES:

- To obtain the knowledge of Eigen values and diagonalization of a matrix.
- To be familiarize with differentiation of single variable and its applications.
- To acquire knowledge of differentiation for more than one variable and its applications.
- To obtain the knowledge of various techniques of integration.
- To acquire the knowledge of multiple integration and related applications.

UNIT-I: MATRICES **9+3**

Eigen values and Eigenvectors of a real matrix - Characteristic equation - Properties of Eigen values and Eigenvectors - Cayley-Hamilton theorem - Diagonalization of a matrix by orthogonal transformation - Reduction of a quadratic form to canonical form by orthogonal transformation - Nature of quadratic forms.

UNIT-II: DIFFERENTIAL CALCULUS **9+3**

Representation of functions - Limit of a function - Continuity - Derivatives - Differentiation rules - Maxima and Minima of functions of one variable.

UNIT-III: FUNCTIONS OF SEVERAL VARIABLES **9+3**

Partial differentiation - Homogeneous functions and Euler‘s theorem - Total derivative - Change of variables - Jacobians - Partial differentiation of implicit functions - Taylor‘s series for functions of two variables - Maxima and minima of functions of two variables - Lagrange‘s method of undetermined multipliers.

UNIT-IV: INTEGRAL CALCULUS **9+3**

Definite and Indefinite integrals - Substitution rule - Techniques of Integration: Integration by parts, Trigonometric integrals, Trigonometric substitutions, Integration of rational functions by partial fraction, Integration of irrational functions - Improper integrals.

UNIT-V: MULTIPLE INTEGRALS **9+3**

Double integrals - Change of order of integration - Double integrals in polar coordinates - Area enclosed by plane curves - Triple integrals - Volume of solids - Change of variables in double and triple integrals.

Contact Periods:

Lecture: 45 Periods **Tutorial: 15 Periods** **Practical: 0 Periods** **Total: 60 Periods**

REFERENCES:

1. Kreyszig E., "Advanced Engineering Mathematics", John Wiley & Sons, 10th Edition, 2018.
2. Grewal B.S., "Higher Engineering Mathematics", Khanna Publishers, 44th Edition, New Delhi, 2018.
3. Jain R.K. and Iyengar S.R.K., "Advanced Engineering Mathematics", Narosa Publications, New Delhi, 5th Edition, 2016.
4. James Stewart, "Calculus: Early Transcendentals", Cengage Learning, 8th Edition, New Delhi, 2015.
5. Thomas G.B., Hass J. and Weir M.D., "Thomas Calculus", Pearson Education, 14th Edition New Delhi, 2018.
6. Anton H., Bivens I. and Davis S., "Calculus", Wiley, 10th Edition, 2016.

COURSE OUTCOMES:

Upon completion of this course, the students will be able to:

CO1: Understand the matrix algebra techniques for solving practical problems.
CO2: Understand the limit definition and rules of differentiation to differentiate functions.
CO3: Apply differentiation to solve maxima and minima problems.
CO4: Apply different methods of integration in solving practical problems.
CO5: Apply multiple integrals ideas in solving areas and volumes.

22CABS103 **ENGINEERING PHYSICS** **SEMESTER I**

L	T	P	C
3	0	0	3

COURSE OBJECTIVES:

- To make the students effectively to achieve understanding of mechanics of solids.
- To enable the students to gain knowledge of thermal conductivity of solids.
- To motivate the students towards the applications of acoustics and ultrasonics.
- To equip the students to understand the importance of quantum physics.
- To make the students to understand the basics of crystallography and its importance in studying materials properties.

UNIT-I: MECHANICS OF SOLIDS **9**

Elasticity- Hooke's law - Types of strain - Classification of Modulus of Elasticity- Poisson's Ratio - Stress-Strain diagram - Factors affecting elasticity - Moment, Couple and Torque - Derivation of Twisting Couple on a wire - Bending moment - Depression of a cantilever - Young's modulus by Uniform Bending – Non-Uniform bending - I shaped girders.

UNIT-II: THERMAL PROPERTIES **9**

Thermal Conductivity - Thermal Diffusivity - Specific Heat Capacity - Rectilinear Flow of Heat along a Uniform Bar - heat conduction in solids - flow of heat through compound media (parallel and perpendicular) - Determination of Thermal Conductivity of a Good Conductor by Forbe's Method: theory and experiment - Determination of Thermal Conductivity of a poor Conductor by Lee's Disc Method: theory and experiment.

UNIT-III: ACOUSTICS AND ULTRASONICS **9**

Classification of Sound – decibel - Weber-Fechner law – Absorption coefficient and its determination – Factors affecting acoustics of buildings and their remedies. Piezoelectric crystals - Production of ultrasonics – magnetostriction and piezoelectric methods – Non Destructive testing – pulse echo system through transmission and reflection modes – Medical application – Sonogram.

UNIT-IV: QUANTUM MECHANICS **9**

Limitations of classical Physics - Introduction to Quantum theory - Dual nature of matter and radiation - Properties of matter waves - de Broglie wavelength in terms of voltage, energy, and temperature - Heisenberg's Uncertainty principle - verification - physical significance of wave function - Schrodinger's Time independent and Time dependent wave equations - Particle in a one-dimensional potential well.

UNIT-V: CRYSTALLOGRAPHY **9**

Crystal structures: Crystal lattice – basis - unit cell and lattice parameters – crystal systems and Bravais lattices – Structure and packing fractions of SC, BCC, FCC, diamond and NaCl structures – crystal planes, directions and Miller indices – distance between successive planes –crystalline and non-crystalline materials – imperfections in crystals.

Contact Periods:
Lecture: 45 Periods Tutorial: 0 Periods Practical: 0 Periods Total: 45 Periods

REFERENCES:

1. D.Halliday, R.Resnick and J.Walker, Principles of Physics, Wiley (Indian Edition), 2015.
2. N.Garcia, A.Damask and S.Schwarz, Physics for Computer Science Students. Springer Verlag, 2012.
3. Arthur Beiser, Shobhit Mahajan, S. Rai Choudhury, Concepts of Modern Physics, McGrawHill (Indian Edition), 2017.
4. R.Wolfson, Essential University Physics. Volume 1 & 2. Pearson Education (Indian Edition), 2009.
5. Paul A. Tipler, Physics – Volume 1 & 2, CBS, (Indian Edition), 2004.
6. K.Thyagarajan and A.Ghatak, Lasers: Fundamentals and Applications, Laxmi Publications, (Indian Edition), 2019.

COURSE OUTCOMES:

Upon completion of this course, the students will be able to:

CO1: Understand the importance of mechanics and their various properties.
CO2: Express their knowledge in thermal physics.
CO3: Apply acoustical and ultrasonic principles for industrial and medical applications.
CO4: Understand the importance of quantum physics.
CO5: Demonstrate a strong foundational knowledge about crystals.

22CABS104 ENGINEERING CHEMISTRY SEMESTER I

L	T	P	C
3	0	0	3

COURSE OBJECTIVES:

- To inculcate sound understanding of water quality parameters and water treatment techniques.
- To impart knowledge on engineering applications of polymers.
- To understand the principles of electrochemistry, electrochemical cells, emf and applications of emf measurements.
- To acquire knowledge about principles of corrosion and corrosion control techniques.
- To familiarize the students with the operating principles, working processes and applications of energy conversion and storage devices.

UNIT-I: WATER AND ITS TREATMENT 9

Water quality parameters: Significance - Alkalinity, TDS, COD and BOD (definition and significance only). Hardness- types, estimation of hardness by EDTA method - Boiler feed water troubles - Scale and sludge - Priming and foaming - Caustic embrittlement - Boiler corrosion. Softening of boiler feed water - Internal softening (colloidal, phosphate, sodium aluminate and calgon conditioning) - External softening – demineralization process - Desalination of brackish water – Electrodialysis and Reverse Osmosis. Municipal water treatment - primary treatment and disinfection (UV, Ozonation, break-point chlorination).

UNIT-II: POLYMER CHEMISTRY 9

Introduction: Classification of polymers – Functionality – Degree of polymerization. Types of polymerization: Addition, condensation and copolymerization. Thermal Properties of polymers: Thermoplastic and Thermosetting - Glass Transition temperature (Tg) – significance - factors affecting Tg, Molecular weight – weight average, number average and polydispersity index. Preparation, properties and uses of PVC, Bakelite and Epoxy resin. Conducting polymers- mechanism – application of OLED.

UNIT-III: ELECTROCHEMISTRY 9

Electrode potential - Electrochemical cells – reversible and irreversible cells – EMF – measurement of emf. Emf series and its applications. Nernst equation (problems). Reference electrodes – Standard Hydrogen electrode – Calomel electrode, Ion selective electrode – glass electrode and measurement of pH. Potentiometric redox titration (Estimation of ferrous ion) – conductometric titration (Strong acid Vs Strong base).

UNIT-IV: CORROSION AND ITS CONTROL 9

Corrosion - chemical corrosion - mechanism, nature of oxides – Pilling - Bedworth rule. Electrochemical corrosion – mechanism. Galvanic series and importance. Factors influencing corrosion. Prevention methods - design of materials, cathodic protection techniques - sacrificial anode and impressed current method. Protective coatings – electroplating - Cr, Ni and galvanizing. Anodising of aluminium.

UNIT-V: ENERGY SOURCES AND STORAGE DEVICES 9

Nuclear energy: light water nuclear power plant - breeder reactor. Solar energy conversion - working principles of photovoltaic cell, organic and dye sensitized solar cell. Batteries - Types of batteries. Primary battery – Leclanche cell. Secondary battery - lead acid battery – nickel metal hydride and

Li-ion battery. Fuel cells: proton exchange membrane and solid oxide fuel cell. Supercapacitors: working principles.

Contact Periods:
Lecture: 45 Periods Tutorial: 0 Periods Practical: 0 Periods Total: 45 Periods

REFERENCES:

1. P. C. Jain and Monica Jain, "Engineering Chemistry, Dhanpat Rai Publishing Company (P) Ltd, New Delhi, 17th Edition, 2018.
2. V. R. Gowariker, N. V. Viswanathan and Jayadev Sreedhar, Polymer Science, New Age International Publishers, 6th Edition, 2019.
3. Sivasankar B. "Engineering Chemistry, Tata McGraw-Hill Publishing Company Ltd, New Delhi, 2012.
4. S.S. Dara, "A Text book of Engineering Chemistry. S. Chand Publishing, 12th Edition, 2018.
5. O.V. Roussak and H.D. Gesser, Applied Chemistry-A Text Book for Engineers and Technologists, Springer Science Business Media, New York, 2nd Edition, 2013.

COURSE OUTCOMES:

Upon completion of this course, the students will be able to:

CO1: Understand the quality of water from quality parameter data and propose suitable treatment methodologies to treat water.
CO2: Acquire the basic knowledge of polymers and apply in engineering.
CO3: Understand the basic principles of electrochemistry and its applications.
CO4: Know the principles, various types of corrosion and corrosion control techniques.
CO5: Identify different forms of energy resources and apply them for suitable applications in energy sectors.

22CAES105 **C PROGRAMMING** **SEMESTER I**

L	T	P	C
3	0	0	3

COURSE OBJECTIVES:

- To develop C Programs using basic programming constructs.
- To develop C programs using arrays and strings.
- To develop applications in C using functions and pointers.
- To develop program in C using structures and union.
- To perform file handling operations in C and learn dynamically allocated memory techniques.

UNIT-I: BASICS OF C PROGRAMMING **11**

Generation and Organization of Computers - Number System - Binary - Decimal - Conversion - Problems. Need for logical analysis and thinking - Algorithm - Pseudo code - Flow Chart. Introduction to programming paradigms: Structure of C program - Data Types - Constants - Keywords - Operators and Expressions - Input / Output statements.

UNIT-II: ARRAYS AND STRINGS **9**

Decision making statements - Switch statement - Looping statements - Arrays - Initialization - Declaration - One dimensional and Two dimensional arrays - String: String operations - String Arrays - Simple programs: Sorting - Searching - Matrix operations.

UNIT-III: FUNCTIONS AND POINTERS **9**

Introduction to functions: Function prototype, function declaration, function definition, function call, Built-in functions (string functions, math functions) - Recursion - Pointers - Pointer operators - Pointer arithmetic - Arrays and pointers - Array of pointers - Parameter passing: Pass by value, Pass by reference.

UNIT-IV: STRUCTURES AND UNION **9**

Structure - Nested structures – Pointer and Structures – Array of structures – Self referential structures – Dynamic memory allocation - Singly linked list – typedef – Union - Storage classes and Visibility.

UNIT-V: FILE PROCESSING **7**

Files: File opening modes - Types of file processing: Sequential access, Random access - Preprocessor directives - Command line arguments.

Contact Periods:

Lecture: 45 Periods **Tutorial: 0 Periods** **Practical: 0 Periods** **Total: 45 Periods**

REFERENCES:

1. Kernighan, B.W and Ritchie, D.M, “The C Programming language”, 2nd Edition, Pearson

Education, 2015.
2. ReemaTheraja "Fundamentals of Computing and Programming in C", 2nd Edition, Oxford University Press, 2016.
3. Anita Goel and Ajay Mittal, "Computer Fundamentals and Programming in C", Dorling Kindersley (India) Pvt. Ltd., Pearson Education in South Asia, 2013.
4. Paul Deitel and Harvey Deitel, "C How to Program with an Introduction to C++", Eighth edition, Pearson Education, 2018.
5. Yashavant P. Kanetkar. "Let Us C", BPB Publications, 16th revised edition, 2020.

COURSE OUTCOMES:

Upon completion of this course, the students will be able to:

CO1: Develop simple applications in C using basic constructs.
CO2: Design and implement applications using arrays and strings.
CO3: Develop and implement applications in C using functions and pointers.
CO4: Develop applications in C using structures and union.
CO5: Design applications using sequential and random-access file processing.

22CAHS109 **HERITAGE OF TAMILS** **SEMESTER I**

L	T	P	C
1	0	0	1

UNIT-I: LANGUAGE AND LITERATURE **3**

Language Families in India - Dravidian Languages – Tamil as a Classical Language - Classical Literature in Tamil – Secular Nature of Sangam Literature – Distributive Justice in Sangam Literature Management Principles in Thirukural - Tamil Epics and Impact of Buddhism & Jainism in Tamil Land Bakthi Literature Azhwars and Nayanmars - Forms of minor Poetry - Development of Modern literature in Tamil - Contribution of Bharathiyar and Bharathidhasan.

UNIT-II: HERITAGE - ROCK ART PAINTINGS TO MODERN ART – SCULPTU **3**

Hero stone to modern sculpture - Bronze icons - Tribes and their handicrafts - Art of temple car making - - Massive Terracotta sculptures, Village deities, Thiruvalluvar Statue at Kanyakumari, Making of musical instruments - Mridhangam, Parai, Veenai, Yazh and Nadhaswaram - Role of Temples in Social and Economic Life of Tamils.

UNIT-III: FOLK AND MARTIAL ARTS **3**

Therukoothu, Karagattam, Villu Pattu, Kaniyan Koothu, Oyillattam, Leather puppetry, Silambattam, Valari, Tiger dance - Sports and Games of Tamils.

UNIT-IV: THINAI CONCEPT OF TAMILS **3**

Flora and Fauna of Tamils & Aham and Puram Concept from Tholkappiyam and Sangam Literature - Aram Concept of Tamils - Education and Literacy during Sangam Age - Ancient Cities and Ports of Sangam Age - Export and Import during Sangam Age - Overseas Conquest of Cholas.

UNIT-V: CONTRIBUTION OF TAMILS TO INDIAN NATIONAL MOVEMENT AND INDIAN CULTURE **3**

Contribution of Tamils to Indian Freedom Struggle - The Cultural Influence of Tamils over the other parts of India – Self-Respect Movement - Role of Siddha Medicine in Indigenous Systems of Medicine – Inscriptions & Manuscripts – Print History of Tamil Books.

TOTAL : 15 PERIODS

REFERENCES:

1. தமிழக வரலாறு – மக்களும் பண்பாடும் – கே.கே. பிள்ளை (வெளியீடு: தமிழ்நாடு பாடநூ மற்றும் கல்வியியல் பணிகள் கழகம்).
2. கணினித் தமிழ் – முனைவர் இல. சுந்தரம். (விகடன் பிரசுரம்).
3. கீழடி – வைகை நதிக்கரையில் சங்ககால நகர நாகரிகம் (தொல்லியல் துறை வெளியீடு)
4. பொருநை – ஆற்றங்கரை நாகரிகம். (தொல்லியல் துறை வெளியீடு)
5. Social Life of Tamils (Dr.K.K.Pillay) A joint publication of TNTB & ESC and RMRL – (in print)
6. Social Life of the Tamils - The Classical Period (Dr.S.Singaravelu) (Published by:

International Institute of Tamil Studies.
7. Historical Heritage of the Tamils (Dr.S.V.Subatamanian, Dr.K.D. Thirunavukkarasu) (Published by: International Institute of Tamil Studies).
8. The Contributions of the Tamils to Indian Culture (Dr.M.Valarmathi) (Published by: International Institute of Tamil Studies.)
9. Keeladi - 'Sangam City Civilization on the banks of river Vaigai' (Jointly Published by: Department of Archaeology & Tamil Nadu Text Book and Educational Services Corporation, Tamil Nadu)
10. Studies in the History of India with Special Reference to Tamil Nadu (Dr.K.K.Pillay) (Published by: The Author)
11. Porunai Civilization (Jointly Published by: Department of Archaeology & Tamil Nadu Text Book and Educational Services Corporation, Tamil Nadu)
12. Journey of Civilization Indus to Vaigai (R.Balakrishnan) (Published by: RMRL) – Reference Book.

22CAES106 PROGRAMMING IN C LABORATORY SEMESTER I

L	T	P	C
0	0	3	1.5

COURSE OBJECTIVES:

- To develop programs in C using basic constructs.
- To develop applications in C using strings, pointers, functions, structures.
- To develop applications in C using file processing.

LIST OF EXPERIMENTS:

1. I/O statements, operators, expressions
2. Decision-making constructs: if-else, goto, switch-case, break-continue
3. Loops: for, while, do-while
4. Arrays: 1D and 2D, Multi-dimensional arrays, traversal
5. Strings: operations
6. Functions: call, return, passing parameters by (value, reference), passing arrays to function.
7. Recursion
8. Pointers: Pointers to functions, Arrays, Strings, Pointers to Pointers, Array of Pointers
9. Structures: Nested Structures, Pointers to Structures, Arrays of Structures and Unions.
10. Files: reading and writing, File pointers, file operations, random access, processor directives.
11. Mini project

Contact Periods:
Lecture: 0 Periods Tutorial: 0 Periods Practical: 45 Periods Total: 45 Periods

COURSE OUTCOMES:

Upon successful completion of the course, students should be able to:

CO1: Develop C programs for simple applications making use of basic constructs, arrays and Strings.
CO2: Develop C programs involving functions, recursion, pointers, and structures.
CO3: Design applications using sequential and random access file processing.

LIST OF EQUIPMENT'S AND COMPONENTS

- Software Required – Turbo C Compiler / GNU C Compiler / Equivalent
- Operating System – Windows 7 / 8.1 / 10 / Linux
- Computers Required – 30 Nos.

22CABS107 PHYSICS AND CHEMISTRY LABORATORY SEMESTER I

L	T	P	C
0	0	3	1.5

PHYSICS LABORATORY:

COURSE OBJECTIVES:

- To learn the proper use of various kinds of physics laboratory equipment.
- To learn how data can be collected, presented and interpreted in a clear and concise manner.
- To learn problem solving skills related to physics principles and interpretation of experimental data.
- To determine error in experimental measurements and techniques used to minimize such error.
- To make the student as an active participant in each part of all lab exercises.

LIST OF EXPERIMENTS:

1. Cantilever bending – Determination of Young's modulus.
2. Torsional pendulum - Determination of rigidity modulus of wire and moment of inertia.
3. Non-uniform bending - Determination of Young's modulus.
4. Laser- a) Determination of the wave length of the laser using grating.
   b) Determination of Numerical Aperture and acceptance angle using optical fiber.
5. Air wedge - Determination of thickness of a thin sheet/wire.
6. Ultrasonic interferometer – determination of the velocity of sound and compressibility of liquids.

Contact Periods:
Lecture: 0 Periods Tutorial: 0 Periods Practical: 24 Periods Total: 24 Periods

COURSE OUTCOMES:

Upon completion of this course, the students will be able to:

CO1: Understand the functioning of various physics laboratory equipment.

CO2: Use experimental models to analyze laboratory data.

CO3: Use mathematical models as a medium for quantitative reasoning and describing physical reality.

CO4: Access, process and analyze scientific information.

CO5: Solve problems individually and collaboratively.

CHEMISTRY LABORATORY:

COURSE OBJECTIVES:

- To make the student to acquire practical skills in the determination of water quality parameters through volumetric analysis.
- To inculcate experimental skills to understanding of water quality parameters, such as hardness, alkalinity and dissolved oxygen.
- To induce the students to familiarize with electroanalytical techniques such as conductometry and potentiometry.
- To demonstrate the analysis of strong acid and strong base by conductometry.
- To equip the students for determination of hydrochloric acid by pH measurement.

LIST OF EXPERIMENTS:

1. Estimation of hardness by EDTA method.
2. Determination of types and amount of alkalinity in water sample.
3. Estimation of Dissolved Oxygen by Iodometry.
4. Determination of HCl by pH titration.
5. Conductometric titration of strong acid and strong base.
6. Estimation of iron content of the given solution using potentiometer.

Contact Periods:
Lecture: 0 Periods Tutorial: 0 Periods Practical: 21 Periods Total: 21 Periods

REFERENCE:

1. J. Mendham, R. C. Denney, J. D. Barnes, M. Thomas and B. Sivasankar, Vogel's Textbook of Qualitative Chemical Analysis, 2009.

COURSE OUTCOMES:

Upon completion of this course, the students will be able to:

CO1 Outfit with hands-on knowledge in the quantitative chemical analysis of water quality related parameters.

CO2: Quantify the type and amount of alkalinity in water sample.
CO3: Equip with the methods and techniques involved in pH metry.
CO4: Apply the conductometric measurements in quantitative analysis of chemical substances.
CO5: Estimate the amount of ferrous ion present in solution by potentiometric titration.

22CAHS108 COMMUNICATION SKILLS LABORATORY SEMESTER I

L	T	P	C
0	0	2	1

COURSE OBJECTIVES:

- To enhance the Employability and Career Skills of students.
- To orient the students towards grooming as a professional.
- To make them Employability Graduates.
- To develop their confidence and help them in attending interviews successfully.
- To demonstrate an understanding of job applications and interviews for internship and placements.

LIST OF ACTIVITIES & EXERCISES

S.No.	Activity/Exercise
1.	Soft skills
2.	Giving & asking personal information
3.	Listening & Answering to a Lecture
4.	Small talk on everyday topics
5.	Strategies for presentation ; group/ pair presentation
6.	Job Application Letter with Resume
7.	Group Discussion
8.	Activities to improve GD skills
9.	Interview etiquette
10.	Career plan

Contact Periods:
Lecture: 0 Periods Tutorial: 0 Periods Practical: 30 Periods Total: 30 Periods

Recommended Software
1. Globearena

REFERENCES:

1. Butterfield, Jeff Soft Skills for Everyone. Cengage Learning: New Delhi, 2015.
2. Interact English Lab Manual for Undergraduate Students,. Orient BalckSwan: Hyderabad, 2016.
3. E. Suresh Kumar et al. Communication for Professional Success. Orient Blackswan: Hyderabad, 2015.
4. Raman, Meenakshi and Sangeeta Sharma. Professional Communication. Oxford University Press: Oxford, 2014.
5. S. Hariharan et al. Soft Skills. MJP Publishers: Chennai, 2010.

COURSE OUTCOMES:

Upon completion of this course, the students will be able to:

CO1: Make effective presentations.

CO2: Participate confidently in Group Discussions.

CO3: Attend job interviews and be successful in them.

CO4: Develop adequate Soft Skills required for the workplace.

CO5: Present their opinions in a planned and logical manner, and draft effective resume in context of job search.

22CAHS201	PROFESSIONAL ENGLISH - II	SEMESTER II L T P C 3 0 0 3

COURSE OBJECTIVES:

- To engage learners in meaningful language activities to improve their LSRW skills.
- To enhance learners' awareness of general rules of writing for specific audiences.
- To help learners understand the purpose, audience, contexts of different types of writing.
- To develop analytical thinking skills for problem solving in communicative contexts.
- To demonstrate an understanding of job applications and interviews for internship and placements.

UNIT-I: MAKING COMPARISONS **9**

Listening - Listening to oral presentation- Listening and Gap filling
Speaking - Marketing a product, Mock interviews
Reading :ading advertisements, Reading to identify stylistic features(syntax, lexis d sentence structures)
Writing - Compare and Contrast Essay, Review writing
Grammar - If conditions, Direct and indirect speech
Vocabulary - Verbal analogies

UNIT-II: EXPRESSING CASUAL RELATIONS IN SPEAKING AND WRITING **9**

Listening - Listening to longer technical, Listening technical information from podcasts
Speaking - Describing and discussing the reasons of accidents or disasters based on news reports
Reading - Reading and understanding technical articles
Writing - Writing responses to complaints
Grammar - Active Passive Voice transformations, Infinitive and Gerund
Vocabulary - Technical Jargons

UNIT-III: PROBLEM SOVING **9**

Listening - Listening to video clips and answering the questions, listening to different view points on an issue
Speaking - Picture description
Reading - Case studies, excerpts from literary texts, news reports etc
Writing - Letter to the Editor, Checklists
Grammar - Error correction, Numerical adjectives
Vocabulary - Compound Words, Sentence Completion

UNIT-IV: REPORTING OF EVENTS AND RESEARCH **9**

Listening - Listening comprehension based on news reports and documentaries
Speaking - Interviewing, Presenting an oral report, Mini presentations on select topics
Reading - Newspaper articles
Writing - Delivering welcome address, Proposing Vote of thanks, Accident Report, Survey Report
Grammar - Phrases and its types
Vocabulary - Cliches, Redundancies

UNIT-V: THE ABILITY TO PUT IDEAS OR INFORMATION COGENTLY **9**

Listening - Listening to TED Talks, Job interviews(analysis of the interview performance)

Speaking - Participating in a Role play, virtual interviews, Making presentations with visual aids
Reading - Company profiles, Statement of Purpose(SOP), an excerpt of interview with professionals
Writing - Internship application, Cover letter & Resume, Precise writing, Summarizing
Grammar - Subject- Verb agreement, Relative clauses
Vocabulary - Numerical Adjectives

Contact Periods:
Lecture: 45 Periods Tutorial: 0 Periods Practical: 0 Periods Total: 45 Periods

REFERENCES:

1. Department of English, Anna University, "English for Engineers & Technologists", Orient Blackswan, 2020.
2. Krishna Mohan, Meera Bannerji, "Developing Communication Skills", Macmillan India Ltd, Delhi, 2020.
3. V. N. Arora and Laxmi Chandra, "Improve Your Writing", Oxford University Press, New Delhi, 2020.
4. J. Anbazhagan Vijay, "Communicative English", Global Publishers, Chennai, 2019.
5. Raman, Meenakshi, Sharma. Sangeeta, "Professional English", Oxford University Press, New Delhi, 2019.
6. Prof. R.C. Sharma & Krishna Mohan, "Business Correspondence and Report Writing", Tata McGraw Hall & Co. Ltd, New Delhi, 2019.

COURSE OUTCOMES:
Upon completion of this course, the students will be able to:
CO1: Compare and contrast products and ideas in technical texts.
CO2: Identify cause and effects in events, industrial processes through technical texts
CO3: Analyze problems in order to arrive at feasible solutions and communicate them orally and in the written format.
CO4: Report events and the processes of technical and industrial nature.
CO5: Present their opinions in a planned and logical manner and draft effective resume in context of job search.

22CABS202	ADVANCED CALCULUS AND ITS APPLICATIONS	SEMESTER II			
		L	T	P	C
		3	1	0	4

COURSE OBJECTIVES:

- To gain the knowledge of vector differentiation, integration and related applications.
- To be known about analytic functions with properties, construction of analytic function and the knowledge of conformal transformation.
- To obtain the knowledge of Cauchy's integral theorem, calculus of residues and complex integration around unit circle and semicircle.
- To gain methods to solve differential equations with constant and variable coefficients.
- To introduce the basic concepts of PDE for solving standard partial differential equations

UNIT-I: VECTOR CALCULUS **9+3**

Gradient and directional derivative - Divergence and curl - Vector identities – Irrotational and Solenoidal vector fields - Line integral over a plane curve - Surface integral - Volume integral - Green's, Gauss divergence and Stoke' s theorems (Excluding Proofs).

UNIT-II: ANALYTIC FUNCTIONS **9+3**

Analytic functions - Necessary and sufficient conditions for analyticity in Cartesian and polar coordinates - Properties -Harmonic conjugates - Construction of analytic function - Conformal mapping - Mapping by functions $w= z + c$, cz ,$1/z$, z^2 - Bilinear transformation.

UNIT-III: COMPLEX INTEGRATION **9+3**

Line integral - Cauchy's integral theorem - Cauchy's integral formula - Taylor's and Laurent's series - Singularities - Residues - Residue theorem - Application of residue theorem for evaluation of real integrals - Use of circular contour and semicircular contour.

UNIT-IV: ORDINARY DIFFERENTIAL EQUATIONS **9+3**

Higher order linear differential equations with constant coefficients - Method of variation of parameters - Homogenous equation of Euler's and Legendre's type - System of simultaneous linear differential equations with constant coefficients.

UNIT-V: PARTIAL DIFFERENTIAL EQUATIONS **9+3**

Formation of partial differential equations - Singular integrals - Solutions of standard types of first order partial differential equations [$F(p,q) = 0$ and $z = px + qy + f(p,q)$] - Lagrange's linear equation - Linear partial differential equations of second and higher order with constant coefficients of homogeneous types.

Contact Periods:

Lecture: 45 Periods Tutorial: 15 Periods Practical: 0 Periods Total: 60 Periods

REFERENCES:

1. Grewal B.S., "Higher Engineering Mathematics", Khanna Publishers, 44th Edition, New Delhi, 2018.
2. Kreyszig E., "Advanced Engineering Mathematics", John Wiley & Sons, 10th Edition, 2018.
3. Bali N.P. and Manish Goyal, "A Text book of Engineering Mathematics", Laxmi Publications Pvt. Ltd, New Delhi, 10th Edition, 2021.

4. Jain R.K. and Iyengar S.R.K., "Advanced Engineering Mathematics", Narosa Publications, New Delhi, 5th Edition, 2016.
5. Ramana B.V., "Higher Engineering Mathematics", Mc Graw Hill Education Pvt. Ltd, New Delhi, 11th Edition, 2018.
6. James G., "Advanced Modern Engineering Mathematics", Pearson Education, New Delhi, 4th Edition, 2016.

COURSE OUTCOMES:

Upon completion of this course, the students will be able to:

CO1: Acquire knowledge in Gradient, divergence and curl of a vector point function and related identities.

CO2: Understand the properties and formation of analytic function, mappings of standard functions and Bilinear transformation.

CO3: Understand calculus of residues to evaluate contour integration.

CO4: Apply various techniques in solving differential equations.

CO5: Understand how to solve the given standard partial differential equations.

22CAES203 **PYTHON PROGRAMMING** **SEMESTER II**

L	T	P	C
3	0	0	3

COURSE OBJECTIVES:

- To develop Python programs with conditionals and loops.
- To define Python functions and call them.
- To use Python data structures – lists, tuples, dictionaries.
- To do input/output with files in Python.
- To understand different Python packages and libraries.

UNIT-I: DATA, EXPRESSIONS, STATEMENTS **9**

Python interpreter and interactive mode; values and Numeric Data types, variables, expressions, statements, tuple assignment, precedence of operators, comments; modules and functions, function definition and use, flow of execution, parameters and arguments; Object Oriented Features; Illustrative programs: exchange the values of two variables, circulate the values of n variables, distance between two points.

UNIT-II: CONTROL FLOW, FUNCTIONS **9**

Conditionals: Boolean values and operators, conditional (if), alternative (if-else), chained conditional (if-elif-else); Iteration: while, for, break, continue, pass; Fruitful functions: return values, parameters, local and global scope, function composition, recursion; Strings: string slices, immutability, string functions and methods, string module; Lists as arrays. Illustrative programs: square root, gcd, exponentiation, sum an array of numbers, linear search, binary search.

UNIT-III: LISTS, TUPLES, DICTIONARIES **9**

Lists: list operations, list slices, list methods, list loop, mutability, aliasing, cloning lists, list parameters; Tuples: tuple assignment, tuple as return value; Dictionaries: operations and methods; advanced list processing – list comprehension; Illustrative programs: selection sort, insertion sort, mergesort, quick sort

UNIT-IV: FILES, MODULES, PACKAGES **9**

Files and exception: text files, reading and writing files, format operator; command line arguments, errors and exceptions, handling exceptions, modules, packages; Illustrative programs: word count, copy file.

UNIT-V: DATA HANDLING AND DATA VISUALIZATION **9**

Data Handling using Pandas – Introduction to Python Libraries: Pandas, Matplotlib, Numpy – Pandas: Series and Data Frames – Descriptive Statistics – Data Frame Operations – Handling missing Values – Data Visualization – Creating Charts: Bar and Pie Charts – Customizing Plots

Contact Periods:
Lecture: 45 Periods **Tutorial: 0 Periods** **Practical: 0 Periods** **Total: 45 Periods**

REFERENCES:

1. Paul Deitel and Harvey Deitel, “Python for Programmers”, Pearson Education, 1st Edition,

2021.
2. G Venkatesh and Madhavan Mukund, "Computational Thinking: A Primer for Programmers and Data Scientists", 1st Edition, Notion Press, 2021.
3. John V Guttag, "Introduction to Computation and Programming Using Python: With Applications to Computational Modeling and Understanding Data", Third Edition, MIT Press, 2021.
4. Wes McKinney, "Python for Data Analysis", 2nd Edition, O'Reilly Publishers, 2017.
5. Karl Beecher, "Computational Thinking: A Beginner's Guide to Problem Solving and Programming", 1st Edition, BCS Learning & Development Limited, 2017.

COURSE OUTCOMES:

Upon completion of this course, the students will be able to:

CO1: Write simple Python programs using conditionals and loops for solving problems.
CO2: Decompose a Python program into functions.
CO3: Represent compound data using Python lists, tuples, dictionaries etc.
CO4: Read and write data from/to files in Python programs.
CO5: Explore their knowledge in Python packages and libraries.

22CABS204 PHYSICS FOR INFORMATION SCIENCE SEMESTER II

L	T	P	C
3	0	0	3

COURSE OBJECTIVES:

- To make the students to understand the importance in studying electrical properties of materials.
- To enable the students to gain knowledge in semiconductor physics
- To instil knowledge on magnetic properties of materials.
- To establish a sound grasp of knowledge on different optical properties of materials, optical displays and applications.
- To inculcate an idea of significance of nano structures, quantum confinement and ensuing nano materials applications.

UNIT-I: ELECTRICAL PROPERTIES OF MATERIALS 9

Classical Free electron theory of metals – Postulates - Electrical and Thermal conductivity of metals - Derivation of Wiedemann-Franz law - Lorentz number - Drawbacks of Classical theory – Occupation probability - Effect of temperature- Density of energy states in metals (derivation) – Carrier concentration in metals - Calculation of Fermi energy at 0K - Types of electronic materials: metals, semiconductors and insulators.

UNIT-II: SEMICONDUCTOR PHYSICS 9

Properties of semiconductors - elemental and compound semiconductor - Direct and indirect band gaps - Intrinsic and extrinsic semiconductors - Fermi level - Carrier concentration in intrinsic semiconductor - Dependence of Fermi level on temperature - Electrical conductivity - band gap determination - extrinsic semiconductors - Carrier concentration in P type and N type – Semiconductors - Dependence of Fermi level on impurity concentration and temperature for P type and N type semiconductors.

UNIT-III: MAGNETIC PROPERTIES OF MATERIALS 9

Magnetic dipole moment – atomic magnetic moments - magnetic permeability and susceptibility - Magnetic materials classification: diamagnetism – paramagnetism – ferromagnetism – Ferromagnetism: origin and exchange interaction - saturation magnetization and Curie temperature – Domain Theory - M versus H behavior – Hard and soft magnetic materials – examples and uses – Magnetic principle in computer data storage – Magnetic hard disc (GMR sensor).

UNIT-IV: OPTICAL PROPERTIES OF MATERIALS 9

Classification of optical materials – carrier generation and recombination processes – Absorption, emission and scattering of light in metals, insulators and semiconductors (concepts only) – photo current in a PN diode – solar cell - LED – Organic LED – Laser diodes – Optical data storage techniques.

UNIT-V: ADVANCED QUANTUM MECHANICS 9

Introduction - quantum confinement – quantum structures: quantum wells, wires and dots — band gap of nanomaterials. Tunneling – Single electron phenomena: Coulomb blockade - single electron transistor – Nanomaterials - Properties- Methods of synthesize - Top- down & Bottom up Approach

-Ball Milling - Chemical vapour deposition - Application of Nanomaterials.

Contact Periods:
Lecture: 45 Periods Tutorial: 0 Periods Practical: 0 Periods Total: 45 Periods

REFERENCES:

1. D.Halliday, R.Resnick and J.Walker, Principles of Physics, Wiley (Indian Edition), 2015.
2. S.O. Kasap. Principles of Electronic Materials and Devices, McGraw-Hill Education (Indian Edition), 2020.
3. Charles Kittel, Introduction to Solid State Physics, Wiley India Edition, 2019.
4. Y.B.Band and Y.Avishai, Quantum Mechanics with Applications to Nanotechnology and Information Science, Academic Press, 2013.
5. G.W. Hanson, Fundamentals of Nanoelectronics, Pearson Education (Indian Edition) 2009.
6. Jasprit Singh, "Semiconductor Devices: Basic Principles", Wiley (Indian Edition), 2007.

COURSE OUTCOMES:
Upon completion of this course, the students will be able to:
CO1: Gain knowledge on classical and quantum electron theories and energy band structures.
CO2: Acquire knowledge on basics of semiconductor physics.
CO3: Get knowledge on magnetic properties of materials and their applications in data storage.
CO4: Have the necessary understanding on the functioning of optical materials for optoelectronics.
CO5: Understand the basics of quantum structures and their applications.

22CAES205 BASICS OF ELECTRICAL AND ELECTRONICS ENGINEERING **SEMESTER II**

L	T	P	C
3	0	0	3

COURSE OBJECTIVES:

- To introduce the basics of electric circuits and analysis.
- To impart knowledge in the basics of working principles and application of electrical machines.
- To introduce analog devices and their characteristics.
- To educate on the fundamental concepts of digital electronics.
- To introduce the functional elements and working of measuring instruments.

UNIT I ELECTRICAL CIRCUITS 9

DC Circuits: Circuit Components: Conductor, Resistor, Inductor, Capacitor – Ohm's Law - Kirchhoff's Laws –Independent and Dependent Sources – Simple problems.

Introduction to AC Circuits and Parameters: Waveforms, Average value, Value, RMS Instantaneous power, real power, reactive power and apparent power, power factor – Steady state analysis of RLC circuits (Simple problems only)

UNIT II ELECTRICAL MACHINES 9

Construction and Working principle - DC Separately and Self-excited Generators, Types – emf Equation and Applications. Working Principle of DC motors, Torque Equation, Types and Applications. Construction, Working principle of Transformer, Three phase Alternator, Synchronous motor and Three Phase Induction Motor.

UNIT III ANALOG ELECTRONICS 9

Resistor, Inductor and Capacitor in Electronic Circuits- Semiconductor Materials: PN Junction Diodes, Zener Diode – I-V Characteristics - Rectifiers – Bipolar Junction Transistor, JFET, SCR, MOSFET, IGBT – I-V Characteristics - Applications

UNIT IV DIGITAL ELECTRONICS 9

Review of number systems, binary codes, error detection and correction codes, Combinational logic - representation of logic functions - SOP and POS forms, K-map representations – minimization using K maps (Simple Problems only).

UNIT V MEASUREMENTS AND INSTRUMENTATION 9

Functional elements of an instrument, Standards and calibration, Operating Principle, types - Moving Coil and Moving Iron meters, Measurement of three phase power, Energy Meter, Instrument Transformers – DSO - Block diagram - Data acquisition.

Contact Periods:
Lecture: 45 Periods Tutorial: 0 Periods Practical: 0 Periods Total: 45 Periods

REFERENCES:

1. Kothari DP and I.J Nagrath, "Basic Electrical and Electronics Engineering", Second Edition, McGraw Hill Education, 2020.
2. S.K.Bhattacharya "Basic Electrical and Electronics Engineering", Pearson Education, Second Edition, 2017.
3. Sedha R.S., "A textbook book of Applied Electronics", S. Chand & Co., 2008.
4. James A .Svoboda, Richard C. Dorf, "Dorf's Introduction to Electric Circuits", Wiley, 2018.
5. A.K. Sawhney, Puneet Sawhney 'A Course in Electrical & Electronic Measurements & Instrumentation', Dhanpat Rai and Co, 2015.
6. Thomas L. Floyd, 'Digital Fundamentals', 11th Edition, Pearson Education, 2017.

COURSE OUTCOMES:

After completing this course, the students will be able to

CO1: Analyze the DC and AC circuits.

CO2: Explore the significance of electrical machines.

CO3: Analyze the characteristics of analog electronic devices.

CO4: Acquire the basic concepts of digital electronics.

CO5: Explain the operating principles of measuring instruments.

22CAES104 **ENGINEERING GRAPHICS** **SEMESTER II**

L	T	P	C
1	0	4	3

COURSE OBJECTIVES:

The main learning objective of this course is to prepare the students for:

- Drawing various types of conical and special engineering curves.
- Drawing orthographic projection of points, lines and 3D objects.
- Drawing projection of plane surfaces and projection of solids.
- Drawing section of solids and development of solids.
- Drawing isometric projections of simple solids and sketching of 3D objects.

CONCEPTS AND CONVENTIONS (Not for Examination)

Importance of graphics in engineering applications – Use of drafting instruments – BIS conventions and specifications – Size, layout and folding of drawing sheets – Lettering and dimensioning.

UNIT-I: PLANE CURVES **3+12**

Basic Geometrical constructions, Curves used in engineering practices: Conics – Construction of ellipse, parabola and hyperbola by eccentricity method – Construction of cycloid – Construction of involutes of square and circle – Drawing of tangents and normal to the above curves.

UNIT-II: ORTHOGRAPHIC PROJECTION OF POINTS, LINES AND 3D OBJECTS **3+12**

Principal planes – First angle projection – Projection of points. Projection of straight lines (only First angle projections) inclined to both the principal planes – Determination of true lengths and true inclinations by rotating line method and traces. Visualization concepts – Visualization principles – Representation of Three Dimensional objects – Layout of views – Sketching of multiple views from pictorial views of objects.

UNIT-III: PROJECTION OF PLANE SURFACES AND SOLIDS **3+12**

Projection of planes (polygonal and circular surfaces) inclined to both the principal planes by rotating object method – Projection of simple solids like prisms, pyramids, cylinder, cone and truncated solids when the axis is inclined to one of the principal planes and parallel to the other by rotating object method.

UNIT-IV: PROJECTION OF SECTIONED SOLIDS AND DEVELOPMENT OF SURFACES **3+12**

Sectioning of solids in simple vertical position when the cutting plane is inclined to the one of the principal planes and perpendicular to the other – Obtaining true shape of section. Development of lateral surfaces of simple and sectioned solids: Prisms, pyramids cylinders and cones.

UNIT – V: ISOMETRIC PROJECTIONS **3+12**

Principles of Isometric projection – Isometric scale – Isometric projections of simple solids and truncated solids: Prisms, pyramids, cylinders, cones – Conversion of orthographic views to pictorial views (Simple objects)

Contact Periods:

Lecture: 15 Periods Tutorial: 0 Periods Practical: 60 Periods Total: 75 Periods

REFERENCES:

1. Basant Agarwal and Agarwal C.M., "Engineering Drawing", McGraw Hill, 2nd Edition, 2019.
2. Bhatt, N.D., "Engineering Drawing", Charotar Publishing House Pvt. Ltd., 53rd Edition, 2019.
3. Gopalakrishna K.R., "Engineering Drawing" (Vol. I & II combined), Subhas Publications, Bangalore, 27th Edition, 2017.
4. Parthasarathy N. S. and Vela Murali, "Engineering Graphics", Oxford University, Press, New Delhi, 2015.
5. Kulkarni, D.M., Rastogi, A.P. and Sarkar, A.K., "Engineering Graphics with AutoCAD", PHI Learning, 2nd Edition, 2010.

COURSE OUTCOMES:

Upon on completion of this course, the student will be able to

CO1: Construct the conic curves, involutes and cycloid.

CO2: Solve practical problems involving orthographic projection of points, lines and 3Dobjects.

CO3: Draw the projections of plane surfaces and simple solids.

CO4: Draw the section of solids and the development of simple solids.

CO5: Draw the isometric projections of simple solids and sketching of 3D objects

Special points applicable to End Semester Examinations on Engineering Graphics:

1. There will be five questions, each of either or type covering all units of the syllabus.
2. All questions will carry equal marks of 20 each making a total of 100.
3. The answer paper shall consist of drawing sheets of A3 size only. The students will be permitted to use appropriate scale to fit solution within A3 size.
4. The examination will be conducted in appropriate sessions on the same day.

22CAHS202 TAMILS AND TECHNOLOGY SEMESTER II

L	T	P	C
1	0	0	1

UNIT-I: WEAVING AND CERAMIC TECHNOLOGY 3

Weaving Industry during Sangam Age – Ceramic technology – Black and Red Ware Potteries (BRW) – Graffiti on Potteries.

UNIT -II: DESIGN AND CONSTRUCTION TECHNOLOGY 3

Designing and Structural construction House & Designs in household materials during Sangam Age - Building materials and Hero stones of Sangam age – Details of Stage Constructions in Silappathikaram - Sculptures and Temples of Mamallapuram - Great Temples of Cholas and other worship places - Temples of Nayaka Period - Type study (Madurai Meenakshi Temple)- Thirumalai Nayakar Mahal - Chetti Nadu Houses, Indo - Saracenic architecture at Madras during British Period.

UNIT-III: MANUFACTURING TECHNOLOGY 3

Art of Ship Building - Metallurgical studies - Iron industry - Iron smelting, steel -Copper and goldCoins as source of history - Minting of Coins – Beads making-industries Stone beads -Glass beads - Terracotta beads -Shell beads/ bone beats - Archeological evidences - Gem stone types described in Silappathikaram.

UNIT-IV: AGRICULTURE AND IRRIGATION TECHNOLOGY 3

Dam, Tank, ponds, Sluice, Significance of Kumizhi Thoompu of Chola Period, Animal Husbandry - Wells designed for cattle use - Agriculture and Agro Processing - Knowledge of Sea - Fisheries – Pearl - Conche diving - Ancient Knowledge of Ocean - Knowledge Specific Society.

UNIT-V: SCIENTIFIC TAMIL & TAMIL COMPUTING 3

Development of Scientific Tamil - Tamil computing – Digitalization of Tamil Books – Development of Tamil Software – Tamil Virtual Academy – Tamil Digital Library – Online Tamil Dictionaries – Sorkuvai Project.

TOTAL : 15 PERIODS

REFERENCES:

1. தமிழக வரலாறு – மக்களும் பண்பாடும் கே.கே. பிள்ளை (வெளியீடு: தமிழ்நாடு பாடநூல் மற்றும் கல்வியியல் பணிகள் கழகம்).
2. கணினித் தமிழ் – முனைவர் இல. சுந்தரம். (விகடன் பிரசுரம்).
3. கீழடி – வைகை நதிக்கரையில் சங்ககால நகர நாகரிகம் (தொல்லியல் துறை வெளியீடு)
4. பொருநை – ஆற்றங்கரை நாகரிகம். (தொல்லியல் துறை வெளியீடு)
5. Social Life of Tamils (Dr.K.K.Pillay) A Joint publication of TNPB & ESC and RMRL – (in print)
6. Social Life of the Tamils - The Classical Period (Dr.S.Singaravelu) (Published by:

International Institute of Tamil Studies.
7. Historical Heritage of the Tamils (Dr.S.V.Subatamanian, Dr.K.D. Thirunavukkarasu) (Published by: International Institute of Tamil Studies).
8. The Contributions of the Tamils to Indian Culture (Dr.M.Valarmathi) (Published by: International Institute of Tamil Studies.)
9. Keeladi - 'Sangam City Civilization on the banks of river Vaigai' (Jointly Published by: Department of Archaeology & Tamil Nadu Text Book and Educational Services Corporation, Tamil Nadu)
10. Studies in the History of India with Special Reference to Tamil Nadu (Dr.K.K.Pillay) (Published by: The Author)
11. Porunai Civilization (Jointly Published by: Department of Archaeology & Tamil Nadu Text Book and Educational Services Corporation, Tamil Nadu)
12. Journey of Civilization Indus to Vaigai (R.Balakrishnan) (Published by: RMRL) – Reference Book.

22CAES107 ENGINEERING PRACTICES LABORATORY SEMESTER II

L	T	P	C
0	0	3	1.5

COURSE OBJECTIVES:

The main learning objective of this course is to provide hands on training to the students in:

- Connecting various pipe fittings used in common household plumbing work, sawing, planning and making joints in wood materials used in common household wood work.
- Welding various joints in steel plates using arc welding work.
- Machining various simple processes like turning, drilling, and tapping in parts and making a tray out of metal sheet using sheet metal work.
- Wiring various electrical joints in common household electrical wire work
- Soldering and testing simple electronic circuits; Assembling and testing simple electronic components on PCB.

GROUP – A (CIVIL & MECHANICAL)
PART I CIVIL ENGINEERING PRACTICES

PLUMBING WORK:

a) Connecting various basic pipe fittings like valves, taps, coupling, unions, reducers, elbows and other components which are commonly used in household.

b) Preparing plumbing line sketches.

c) Laying pipe connection to the pump

d) Connecting pipes of different materials: Metal, plastic and flexible pipes used in household appliances.

WOOD WORK:

a) Sawing,
b) Planning and
c) Making joints like T-Joint, Cross lap Joint and Dovetail joint.

Wood Work Study:

a) Studying joints in door panels and wooden furniture.
b) Studying common industrial trusses using models.

PART II MECHANICAL ENGINEERING PRACTICES

WELDING WORK:

a) Welding of Butt Joints, Lap Joints, and Tee Joints using arc welding.

b) Practicing gas welding.

BASIC MACHINING WORK:

a) Simple Turning.
b) Simple Drilling.
c) Simple Tapping.

SHEET METAL WORK:

a) Making of a square tray

FOUNDRY WORK:

a) Demonstrating basic foundry operations.

Contact Periods:
Lecture: 0 Periods Tutorial: 0 Periods Practical: 24 Periods Total: 24 Periods

GROUP – B (ELECTRICAL & ELECTRONICS)
PART III ELECTRICAL ENGINEERING PRACTICES

1. Residential house wiring using switches, fuse, indicator, lamp and energy meter.
2. Measurement of voltage and current using solar panel
3. Stair case wiring
4. Assembling and Testing of Ceiling Fan
5. Study of lightning arrester

PART IV ELECTRONIC ENGINEERING PRACTICES

1. Study of Electronic components and equipments – Resistor, colour coding
2. Measurement of AC signal parameter (peak-peak, rms period, frequency) using CRO.
3. Verification of logic gates AND, OR, EX-OR and NOT.
4. Soldering practice – Components Devices and Circuits – Using general purpose PCB.
5. Assembling of 15 watts LED circuit

Contact Periods:
Lecture: 0 Periods Tutorial: 0 Periods Practical: 21 Periods Total: 21 Periods

COURSE OUTCOMES:

Upon completion of this course, the student will be able to

CO1: Apply the knowledge of pipeline and connecting various pipe fittings used in common household plumbing work and Use tools and equipments used in Carpentry.
CO2: Perform the various welding joints in steel plates using arc welding work.
CO3: Perform operation in a lathe machine and also fabricate parts like tray in sheet metal.
CO4: Wire various electrical joints in common household electrical wire work.
CO5: Solder and test simple electronic circuits; Assemble and test simple electronic components on PCB.

22CAES206 PYTHON PROGRAMMING LABORATORY SEMESTER II

L	T	P	C
0	0	3	1.5

COURSE OBJECTIVES:

- To practice various computing strategies for Python-based solutions to real world problems.
- To use Python data structures - lists, tuples, dictionaries.
- To develop applications using python packages and libraries.

LIST OF EXPERIMENTS:

1. Python programming using simple statements and expressions (exchange the values of two variables, circulate the values of n variables, distance between two points).
2. Scientific problems using Conditionals and Iterative loops. (Number series, Number Patterns, pyramid pattern)
3. Implementing real-time/technical applications using Lists, Tuples. (Items present in a library/Retail Store –operations of list & tuples)
4. Implementing real-time/technical applications using Sets, Dictionaries. (Student Enrolment and Mark sheet - operations of Sets & Dictionaries)
5. Implementing programs using Functions. (Factorial, largest number in a list, area of shape)
6. Implementing programs using Strings. (reverse, palindrome, character count, replacing characters)
7. Implementing programs using Python Standard Libraries (pandas, numpy, Matplotlib)
8. Implementing real-time/technical applications using File handling. (copy from one file to another, word count, longest word)
9. Create a data frame based on E Commerce data and generate descriptive statistics (Mean, Median, Mode and Variance).
10. Consider Data of your interest from an Open Source (Eg. Data.gov.in) aggregate and summarize. Then plot it using different plotting functions of Matplotlib Library.
11. Mini Project.

Contact Periods:
Lecture: 0 Periods Tutorial: 0 Periods Practical: 45 Periods Total: 45 Periods

COURSE OUTCOMES:

Upon successful completion of the course, students should be able to:

CO1: Implement programs in Python using conditionals and loops for solving problems.
CO2: Deploy functions to decompose a Python program.

CO3: Utilize Python packages and libraries in developing software applications.

LIST OF EQUIPMENT'S AND COMPONENTS

- Software Required – Python 3 Interpreter
- Operating System – Windows 7 / 8.1 / 10 / Linux
- Computers Required – 30 Nos.

SEMESTER III

22ADBS301	LINEAR ALGEBRA AND TRANSFORM TECHNIQUES	SEMESTER III

L	T	P	C
3	1	0	4

COURSE OBJECTIVES

- To understand the concepts of vector space, and Linear Transformation.
- To apply the concept of inner product spaces in orthogonalization.
- To be familiar with techniques of Laplace and Inverse Laplace transformations.
- To acquaint the student with Fourier transform techniques used in wide variety of situations.
- To introduce the effective mathematical tools for the solutions of partial differential equations that model several physical processes and to develop Z transform techniques for discrete time systems.

UNIT I : VECTOR SPACES **9+3**

Vector spaces – Subspaces – Linear combinations and linear system of equations – Linear independence and linear dependence – Bases and dimensions

UNIT II : LINEAR TRANSFORMATION AND INNER PRODUCT SPACES **9+3**

Linear transformation - Null spaces and ranges – Dimension theorem – Inner Product, norms – Gram Schmidt orthogonalization process .

UNIT-III: LAPLACE TRANSFORMS **9+3**

Existence conditions – Transforms of elementary functions – Basic properties – Inverse transforms – Convolution theorem –Transform of periodic functions – Application to solution of linear second order ordinary differential equations with constant coefficients.

UNIT-IV: FOURIER TRANSFORMS **9+**

Statement of Fourier integral theorem – Fourier transform pair – Fourier sine and cosine transforms – Properties – Transforms of simple functions – Convolution theorem – Parseval's identity.

UNIT-V: Z -TRANSFORMS AND DIFFERENCE EQUATIONS **9+**

Z-transforms – Elementary properties – Inverse Z-transform (using partial fraction and residues) – Convolution theorem – Formation of difference equations – Solution of difference equations using Z-transform.

Contact Periods:
Lecture: 45 Periods Tutorial: 15 Periods Practical: 0 Periods Total: 60 Periods

REFERENCES:

1. Friedberg, A.H., Insel, A.J. and Spence, L., "Linear Algebra", Prentice Hall of India, New Delhi, 4th Edition, 2013.
2. Strang, G., "Linear Algebra and its applications", Thomson (Brooks/Cole), New Delhi, 3rd Edition, 2017.
3. Kolman, B. Hill, D.R., "Introductory Linear Algebra", Pearson Education, New Delhi, First Reprint, 2009.
4. Grewal B. S., "Higher Engineering Mathematics", 44th Edition, Khanna Publishers, New Delhi, 2018.
5. Kreyszig E., "Advanced Engineering Mathematics", John Wiley & Sons, 10th Edition, 2018.
6. Bali N.P. and Manish Goyal, "A Text book of Engineering Mathematics", Laxmi Publications Pvt. Ltd, New Delhi, 10th Edition, 2021.

COURSE OUTCOMES:

Upon completion of this course, the students will be able to:

CO1: Solve system of equations using echelon forms and apply the properties of vector spaces.
CO2: Use the Gram-Schmidt process to orthogonalize set of vectors
CO3: Understand Laplace transform and inverse transform of simple functions, various related theorems and application to differential equations with constant coefficients.
CO4: Understand the mathematical principles on transforms and partial differential equations would provide them the ability to formulate and solve some of the physical problems of Engineering.
CO5: Use the effective mathematical tools for the solutions of partial differential equations by using Z transform techniques for discrete time systems.

22CAES302 **DIGITAL PRINCIPLES AND COMPUTER ORGANIZATION** **SEMESTER III**

L	T	P	C
3	0	0	3

COURSE OBJECTIVES:

- To understand and realize the Boolean postulates using basic gates.
- To acquire knowledge for the design of the combinational circuit and sequential circuit.
- To understand the basic structure and operation of a digital computer.
- To study the design of data path unit, control unit for processor and to familiarize with the hazards.
- To understand the concept of various memories and I/O interfacing.

UNIT-I: BASIC CONCEPTS OF DIGITAL SYSTEMS **9**

Review of Number systems - Number Representation - Boolean algebra - Boolean postulates and laws - De-Morgan's Theorem - Simplifications of Boolean functions using Karnaugh map - Realization of Boolean functions using basic gates.

UNIT-II: COMBINATIONAL & SEQUENTIAL CIRCUITS **9**

Combinational circuits - Design of combinational circuits: Adder, Subtractor , Code Converters, Decoders and Encoders , Multiplexers and Demultiplexers – Sequential Circuits – Flip Flops, Registers, Counters.

UNIT-III: COMPUTER FUNDAMENTALS **9**

Functional Units of a Digital Computer: Von Neumann Architecture – Operation and Operands of Computer Hardware Instruction – Instruction Set Architecture (ISA): Memory Location, Address and Operation – Instruction and Instruction Sequencing – Addressing Modes, Encoding of Machine Instruction – Interaction between Assembly and High Level Language.

UNIT-IV: PROCESSOR **9**

Instruction Execution – Building a Data Path – Designing a Control Unit – Hardwired Control, Microprogrammed Control – Pipelining – Data Hazard – Control Hazards.

UNIT-V: MEMORY AND I/O **9**

Memory Concepts and Hierarchy – Memory Management – Cache Memories: Mapping and Replacement Techniques – Virtual Memory – DMA – I/O – Accessing I/O: Parallel and Serial Interface – Interrupt I/O – Interconnection Standards: USB, SATA

Contact Periods:

Lecture: 45 Periods **Tutorial: 0 Periods** **Practical: 0 Periods** **Total: 45 Periods**

REFERENCES:

1. M. Morris Mano, Michael D. Ciletti, “Digital Design : With an Introduction to the Verilog HDL,
VHDL, and System Verilog”, Sixth Edition, Pearson Education, 2018.
2. David A. Patterson, John L. Hennessy, “Computer Organization and Design, The Hardware/Software Interface”, Sixth Edition, Morgan Kaufmann/Elsevier, 2020.
3. Carl Hamacher, Zvonko Vranesic, Safwat Zaky, Naraig Manjikian, “Computer Organization and
Embedded Systems”, Sixth Edition, Tata McGraw-Hill, 2012.
4. William Stallings, “Computer Organization and Architecture – Designing for Performance”, Tenth Edition, Pearson Education, 2016.
5. Morris Mano, “Digital Logic and Computer Design”, Pearson Education, 2016.

COURSE OUTCOMES:

Upon completion of this course, the students will be able to:

CO1: Design various combinational digital circuits using logic gates
CO2: Design sequential circuits and analyze the design procedures
CO3: State the fundamentals of computer systems and analyze the execution of an instruction
CO4: Analyze different types of control design and identify hazards
CO5: Identify the characteristics of various memory systems and I/O communication.

22CAPC303 DATA STRUCTURES AND ALGORITHMS SEMESTER III

L	T	P	C
3	0	0	3

COURSE OBJECTIVES:

- To understand the need of data structures and algorithms
- To understand the concepts of array and list
- To design linear data structures – stacks, and queues
- To understand the concept of tree structures
- To apply Graph structures

UNIT I INTRODUCTION **9**

Need for Data Structures - Types of Data Structures - Abstract Data Type - Program Development Life Cycle - Algorithms - Characteristics of Algorithms - Recursive Algorithms - Complexity Analysis - Best case and worst case complexities - Asymptotic notations -Master theorem.

UNIT II ARRAYS AND LISTS **9**

Array Representation and Operations - Linear Search and Binary Search - Insertion and Bubble Sort - Matrix representation using Multi dimensional arrays - Linked List Representation - Operations on a Singly Linked List - Types of Linked List - Polynomial Addition - Sparse Matrices.

UNIT III STACKS AND QUEUES **9**

Stack ADT - Representation and Operations - Expression Handling - Role of Stack in implementing recursive algorithms - Queue ADT - Representation and Operations - Types of Queues - Circular Queue - Deque - Priority Queue.

UNIT IV TREE STRUCTURES **9**

Terminologies - Binary Tree - Traversal - Expression Trees - Threaded Binary Tree - Binary Heap – Heap Sort - Priority Queue implementation using Binary Heap - Binary Search Tree - B Tree - B+ Tree - Applications - AVL Tree – Trie Structure.

UNIT V GRAPH STRUCTURES **9**

Hash Table - Hash Functions - Resolving Collisions - Rehashing - GRAPH Terminologies - Types of Graphs - Representation - Breadth First Search - Depth First Search - Topological Sort – Shortest Paths – Minimum spanning tree.

TOTAL: 45 PERIODS

Contact Periods:

Lecture: 45 Periods Tutorial: 0 Periods Practical: 0 Periods **Total: 45 Periods**

REFERENCES:

1. Michael T. Goodrich, Roberto Tamassia, and Michael H. Goldwasser, “Data Structures & Algorithms in Python”, An Indian Adaptation, John Wiley & Sons Inc., 2021
2. Lee, Kent D., Hubbard, Steve, “Data Structures and Algorithms with Python” Springer Edition 2015
3. Rance D. Necaise, “Data Structures and Algorithms Using Python”, John Wiley & Sons, 2011
4. Aho, Hopcroft, and Ullman, “Data Structures and Algorithms”, Pearson Education, 1983.
5. Thomas H. Cormen, Charles E. Leiserson, Ronald L. Rivest, and Clifford Stein, “Introduction to Algorithms", Second Edition, McGraw Hill, 2002.
6. Mark Allen Weiss, “Data Structures and Algorithm Analysis in C++”, Fourth Edition, Pearson Education, 2014

COURSE OUTCOMES:

Upon completion of this course, the students will be able to:

CO1: Understanding the need of data structures and algorithms
CO2: Understanding the concepts of array and list
CO3: Implement Stack and Queue structures to solve problems.
CO4: Implement and apply trees structures to solve problems.
CO5: Implement and apply graph structures to solve problems.

22CAPC304 OBJECT ORIENTED PROGRAMMING SEMESTER III

L	T	P	C
3	0	0	3

COURSE OBJECTIVES:

- To understand Object Oriented Programming concepts and basic characteristics of Java.
- To know the principles of inheritance and interfaces and string handling operations.
- To define multithreading and use of exception handling.
- To Understand I/O streams and use of collection frame work.
- To design and build simple Graphical User Interfaces.

UNIT-I: OOP FUNDAMENTALS AND BASICS OF JAVA PROGRAMMING 9

OOP Concepts – Classes and Objects – Abstraction – Encapsulation – Inheritance –Polymorphism – OOP fundamentals implementation – Instance variables – Methods – Access specifiers – Coding standards– Identifiers – Variables– Data types – Operators– Control structures– Java architecture– Methods – Pass by value and Pass by reference – Recursive methods – Arrays – Package – Accessing sub-package and classes.

UNIT-II: INHERITANCE AND INTERFACE 9

Constructor – Types of constructor – Static keyword and its use – Final keyword and its use – Inheritance – Types of Inheritance – Polymorphism – Static polymorphism and dynamic polymorphism – Abstract keyword – Abstract class – Interface – Extending the interface – Implementation of interface – Difference between abstract class and interface. String: String Methods – String buffer class – String builder class – String tokenizer class.

UNIT-III: MULTITHREADING AND EXCEPTION HANDLING 9

Introduction to multi – Threading – Thread life cycle – Implementation of multithreading – Thread synchronization – Inter thread communication – Introduction to exception handling –Types of exception – Try and catch – Multiple catch block and nested try block – Finally block.

UNIT-IV: FILE HANDLING AND COLLECTION FRAMEWORK 9

Input / output basics – Streams – Byte streams and character streams – Reading and writing console – Reading and writing files. Collection interfaces – Collection classes.

UNIT-V: EVENT DRIVEN PROGRAMMING 9

Graphics programming – Frame – Components –Working with 2D shapes – Using color, fonts, and images – Basics of event handling – Event handlers – Adapter classes – Actions –Mouse events – AWT event hierarchy – Introduction to Swing – Layout management – Swing Components – Text Fields, Text Areas – Buttons– Check boxes – Radio buttons – Lists– choices– Scrollbars – Windows – Menus – Dialog Boxes

Contact Periods:

Lecture: 45 Periods Tutorial: 0 Periods Practical: 0 Periods Total: 45 Periods

REFERENCES:

1. Herbert Schildt, "Java The complete reference", 8th Edition, McGraw Hill Education, 2011.
2. Cay S. Horstmann and Gary cornell, "Core Java Volume –I Fundamentals", 9th Edition, Prentice Hall, 2013.
3. Paul Deitel and Harvey Deitel, "Java SE 8 for programmers", 3rd Edition, Pearson, 2015.
4. Steven Holzner, "Java 2 Black book", Dreamtech press, 2011.
5. Timothy Budd, "Understanding Object–oriented programming with Java", Updated Edition, Pearson Education, 2000.

COURSE OUTCOMES:

Upon completion of this course, the students will be able to:

CO1: Develop Java programs using OOP principles.
CO2: Develop Java programs with the concepts of inheritance and interfaces.
CO3: Build Java applications using exceptions and multithreading.
CO4: Develop Java applications with I/O streams and collection frame work.
CO5: Develop GUI based Java programs using swings.

22ADPC305 FOUNDATIONS OF INTELLIGENT SYSTEMS SEMESTER III

L	T	P	C
3	0	0	3

COURSE OBJECTIVES:

- To make the students to understand the various characteristics of intelligent agents.
- To learn the different search strategies in AI.
- To learn to represent knowledge in solving AI problems.
- To understand the different ways of designing knowledge based agents
- To perform logical and probabilistic reasoning

UNIT-I: INTELLIGENT AGENTS **9**

Introduction to AI – Agents and Environments – concept of rationality – nature of environments – structure of agents. Problem solving agents – search algorithms – uninformed search strategies.

UNIT-II: PROBLEM SOLVING **9**

Heuristic search strategies – heuristic functions. Local search and optimization problems – local search in continuous space – search with non-deterministic actions – search in partially observable environments – online search agents and unknown environments.

UNIT-III: GAME PLAYING AND CSP **9**

Game theory – optimal decisions in games – alpha-beta search – monte-carlo tree search – stochastic games – partially observable games. Constraint satisfaction problems – constraint propagation – backtracking search for CSP – local search for CSP – structure of CSP.

UNIT-IV: LOGICAL REASONING **9**

Knowledge-based agents – propositional logic – propositional theorem proving – propositional model checking – agents based on propositional logic. First-order logic – syntax and semantics – knowledge representation and engineering – inferences in first-order logic – forward chaining – backward chaining – resolution.

UNIT-V: PROBABILISTIC REASONING **9**

Acting under uncertainty – Bayesian inference – naïve Bayes models. Probabilistic reasoning – Bayesian networks – exact inference in BN – approximate inference in BN – causal networks.

Contact Periods:

Lecture: 45 Periods Tutorial: 0 Periods Practical: 0 Periods Total: 45 Periods

REFERENCES:

1. Russell S and Norvig P., "Artificial Intelligence: A Modern Approach, Prentice Hall, 4th Edition, 2020.
2. Bratko I., “Prolog: Programming for Artificial Intelligence”, 4th Edition, Addison-Wesley Educational Publishers Inc., 2011.

3. Tim Jones M., “Artificial Intelligence: A Systems Approach (Computer Science)”, Jones and Bartlett Publishers, Inc.; First Edition, 2008.
4. Nils J. Nilsson, “The Quest for Artificial Intelligence”, Cambridge University Press, 2009.
5. William F. Clocksin and Christopher S. Mellish, “Programming in Prolog: Using the ISO Standard”, 5th Edition, Springer, 2003.
6. Gerhard Weiss, “Multi Agent Systems II”, 2nd Edition, MIT Press, 2013.

COURSE OUTCOMES:

Upon completion of this course, the students will be able to:

CO1: Explain intelligent agent frameworks
CO2: Apply problem solving techniques
CO3: Apply game playing and CSP techniques
CO4: Perform logical reasoning
CO5: Perform probabilistic reasoning under uncertainty

22CAPC307 DATA STRUCTURES LABORATORY SEMESTER III

L	T	P	C
0	0	3	1.5

COURSE OBJECTIVES:

- To implement the linear data structures.
- To implement the Nonlinear data structures.
- To implement the sorting and hashing techniques.
- To solve the problems related to Graph
- To understand the concept of data structures and develop mini project.

LIST OF EXPERIMENTS:

1. Implement simple ADTs as Python classes
2. Implement recursive algorithms in Python
3. Implement List ADT using Python arrays
4. Linked list implementations of List
5. Implementation of Stack and Queue ADTs
6. Applications of List, Stack and Queue ADTs
7. Implementation of sorting and searching algorithms
8. Implementation of Hash tables
9. Tree representation and traversal algorithms
10. Implementation of Binary Search Trees
11. Implementation of Heaps
12. Graph representation and Traversal algorithms
13. Implementation of single source shortest path algorithm
14. Implementation of minimum spanning tree algorithms
15. Mini Project

Contact Periods:

Lecture: 0 Periods Tutorial: 0 Periods Practical: 45 Periods Total: 45 Periods

COURSE OUTCOMES:

Upon completion of this course, the students will be able to:

CO1: Implement ADTs as Python classes.

CO2: Design, implement, and analyse linear data structures, such as lists, queues, and stacks, according to the needs of different applications.

CO3: Design, implement, and analyze efficient tree structures to meet requirements such as searching, indexing, and sorting.
CO4: Model problems as graph problems and implement efficient graph algorithms to solve them.
CO5: Develop a mini project using concepts of Data structures.

LIST OF EQUIPMENT'S AND COMPONENTS

Lab Requirements: for a batch of 30 students
Operating Systems: Linux / Windows
Front End Tools: Python IDLE / Pycharm / Jupyter Notebook

22CAPC308	OBJECT ORIENTED PROGRAMMING LABORATORY	SEMESTER III
		L T P C
		0 0 3 1.5

COURSE OBJECTIVES:

- To build software development skills using java programming for real-world applications.
- To understand and apply the concepts of classes, packages.
- To understand and apply the concepts of interfaces, array list.
- To understand and apply the concepts of exception handling and file processing.
- To develop applications using generic programming and event handling.

LIST OF EXPERIMENTS:

1. Develop a Java Application to generate Electricity Bill.
2. Develop a Java Application to implement currency convertor, distance convertor and time convertor.
3. Design and develop an java application for the Employee Payroll system using inheritance.
4. Design a Java interface for ADT Stack. Implement this interface using array. Provide necessary exception handling in both the implementations.
5. Implement a Java Program to create an abstract class named Shape that contains two integers and an empty method named print Area (). Provide three classes named Rectangle, Triangle and Circle such that each one of the classes extends the class Shape. Each one of the classes contains only the method print Area () that prints the area of the given shape.
6. Implement a java program to accept integer or string values from the user within a specified range. (Range has to be specified with minimum and maximum by the user). If the input violates the range, appropriate exception needs to be raised.
7. Implement a Java program that reads a file name from the user, displays information about whether the file exists, the file is readable, or writable, the type of file and the length of the file in bytes.
8. Design and implement an application that executes two threads. First thread displays the alphabets A to Z at every one second. The Second thread will display the alphabets Z to A at every two seconds. Both the threads need to synchronize with each other for printing alphabets. The Second thread has to wait until the first thread finishes its execution. The application waits for all the threads to finish the execution.
9. Implement a program to design an application for banking operation (deposit and withdrawal) using files.
10. Write a java program to find the maximum value from the given type of elements using a generic function.
11. Design a calculator using event-driven programming paradigm of Java.
12. Develop a mini project for any application using Java concepts.

Contact Periods:
Lecture: 0 Periods Tutorial: 0 Periods Practical: 45 Periods Total: 45 Periods
COURSE OUTCOMES:
Upon completion of this course, the students will be able to:

CO1: Implement Java programs for simple applications that make use of classes, packages.
CO2: Implement the concepts of interfaces and array list.
CO3: Implement the concepts of exception handling and file processing.
CO4: Implement Java programs with multithreading.
CO5: Design applications using file processing, generic programming and event handling.

LIST OF EQUIPMENT'S AND COMPONENTS
- Software Required – Net Beans OR Eclipse IDE with JDK.
- Operating System – WINDOWS 2000 / XP / NT OR LINUX.
- Computers Required – 30 Nos. (Minimum Requirement: Pentium III or Pentium IV with 256 RAM and 40 GB hard disk).

22ADPC309 INTELLIGENT SYSTEMS LABORATORY SEMESTER III

L	T	P	C
0	0	3	1.5

COURSE OBJECTIVES:
- To design and implement search strategies
- To implement game playing techniques
- To implement CSP techniques
- To develop systems with logical reasoning
- To develop systems with probabilistic reasoning

LIST OF EXPERIMENTS:
1. Implement basic search strategies – 8-Puzzle, 8 - Queens problem, Cryptarithmetic.
2. Implement A* and memory bounded A* algorithms
3. Implement Minimax algorithm for game playing (Alpha-Beta pruning)
4. Solve constraint satisfaction problems
5. Implement propositional model checking algorithms
6. Implement forward chaining, backward chaining, and resolution strategies
7. Build naïve Bayes models
8. Implement Bayesian networks and perform inferences
9. Mini-Project

Contact Periods:
Lecture: 0 Periods Tutorial: 0 Periods Practical: 0 Periods Total: 45 Periods
COURSE OUTCOMES:
Upon completion of this course, the students will be able to:

CO1: Design and implement search strategies
CO2: Implement game playing algorithms
CO3: Design and Develop CSP techniques
CO4: Develop logical reasoning systems
CO5: Develop probabilistic reasoning systems

LIST OF EQUIPMENT'S AND COMPONENTS

Lab Requirements: for a batch of 30 students

Operating Systems: Linux / Windows

Front End Tools: Python IDLE / Pycharm / Jupyter Notebook, SWI-Prolog / Visual Prolog / GNU Prolog

SEMESTER IV

22CABS401 DISCRETE MATHEMATICS SEMESTER IV

L	T	P	C
3	1	0	4

COURSE OBJECTIVES:

- To extend students logical and mathematical maturity and ability to deal with abstraction.
- To introduce most of the basic terminologies used in computer science courses and application of ideas to solve practical problems.
- To understand the basic concepts of graph theory.
- To familiarize the applications of algebraic structures.
- To understand the concepts and significance of lattices and Boolean algebra which are widely used in computer science and engineering.

UNIT-I: LOGIC AND PROOFS 9+3

Propositional logic – Propositional equivalences - Predicates and quantifiers – Nested quantifiers – Rules of inference - Introduction to proofs – Proof methods and strategy.

UNIT-II: COMBINATORICS 9+3

Mathematical induction – Strong induction and well ordering – The basics of counting – The Pigeonhole principle – Permutations and combinations – Recurrence relations – Solving linear recurrence relations – Generating functions – Inclusion and exclusion principle and its applications.

UNIT-III: GRAPHS 9+3

Graphs and graph models – Graph terminology and special types of graphs – Matrix representation of graphs and graph isomorphism – Connectivity – Euler and Hamilton paths.

UNIT-IV: ALGEBRAIC STRUCTURES 9+3

Algebraic systems – Semi groups and monoids – Groups – Subgroups – Homomorphism's – Normal subgroup and cosets – Lagrange's theorem – Definitions and examples of Rings and Fields.

UNIT-V: LATTICES AND BOOLEAN ALGEBRA 9+3

Partial ordering – Posets – Lattices as posets – Properties of lattices - Lattices as algebraic systems – Sub lattices – Direct product and homomorphism – Some special lattices – Boolean algebra.

Contact Periods:
Lecture: 45 Periods Tutorial: 15 Periods Practical: 0 Periods Total: 60 Periods

REFERENCES:

1. Rosen K. H., "Discrete Mathematics and its Applications", 7th Edition, Tata McGraw Hill Pub. Co. Ltd., New Delhi, Special Indian Edition, 2017.
2. Tremblay J. P and Manohar R., "Discrete Mathematical Structures with Applications to Computer Science", Tata McGraw Hill Pub. Co. Ltd, New Delhi, 30th Reprint, 2017.
3. Grimaldi R.P., "Discrete and Combinatorial Mathematics: An Applied Introduction", 5th Edition, Pearson Education Asia, Delhi, 2013.
4. Lipschutz S and Mark Lipson , "Discrete Mathematics", Schaum‘s Outlines, 3rd Edition, Tata McGraw Hill Pub. Co. Ltd., New Delhi, 2010.
5. Koshy T., "Discrete Mathematics with Applications", Elsevier Publications, 2006.
6. T Veera rajan, “Discrete Mathematics and its Applications” 7th Edition, Tata McGraw Hill Pub. Co. Ltd, New Delhi, July 2017.

COURSE OUTCOMES:
Upon completion of this course, the students will be able to:

CO1: Have knowledge of the concepts needed to test the logic of a program.
CO2: Have Knowledge in identifying structures on many levels.
CO3: Be aware of a class of functions which transform a finite set into another finite set which relates to input and output functions in computer science.
CO4: Be aware of the counting principles.
CO5: Be exposed to concepts and properties of algebraic structures such as groups, rings and fields.

22CAPC402 **OPERATING SYSTEMS** **SEMESTER IV**

L	T	P	C
3	0	2	4

COURSE OBJECTIVES:

- To understand the basic concepts and functions of operating systems.
- To understand Processes Scheduling algorithms and Threads.
- To understand the concept of Deadlocks.
- To analyze various memory management & I/O management schemes.
- To be familiar with the basics of Linux system and Mobile OS like iOS and Android.

UNIT-I: OPERATING SYSTEM OVERVIEW **7**

Computer system overview – Basic elements, Instruction execution, Interrupts, Memory hierarchy, Cache memory, Direct Memory Access, Multiprocessor and multicore organization. Operating system overview – Objectives and functions, Evolution of operating system, Computer system organization operating system structure and operations – System calls, System programs, OS generation and system boot.

UNIT-II: PROCESS MANAGEMENT **11**

Processes – Process concept, Process scheduling, Operations on Processes, Inter process Communication; CPU Scheduling – Scheduling criteria, Scheduling algorithms, Multiple-processor scheduling, Real time scheduling; Threads – Overview, Multithreading models, Threading issues; Process Synchronization – The critical-section problem, Synchronization hardware, Mutex locks, Semaphores, Classic problems of synchronization, Critical regions, Monitors; Deadlock – System model, Deadlock characterization, Methods for handling deadlocks, Deadlock prevention, Deadlock avoidance, Deadlock detection, Recovery from deadlock.

UNIT-III: STORAGE MANAGEMENT **9**

Main Memory – Background, Swapping, Contiguous memory allocation, Paging, Segmentation, Segmentation with paging, 32 and 64 bit architecture examples; Virtual memory – Background, Demand Paging, Page replacement, Allocation, Thrashing; Allocating kernel memory, OS Examples.

UNIT-IV: FILE SYSTEMS AND I/O SYSTEMS **9**

Mass storage system – Overview of mass storage structure, Disk structure, Disk scheduling and management, Swap space management; File-System interface – File concept, Access methods,

Directory structure, Directory organization, File system mounting, File sharing and protection; File system implementation – File system structure, Directory implementation, Allocation methods, Free space management, Efficiency and performance, Recovery; I/O systems – I/O hardware, Application I/O interface, Kernel I/O subsystem, Streams, Performance.

UNIT-V: CASE STUDY **9**

Linux system – Design principles, Kernel modules, Process management, Scheduling, Memory management, Input-Output management, File system, Inter-Process communication; Mobile OS – IOS and android – Architecture and SDK framework, Media layer, Services layer, Core OS layer, File system.

Practical

List of Experiments

1. Basics of UNIX commands
2. Write C programs to implement the various CPU Scheduling Algorithms
3. Implementation of Semaphores
4. Bankers Algorithm for Deadlock Avoidance
5. Implementation of Paging Technique of Memory Management
6. Implementation of the following Page Replacement Algorithms FIFO, LRU, LFU
7. Implementation of the various File Organization Techniques
8. Implementation of IO System call in Linux

Contact Periods:

Lecture: 45 Periods Tutorial: 0 Periods Practical: 15 Periods Total: 60 Periods

REFERENCES:

1. Abraham Silberschatz, "Peter Baer Galvin and Greg Gagne", "Operating System Concepts", 13th Edition, John Wiley and Sons Inc., 2019.
2. Achyut S.Godbole and Atul Kahate, "Operating Systems", McGraw Hill Education, 2016.
3. Ramaz Elmasri, A. Gil Carrick and David Levine, Operating Systems – A Spiral Approach Tata McGraw Hill Edition, 2010.
4. Daniel P. Bovet and Marco Cesati, "Understanding the Linux kernel", 3rd Edition, 'Reilly, 2005.
5. Gary Nutt, "Operating Systems", 3rd Edition, Pearson Education, 2004.
6. Harvey M. Deitel, "Operating Systems", 3rd Edition, Pearson Education, 2004.
7. Andrew S. Tanenbaum, "Modern Operating Systems", 2nd Edition, Pearson Education, 2004.
8. Neil Smyth, "iPhone iOS 4 Development Essentials – Xcode", 4th Edition, Payload media, 2011.

COURSE OUTCOMES:

Upon completion of this course, the students will be able to:

CO1: Analyze various scheduling algorithms.

CO2: Implement deadlock, prevention and avoidance algorithms.

CO3: Compare and contrast various memory management schemes.

CO4: Implement the functionality of file systems.

CO5: Analyze and characterize phenomenon of Linux Operating System.

22CAPC403 DATABASE MANAGEMENT SYSTEMS SEMESTER IV

L	T	P	C
3	0	0	3

COURSE OBJECTIVES:

- To expose the students to the fundamentals of Database Management Systems and SQL.
- To make clear the students with ER diagrams.
- To understand the essential concepts of transaction processing, concurrency control and recovery procedures.
- To comprehend the internal storage structures using different file and indexing techniques.
- To have an introductory knowledge about the distributed and object-oriented database.

UNIT-I: INTRODUCTION TO DBMS 9

Purpose of database system – Views of data – Data models – Database languages – Database system architecture – Introduction to relational databases – Keys – Relational algebra Operations – SQL Fundamentals – Integrity – Advanced SQL Features – Embedded SQL – Dynamic SQL

UNIT-II: DATABASE DESIGN 9

Entity Relationship model – ER Diagrams – Enhanced ER model – ER to Relational mapping – Normalization – Functional dependencies – Decomposition – First, Second, Third Normal Forms – Boyce Codd normal form – Multivalued dependencies and Fourth normal form – Join dependencies and Fifth normal form

UNIT-III: TRANSACTION PROCESSING AND CONCURRENCY CONTROL 9

Transaction concepts – ACID Properties – Transaction recovery – System recovery – Media recovery – Save points – Isolation levels – Serializability – Concurrency control – Need for concurrency – Locking protocols – Two phase locking – Dead Lock – SQL Facilities for concurrency and recovery

UNIT-IV: IMPLEMENTATION TECHNIQUES 9

Overview of physical storage media – Magnetic disks – RAID – Tertiary storage – File organization – Organization of records in files – Indexing and hashing –Ordered indices – B+ Tree index files – B Tree index files – Static hashing – Dynamic hashing – Query processing Overview – Catalog information for cost estimation – Selection operation – Sorting – Join operation

UNIT-V: ADVANCED TOPICS 9

Introduction to distributed databases – Architecture – Data storage – Transaction processing –

object based databases – Object database concepts – Object relational features – ODMG object model – ODL – OQL – XML databases – XML hierarchical model – DTD – XML schema – Xquery-NoSQL.

Contact Periods:
Lecture: 45 Periods Tutorial: 0 Periods Practical: 0 Periods Total: 45 Periods

REFERENCES:

1. Raghu Ramakrishnan, - "Database Management Systems", 4th Edition, McGraw-Hill College Publications, 2015
2. RamezElmasri and Shamkant B. Navathe, - Fundamentals of Database Systems, Sixth Edition, Pearson Education, 2011.
3. Abraham Silberschatz, Henry F. Korth and Sudharshan S., - Database System Concepts, Sixth Edition, Tata McGraw Hill, 2011
4. Gupta G.K., "Database Management Systems", Tata Mc Graw Hill, 2011.
5. Date C. J, Kannan A and Swamynathan S, - "An Introduction to Database Systems", 8th Edition, Pearson Education, 2006
6. Singh S. K., "Database Systems Concepts, Design and Applications", 1st Edition, Pearson Education, 2006.

COURSE OUTCOMES:
Upon completion of this course, the students will be able to:
CO1: Design Databases for applications.
CO2: Map ER model to Relational model to make database design.
CO3: Apply concurrency control and recovery mechanisms for real-world problems.
CO4: Compare the several indexing strategies in different database systems.
CO5: Learn advanced database concepts and assess how it differ from traditional databases.

22ADPC404 DATA EXPLORATION AND VISUALIZATION SEMESTER IV

L	T	P	C
3	0	0	3

COURSE OBJECTIVES:

- To outline an overview of exploratory data analysis.
- To implement data visualization using Matplotlib.
- To perform univariate data exploration and analysis.
- To apply bivariate data exploration and analysis.
- To use Data exploration and visualization techniques for multivariate and time series data

UNIT-I: EXPLORATORY DATA ANALYSIS 9

EDA fundamentals – Understanding data science – Significance of EDA – Making sense of data – Comparing EDA with classical and Bayesian analysis – Software tools for EDA - Visual Aids for EDA- Data transformation techniques-merging database, reshaping and pivoting, Transformation techniques - Grouping Datasets - data aggregation – Pivot tables and cross-tabulations.

UNIT-II: VISUALIZING USING MATPLOTLIB 9

Importing Matplotlib – Simple line plots – Simple scatter plots – visualizing errors – density and contour plots – Histograms – legends – colors – subplots – text and annotation – customization – three dimensional plotting - Geographic Data with Basemap - Visualization with Seaborn.

UNIT-III: UNIVARIATE ANALYSIS 9

Introduction to Single variable: Distributions and Variables - Numerical Summaries of Level and Spread - Scaling and Standardizing – Inequality - Smoothing Time Series.

UNIT-IV: BIVARIATE ANALYSIS 9

Relationships between Two Variables - Percentage Tables - Analyzing Contingency Tables - Handling Several Batches - Scatterplots and Resistant Lines – Transformations.

UNIT-V: MULTIVARIATE AND TIME SERIES ANALYSIS 9

Introducing a Third Variable - Causal Explanations - Three-Variable Contingency Tables and Beyond - Longitudinal Data – Fundamentals of TSA – Characteristics of time series data – Data Cleaning – Time-based indexing – Visualizing – Grouping – Resampling.

Contact Periods:

Lecture: 45 Periods Tutorial: 0 Periods Practical: 0 Periods Total: 45 Periods

REFERENCES:

1. Suresh Kumar Mukhiya, Usman Ahmed, “Hands-On Exploratory Data Analysis with Python”, Packt Publishing, 2020. (Unit 1)
2. Claus O. Wilke, “Fundamentals of Data Visualization”, O’reilly publications, 2019.
3. Kieran Healy, “Data Visualization: A Practical Introduction”, Princeton University Press, 2018.
4. Eric Pimpler, Data Visualization and Exploration with R, GeoSpatial Training service, 2017.
5. Jake Vander Plas, "Python Data Science Handbook: Essential Tools for Working with Data", Oreilly, 1 Edition, 2016. (Unit 2)
6. Catherine Marsh, Jane Elliott, “Exploring Data: An Introduction to Data Analysis for Social Scientists”, Wiley Publications, 2nd Edition, 2008. (Unit 3,4,5)

COURSE OUTCOMES:

Upon completion of this course, the students will be able to:

CO1: Understand the fundamentals of exploratory data analysis.
CO2: Implement the data visualization using Matplotlib.
CO3: Perform univariate data exploration and analysis.
CO4: Apply bivariate data exploration and analysis.
CO5: Use Data exploration and visualization techniques for multivariate and time series data.

22ADPC405 **FUNDAMENTALS OF DATA SCIENCE AND ANALYTICS** **SEMESTER IV**

L	T	P	C
3	0	0	3

COURSE OBJECTIVES:

- To understand the techniques and processes of data science
- To apply descriptive data analytics
- To visualize data for various applications
- To understand inferential data analytics
- To analysis and build predictive models from data

UNIT-I: INTRODUCTION TO DATA SCIENCE **9**

Need for data science – Benefits and uses – Facets of data – Data science process – Setting the Research goal – Retrieving data – Cleansing, integrating, and transforming data – Exploratory Data analysis – Build the models – Presenting and building applications.

UNIT-II: DESCRIPTIVE ANALYTICS **9**

Frequency distributions – Outliers –interpreting distributions – graphs – averages - describing variability – interquartile range – variability for qualitative and ranked data - Normal distributions – z scores –correlation – scatter plots – regression – regression line – least squares regression line – standard error of estimate – interpretation of r^2 – multiple regression equations – regression toward the mean.

UNIT-III: INFERENTIAL STATISTICS **9**

Populations – samples – random sampling – Sampling distribution- standard error of the mean - Hypothesis testing – z-test – z-test procedure –decision rule – calculations – decisions – interpretations - one-tailed and two-tailed tests – Estimation – point estimate – confidence interval – level of confidence – effect of sample size.

UNIT-IV: ANALYSIS OF VARIANCE **9**

T-test for one sample – sampling distribution of t – t-test procedure – t-test for two independent samples – p-value – statistical significance – t-test for two related samples. F-test – ANOVA – Two-factor experiments – three f-tests – two-factor ANOVA –Introduction to chi-square tests.

UNIT-V: PREDICTIVE ANALYTICS **9**

Linear least squares – implementation – goodness of fit – testing a linear model – weighted resampling. Regression using Stats Models – multiple regression – nonlinear relationships – logistic regression – estimating parameters – Time series analysis – moving averages – missing values – serial correlation – autocorrelation. Introduction to survival analysis.

Contact Periods:
Lecture: 45 Periods Tutorial: 0 Periods Practical: 0 Periods Total: 45 Periods

REFERENCES:

1. Sanjeev J. Wagh, Manisha S. Bhende, Anuradha D. Thakare, "Fundamentals of Data Science", CRC Press, 2022.
2. Chirag Shah, "A Hands-On Introduction to Data Science", Cambridge University Press, 2020.
3. Sinan Ozdemir, Sunil Kakade, "Principles of Data Science: Understand, analyze, and predict data using Machine Learning concepts and tools", Second Edition,2018.
4. Jake VanderPlas, "Python Data Science Handbook", O'Reilly, 2016.
5. David Cielen, Arno D. B. Meysman, and Mohamed Ali, "Introducing Data Science", Manning Publications, 2016. (first two chapters for Unit I).
6. Allen B. Downey, "Think Stats: Exploratory Data Analysis in Python", Green Tea Press, 2014.

COURSE OUTCOMES:

Upon completion of this course, the students will be able to:

CO1: Understand the data analytics pipeline
CO2: Describe and visualize data
CO3: Perform statistical inferences from data
CO4: Analyze the variance in the data
CO5: Build models for predictive analytics

22CAMC306	CONSTITUTION OF INDIA	SEMESTER IV

L	T	P	C
3	0	0	0

COURSE OBJECTIVES:

- To know about Indian constitution.
- To know about central government functionalities in India.
- To know about state government functionalities in India.
- To know about Indian society.
- To know about election commission of India.

UNIT-I: INTRODUCTION **9**

Constitution - Definition, 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 **9**

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.

UNIT-III: STATE GOVERNMENT AND ITS ADMINISTRATION **9**

Governor: Role and position, CM and Council of ministers, State Secretariat: Organisation, Structure and Functions.

UNIT-IV: LOCAL ADMINISTRATION **9**

District's administration head: Role and Importance, Municipalities: Introduction, Mayor and role of elected representative, CEO of Municipal corporation, Panchayat raj: Introduction, PRI: Zila Panchayat, Elected officials and their roles, CEO Zila Panchayat: Position and role, Block level: Organizational hierarchy (Different departments), Village level: Role of elected and appointed officials, Importance of grass root democracy.

UNIT-V: ELECTION COMMISSION **9**

Election Commission: Role and functioning, Chief Election Commissioner and Election Commissioners, State Election Commission: Role and functioning, Institute and bodies for the welfare of SC/ST/OBC and women.

Contact Periods:

Lecture: 45 Periods Tutorial: 0 Periods Practical: 0 Periods Total: 45 Periods

REFERENCES:

1. Sharma and Brij Kishore, "Introduction to the Consitution of India," Prentice Hall of India, New Delhi, 2018.
2. Durga Das Basu, "Introduction to the Constitution of India", Prentice Hall of India, New Delhi, 2018.
3. Laxmikanth M., "Indian Polity", Mcgraw Hill Education (India) Private Limited, 2016.
4. Agarwal R.C., "Indian Political System", S. Chand and Company, New Delhi, 2004.

COURSE OUTCOMES:

Upon completion of this course, the students will be able to:

CO1: Understand the concepts of constitution assembly.
CO2: Develop knowledge of union government and its administration.
CO3: Develop knowledge of state government and its administration.
CO4: Develop knowledge of local administration**.**
CO5: Learn to use the function of election commission.

22ADPC406 **DATA SCIENCE AND ANALYTICS LABORATORY** **SEMESTER IV**

L	T	P	C
0	0	3	1.5

COURSE OBJECTIVES:

- To develop data analytic code in python
- To be able to use python libraries for handling data
- To develop analytical applications using python
- To perform data visualization using plots
- To perform time series analysis

LIST OF EXPERIMENTS:

1. Working with Numpy arrays
2. Working with Pandas data frames
3. Basic plots using Matplotlib
4. Frequency distributions, Averages, Variability
5. Normal curves, Correlation and scatter plots, Correlation coefficient
6. Regression
7. Z-test
8. T-test
9. ANOVA
10. Building and validating linear models
11. Building and validating logistic models
12. Time series analysis

Contact Periods:

Lecture: 0 Periods **Tutorial: 0 Periods** **Practical: 45 Periods** **Total: 45 Periods**

LIST OF TOOLS:

Python, Numpy, Scipy, Matplotlib, Pandas, statmodels, seaborn, plotly, bokeh

REFERENCES:

1. David Cielen, Arno D. B. Meysman, and Mohamed Ali, “Introducing Data Science”, Manning Publications, 2016. (first two chapters for Unit I).
2. Sanjeev J. Wagh, Manisha S. Bhende, Anuradha D. Thakare, “Fundamentals of Data Science
3. Jake VanderPlas, “Python Data Science Handbook”, O’Reilly, 2016.

4. Allen B. Downey, “Think Stats: Exploratory Data Analysis in Python”, Green Tea Press, 2014.
5. Sanjeev J. Wagh, Manisha S. Bhende, Anuradha D. Thakare, “Fundamentals of Data Science”, CRC Press, 2022.
6. Chirag Shah, “A Hands-On Introduction to Data Science”, Cambridge University Press, 2020.
7. Vineet Raina, Srinath Krishnamurthy, “Building an Effective Data Science Practice: A Framework to Bootstrap and Manage a Successful Data Science Practice”, Apress, 2021.

COURSE OUTCOMES:

Upon completion of this course, the students will be able to:

CO1: Write python programs to handle data using Numpy and Pandas
CO2: Perform descriptive analytics and visualize data
CO3: Develop data exploration using Matplotlib and statistical inferences from data
CO4: Analyze the variance in the data
CO5: Build models for predictive analytics

22CAPC408 **DATABASE MANAGEMENT SYSTEMS LABORATORY** **SEMESTER IV**

L	T	P	C
0	0	3	1.5

COURSE OBJECTIVES:

- Learn data definition and data manipulation commands.
- Be familiar with query language.
- Comprehend function, triggers and procedures.
- Learn the use of front end tool.
- Be exposed to implementation of database applications.

LIST OF EXPERIMENTS:

1. Data Definition Commands, Data Manipulation Commands for inserting, deleting, updating and retrieving Tables and Transaction Control statements
2. Database Querying - Simple queries, Nested queries, Sub queries and Joins
3. Creation of Views, Sequences, Synonyms
4. High level programming language extensions (Control structures, Procedures andFunctions).
5. Database Programming: Implicit and Explicit Cursors
6. Creation of database triggers
7. Exception Handling
8. Forms
9. Database Connectivity with Front End Tools
10. Mini project (Any one Application Development using Oracle/ Mysql)
    i. Inventory Control System.
    ii. Material Requirement Processing.
    iii. Hospital Management System.
    iv. Railway Reservation System.
    v. Personal Information System.
    vi. Web Based User Identification System.
    vii. Timetable Management System.
    viii. Hotel Management System

Contact Periods:

Lecture: 0 Periods Tutorial: 0 Periods Practical:45 Periods Total: 45 Periods

LIST OF EQUIPMENT'S AND COMPONENTS

Software:
Front end: VB/VC ++/JAVA or Equivalent
Back end: Oracle / SQL / MySQL/ PostGress / DB2 or Equivalent

COURSE OUTCOMES:

Upon completion of this course, the students will be able to:

CO1: Use typical data definitions and manipulation commands
CO2: Design applications to test Nested and Join Queries
CO3: Create and maintain tables using PL/SQL.
CO4: Prepare reports.
CO5: Implement applications that require a Front-end Tool

SEMESTER V

22ADPC501 COMPUTER NETWORKS SEMESTER V

L	T	P	C
3	0	2	4

COURSE OBJECTIVES:

- To understand the protocol layering and physical level communication.
- To analyse the performance of a network.
- To understand the various components required to build different networks.
- To learn the functions of network layer and the various routing protocols.
- To familiarize the functions and protocols of the Transport layer.

UNIT-I: INTRODUCTION AND PHYSICAL LAYER 9

Networks – Network types – Protocol layering – TCP/IP Protocol suite – OSI model – Physical layer: Performance – Transmission media – Switching – Circuit-switched networks – Packet switching.

UNIT-II: DATA-LINK LAYER & MEDIA ACCESS 9

Introduction – Link layer addressing – DLC services – Data link layer protocols – HDLC – PPP – Media access control – Wired LANs: Ethernet – Wireless LANs – Introduction – IEEE 802.11, Bluetooth – Connecting devices.

UNIT-III: NETWORK LAYER 9

Network layer services – Packet switching – Performance – IPV4 addresses – Forwarding of IP packets – Network layer protocols: IP, ICMP v4 – Unicast routing algorithms – Protocols – Multicasting basics – IPV6 addressing – IPV6 protocol.

UNIT-IV: TRANSPORT LAYER 9

Introduction – Transport layer protocols – Services – Port numbers – User datagram protocol – Transmission control protocol – SCTP.

UNIT-V: APPLICATION LAYER 9

World Wide Web and hypertext transfer protocol – File transfer protocol – Email – MIME – Telnet –Secure shell – Domain name system – Simple network management protocol.

Practical List of Experiments

1. Learn to use commands like Tcpdump, Netstat, Ifconfig, Nslookup and Traceroute.
2. Write a HTTP web client program to download a web page using TCP sockets
3. Applications using TCP sockets like:
    i. Echo client and Echo server
    ii. Chat
    iii. File Transfer
4. Simulation of DNS using UDP sockets
5. Write a code simulating ARP /RARP protocols
6. Simulation of Distance Vector/ Link State Routing algorithm
7. Performance evaluation of Routing protocols using Simulation tool
8. Simulation of Cyclic Redundancy Code.

Contact Periods:

Lecture: 45 Periods Tutorial: 0 Periods Practical: 30 Periods Total: 75 Periods

REFERENCES:

1. Behrouz A. Forouzan, "Data Communications and Networking", 5th Edition TMH, 2013.
2. Larry L. Peterson, Bruce S. Davie, "Computer Networks: A Systems Approach", 5th Edition, Morgan Kaufmann Publishers Inc., 2012.
3. William Stallings, "Data and Computer Communications", 10th Edition, Pearson Education, 2013.
4. Nader F. Mir, "Computer and Communication Networks", 2nd Edition, Prentice Hall, 2014.
5. Ying-Dar Lin, Ren-Hung Hwang and Fred Baker, "Computer Networks: An Open Source Approach", McGraw Hill Publisher, 2011.
6. James F. Kurose, Keith W. Ross, "Computer Networking, A Top-Down Approach Featuring the Internet", 6th Edition, Pearson Education, 2013.

COURSE OUTCOMES:

Upon completion of this course, the students will be able to:

CO1: Gain the knowledge of basic layers and its functions in computer networks.
CO2: Evaluate the performance of a network.
CO3: Discovered the basics of how data flows from one node to another.
CO4: Design protocols for various functions in the network.
CO5: Develop real world applications using various application layer protocols.

22ADPC502 **MACHINE LEARNING** **SEMESTER V**

L	T	P	C
3	0	0	3

COURSE OBJECTIVES:

- To understand the basic concepts of machine learning.
- To understand and build supervised learning models.
- To understand and build unsupervised learning models.
- To evaluate the algorithms based on corresponding metrics identified
- To understand the concepts of probabilistic reasoning

UNIT-I: INTRODUCTION TO MACHINE LEARNING **9**

Review of Linear Algebra for machine learning; Introduction and motivation for machine learning; Examples of machine learning applications, Vapnik-Chervonenkis (VC) dimension, Probably Approximately Correct (PAC) learning, Hypothesis spaces, Inductive bias, Generalization, Bias variance trade-off.

UNIT-II: SUPERVISED LEARNING **9**

Linear Regression Models: Least squares, single & multiple variables, Bayesian linear regression, gradient descent, Linear Classification Models: Discriminant function – Perceptron algorithm, Probabilistic discriminative model - Logistic regression, Probabilistic generative model – Naive Bayes, Maximum margin classifier – Support vector machine, Decision Tree, Random Forests.

UNIT-III: ENSEMBLE TECHNIQUES AND UNSUPERVISED LEARNING **9**

Combining multiple learners: Model combination schemes, Voting, Ensemble Learning - bagging, boosting, stacking, Unsupervised learning: K-means, Instance Based Learning: KNN, Gaussian mixture models and Expectation maximization.

UNIT-IV: NEURAL NETWORKS **9**

Multilayer perceptron, activation functions, network training – gradient descent optimization – stochastic gradient descent, error backpropagation, from shallow networks to deep networks – Unit saturation (aka the vanishing gradient problem) – ReLU, hyperparameter tuning, batch normalization, regularization, dropout.

UNIT-V: DESIGN AND ANALYSIS OF DATA **9**

Guidelines for machine learning experiments, Cross Validation (CV) and resampling – K-fold CV, bootstrapping, measuring classifier performance, assessing a single classification algorithm and comparing two classification algorithms – *t* test, McNemar's test, K-fold CV paired *t* test.

Contact Periods:

Lecture: 45 Periods Tutorial: 0 Periods Practical: 0 Periods Total: 45 Periods

REFERENCES:

1. Ethem Alpaydin, "Introduction to Machine Learning", MIT Press, Fourth Edition, 2020.
2. Stephen Marsland, "Machine Learning: An Algorithmic Perspective, "Second Edition", CRC Press, 2014.
3. Christopher M. Bishop, "Pattern Recognition and Machine Learning", Springer, 2006.
4. Tom Mitchell, "Machine Learning", McGraw Hill, 3rd Edition, 2017.
5. Mehryar Mohri, Afshin Rostamizadeh, Ameet Talwalkar, "Foundations of Machine Learning", Second Edition, MIT Press, 2012, 2018.
6. Ian Goodfellow, Yoshua Bengio, Aaron Courville, "Deep Learning", MIT Press, 2016
7. Sebastain Raschka, Vahid Mirjalili , "Python Machine Learning", Packt publishing, 3rd Edition, 2019.

COURSE OUTCOMES:

Upon successful completion of the course, students should be able to:

CO1: Explain the basic concepts of machine learning.
CO2: Construct supervised learning models.
CO3: Construct unsupervised learning algorithms.
CO4: Evaluate and compare different models.
CO5: Analyze machine learning Algorithms.

22ADPC503 DATA AND INFORMATION SECURITY SEMESTER V

L	T	P	C
3	0	0	3

COURSE OBJECTIVES:

- To understand the basics of Information Security
- To know the legal, ethical and professional issues in Information Security
- To equip the students' knowledge on digital signature
- To equip the students' knowledge on email and IP security
- To equip the students' knowledge on web security

UNIT-I: INTRODUCTION **9**

History, Definition of Information Security, Critical Characteristics of Information, NSTISSC Security Model, Components of an Information System, Securing the Components, Balancing Security and Access, The SDLC, The Security SDLC.

UNIT-II: SECURITY INVESTIGATION **9**

Need for Security, Business Needs, Threats, Attacks, Legal, Ethical and Professional Issues – An Overview of Computer Security - Access Control Matrix, Policy-Security policies, Confidentiality policies, Integrity policies and Hybrid policies.

UNIT-III: DIGITAL SIGNATURE AND AUTHENTICATION **9**

Digital Signature and Authentication Schemes: Digital Signature-Digital Signature Schemes and their Variants- Digital Signature Standards-Authentication: Overview- Requirements Protocols Applications - Kerberos -X.509 Directory Services.

UNIT-IV: E-MAIL AND IP SECURITY **9**

E-mail and IP Security: Electronic mail security: Email Architecture -PGP – Operational Descriptions - Key management- Trust Model- S/MIME.IP Security: Overview- Architecture - ESP, AH Protocols IPSec Modes – Security association - Key management.

UNIT-V: WEB SECURITY **9**

Web Security: Requirements- Secure Sockets Layer- Objectives-Layers -SSL secure Communication -Protocols - Transport Level Security. Secure Electronic Transaction- Entities DS Verification-SET processing.

Contact Periods:

Lecture: 45 Periods Tutorial: 0 Periods Practical: 0 Periods Total: 45 Periods

REFERENCES:

1. Michael E Whitman and Herbert J Mattord, "Principles of Information Security, Course Technology, 6th Edition, 2017.
2. Stallings William. Cryptography and Network Security: Principles and Practice, Seventh Edition, Pearson Education, 2017.
3. Harold F. Tipton, Micki Krause Nozaki, "Information Security Management Handbook, Volume 6, 6th Edition, 2016.
4. Stuart McClure, Joel Scrambray, George Kurtz, "Hacking Exposed", McGraw- Hill, Seventh Edition, 2012.
5. Matt Bishop, "Computer Security Art and Science, Addison Wesley Reprint Edition, 2015.
6. Behrouz A Forouzan, Debdeep Mukhopadhyay, Cryptography and network security, 3rd Edition, McGraw-Hill Education, 2015.

COURSE OUTCOMES:

Upon successful completion of the course, students should be able to:

CO1: Understand the basics of data and information security
CO2: Understand the legal, ethical and professional issues in information security
CO3: Understand the various authentication schemes to simulate different applications
CO4: Understand various security practices and system security standards
CO5: Understand the Web security protocols for E-Commerce applications

22ADPC504	AUGMENTED REALITY AND VIRTUAL REALITY	SEMESTER V			
		L	T	P	C
		3	0	0	3

COURSE OBJECTIVES:

- To impart the fundamental aspects and principles of AR/VR technologies.
- To know the internals of the hardware and software components involved in the development of AR/VR enabled applications.
- To learn about the graphical processing units and their architectures.
- To gain knowledge about AR/VR application development.
- To know the technologies involved in the development of AR/VR based applications.

UNIT-I: INTRODUCTION **9**

Introduction to Virtual Reality and Augmented Reality – Definition – Introduction to Trajectories and Hybrid Space -Three I's of Virtual Reality – Virtual Reality Vs 3D Computer Graphics – Benefits of Virtual Reality – Components of VR System – Introduction to AR - AR Technologies - Input Devices – 3D Position Trackers – Types of Trackers – Navigation and Manipulation Interfaces – Gesture Interfaces - Types of Gesture Input Devices – Output Devices – Graphics Display – Human Visual System – Personal Graphics Displays – Large Volume Displays – Sound Displays – Human Auditory System.

UNIT-II: VR MODELING **9**

Modeling – Geometric Modeling – Virtual Object Shape – Object Visual Appearance – Kinematics Modeling – Transformation Matrices – Object Position – Transformation Invariants –Object Hierarchies – Viewing the 3D World – Physical Modeling – Collision Detection – Surface Deformation – Force Computation – Force Smoothing and Mapping – Behavior Modeling – Model Management.

UNIT-III: VR PROGRAMMING **9**

VR Programming – Toolkits and Scene Graphs – World ToolKit – Java 3D – Comparison of World Tool Kit and Java 3D

UNIT-IV: AUGMENTED REALITY **9**

Introduction to Augmented Reality-Computer vision for AR – Interaction - Modelling and Annotation – Navigation - Wearable devices.

UNIT-V: APPLICATIONS **9**

Human Factors in VR – Methodology and Terminology – VR Health and Safety Issues – VR and Society - Medical Applications of VR – Education, Arts and Entertainment – Military VR Applications – Emerging Applications of VR – VR Applications in Manufacturing – Applications of VR in Robotics – Information Visualization – VR in Business – VR in Entertainment – VR in Education.

Contact Periods:

Lecture: 45 Periods Tutorial: 0 Periods Practical: 0 Periods Total: 45 Periods

REFERENCES:

1. Charles Palmer, John Williamson, "Virtual Reality Blueprints: Create compelling VR experiences for mobile", Packt Publisher, 2018.
2. Dieter Schmalstieg, Tobias Hollerer, "Augmented Reality: Principles & Practice", Addison Wesley, 2016Press, 2014.
3. John Vince, "Introduction to Virtual Reality", Springer-Verlag, 2004.
4. William R. Sherman, Alan B. Craig: Understanding Virtual Reality – Interface, Application, Design", Morgan Kaufmann, 2003.
5. Jesse Glover and Jonathan Linowes, "Complete Virtual Reality and Augmented Reality Development with Unity", Packt publishing, 2nd Edition, 2019.
6. Chetankumar G Shetty, "Augmented Reality", Mc Graw Hill, 1st Edition 2020

COURSE OUTCOMES:

Upon successful completion of the course, students should be able to:

CO1: Understand the basic concepts of AR and VR
CO2: Understand the tools and technologies related to AR/VR
CO3: Know the working principle of AR/VR related Sensor devices
CO4: Design of various models using modeling techniques
CO5: Develop AR/VR applications in different domains

22ADPC505 MACHINE LEARNING LABORATORY SEMESTER V

L	T	P	C
0	0	3	1.5

COURSE OBJECTIVES:

- To understand the data sets and apply suitable algorithms for selecting the appropriate features for analysis.
- To learn to implement supervised machine learning algorithms on standard datasets and evaluate the performance.
- To experiment the unsupervised machine learning algorithms on standard datasets and evaluate the performance.
- To build the graph based learning models for standard data sets.
- To compare the performance of different ML algorithms and select the suitable one based on the application.

LIST OF EXPERIMENTS:

1. 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.
2. Write a program to demonstrate the working of the decision tree based **ID3 algorithm**. Use an appropriate data set for building the decision tree and apply this knowledge to classify a new sample.
3. Build an Artificial Neural Network by implementing the **Backpropagation algorithm** and test the same using appropriate data sets.
4. Write a program to implement the **naïve Bayesian classifier** for a sample training data set stored as a .CSV file and compute the accuracy with a few test data sets.
5. Implement **naïve Bayesian Classifier** model to classify a set of documents and measure the accuracy, precision, and recall.
6. Write a program to construct a **Bayesian network to** diagnose CORONA infection using standard WHO Data Set.
7. Apply **EM algorithm** to cluster a set of data stored in a .CSV file. Use the same data set

for clustering using the k-Means **algorithm**. Compare the results of these two algorithms.

8. Write a program to implement ***k*-Nearest Neighbour algorithm** to classify the iris data set. Print both correct and wrong predictions.
9. Implement the non-parametric **Locally Weighted Regression algorithm** in order to fit data points. Select an appropriate data set for your experiment and draw graphs.

Contact Periods:

Lecture: 0 Periods Tutorial: 0 Periods Practical: 45 Periods Total: 45 Periods

LIST OF EQUIPMENTS: (30 STUDENTS PER BATCH)

The programs can be implemented in either Python or R.

COURSE OUTCOMES:

Upon successful completion of the course, students should be able to:

CO1: Apply suitable algorithms for selecting the appropriate features for analysis.
CO2: Implement supervised machine learning algorithms and evaluate the performance.
CO3: Apply unsupervised machine learning algorithms on standard datasets and evaluate the performance.
CO4: Build the graph based learning models for standard data sets.
CO5: Assess and compare the performance of different ML algorithms

22ADPC506	AUGMENTED REALITY AND VIRTUAL REALITY LABORATORY	SEMESTER V			
		L	T	P	C
		0	0	3	1.5

COURSE OBJECTIVES:

- To learn the installation of tools like Unity, Maya, 3DS MAX, AR toolkit, Vuforia and Blender
- To implement 3D objects and various textures
- To build the VR environment using motion trackers and sensors
- To experiment the AR enabled applications
- To build MR and XR enabled gaming applications.

LIST OF EXPERIMENTS:

1. Study of tools like Unity, Maya, 3DS MAX, AR toolkit, Vuforia and Blender.
2. Use the primitive objects and apply various projection types by handling camera.
3. Download objects from asset store and apply various lighting and shading effects.
4. Model three dimensional objects using various modelling techniques and apply textures over them.
5. Create three dimensional realistic scenes and develop simple virtual reality enabled mobile applications which have limited interactivity.
6. Add audio and text special effects to the developed application.
7. Develop VR enabled applications using motion trackers and sensors incorporating full haptic interactivity.
8. Develop AR enabled applications with interactivity like E learning environment, Virtual walkthroughs and visualization of historic places.
9. Develop AR enabled simple applications like human anatomy visualization, DNA/RNA structure visualization and surgery simulation.
10. Develop simple MR and XR enabled gaming applications.

Contact Periods:

Lecture: 0 Periods Tutorial: 0 Periods Practical: 45 Periods Total: 45 Periods

LIST OF EQUIPMENTS: (30 STUDENTS PER BATCH)

The programs can be implemented in Unity, Maya, 3DS MAX, AR toolkit, Vuforia and Blender.

COURSE OUTCOMES:

Upon successful completion of the course, students should be able to:

CO1: Understand the tools and technologies related to AR/VR
CO2: Develop 3D Models and Objects using different techniques
CO3: Implement virtual reality enabled mobile applications
CO4: Build AR enabled simple applications
CO5: Assess and compare VR,AR,MR and XR

SEMESTER VI

22ADPC601 DEEP LEARNING SEMESTER VI

L	T	P	C
3	0	0	3

COURSE OBJECTIVES:

- To understand and need and principles of deep neural networks
- To understand CNN architectures of deep neural networks
- To Learn RNN architectures of deep neural networks
- To comprehend advanced deep learning models
- To learn the evaluation metrics for deep learning models

UNIT-I: DEEP NETWORKS BASICS 9

Linear Algebra: Scalars -- Vectors -- Matrices and tensors; Probability Distributions -- Gradient-based Optimization – Machine Learning Basics: Capacity -- Overfitting and underfitting –Hyperparameters and validation sets -- Estimators -- Bias and variance -- Stochastic gradient descent – Challenges motivating deep learning; Deep Networks: Deep feedforward networks; Regularization - Optimization.

UNIT-II: CONVOLUTIONAL NEURAL NETWORKS 9

Convolution Operation - Sparse Interactions - Parameter Sharing - Equivariance - Pooling - Convolution Variants: Strided - Tiled - Transposed and dilated convolutions; CNN Learning: Nonlinearity Functions - Loss Functions - Regularization - Optimizers - Gradient Computation.

UNIT-III: RECURRENT NEURAL NETWORKS 10

Unfolding Graphs -- RNN Design Patterns: Acceptor -- Encoder --Transducer; Gradient Computation - Sequence Modeling Conditioned on Contexts - Bidirectional RNN - Sequence to Sequence RNN - Deep Recurrent Networks - Recursive Neural Networks -- Long Term Dependencies; Leaky Units: Skip connections and dropouts; Gated Architecture: LSTM.

UNIT-IV: MODEL EVALUATION **8**

Performance metrics -- Baseline Models -- Hyperparameters: Manual Hyperparameter – Automatic Hyperparameter -- Grid search -- Random search -- Debugging strategies.

UNIT-V: AUTOENCODERS AND GENERATIVE MODELS **9**

Autoencoders: Undercomplete autoencoders -- Regularized autoencoders -- Stochastic encoders and decoders - Learning with autoencoders; Deep Generative Models: Variational autoencoders Generative adversarial networks.

Contact Periods:

Lecture: 45 Periods Tutorial: 0 Periods Practical: 0 Periods Total: 45 Periods

REFERENCES:

1. Ian Goodfellow, Yoshua Bengio, Aaron Courville, ``Deep Learning'', MIT Press, 2016.
2. Andrew Glassner, “Deep Learning: A Visual Approach”, No Starch Press, 2021.
3. Salman Khan, Hossein Rahmani, Syed Afaq Ali Shah, Mohammed Bennamoun, ``A Guide to Convolutional Neural Networks for Computer Vision'', Synthesis Lectures on Computer Vision, Morgan & Claypool publishers, 2018.
4. Yoav Goldberg, ``Neural Network Methods for Natural Language Processing'', Synthesis Lectures on Human Language Technologies, Morgan & Claypool publishers, 2017.
5. Francois Chollet, ``Deep Learning with Python'', Manning Publications Co, 2018.
6. Charu C. Aggarwal, ``Neural Networks and Deep Learning: A Textbook'', Springer International Publishing, 2018.

COURSE OUTCOMES:

Upon successful completion of the course, students should be able to:

CO1: Explain the basics in deep neural networks
CO2: Apply Convolution Neural Network for image processing
CO3: Apply Recurrent Neural Network and its variants for text analysis
CO4: Apply model evaluation for various applications
CO5: Apply auto encoders and generative models for suitable applications

22ADPC602 **BIG DATA ANALYTICS** **SEMESTER VI**

L	T	P	C
3	0	0	3

COURSE OBJECTIVES:

- To understand big data.
- To learn and use NoSQL big data management.
- To learn mapreduce analytics using Hadoop and related tools.
- To work with map reduce applications
- To understand the usage of Hadoop related tools for Big Data Analytics

UNIT-I: UNDERSTANDING BIG DATA **9**

Introduction to big data – convergence of key trends – unstructured data – industry examples of big data – web analytics – big data applications– big data technologies – introduction to Hadoop – open source technologies – cloud and big data – mobile business intelligence – Crowd sourcing analytics – inter and trans firewall analytics.

UNIT-II: NOSQL DATA MANAGEMENT **9**

Introduction to NoSQL – aggregate data models – key-value and document data models – relationships – graph databases – schemaless databases – materialized views – distribution models – master-slave replication – consistency - Cassandra – Cassandra data model – Cassandra examples – Cassandra clients

UNIT-III: BASICS OF HADOOP **9**

Data format – analyzing data with Hadoop – scaling out – Hadoop streaming – Hadoop pipes – design of Hadoop distributed file system (HDFS) – HDFS concepts – Java interface – data flow – Hadoop I/O – data integrity – compression – serialization – Avro – file-based data structures - Cassandra – Hadoop integration.

UNIT-IV: MAP REDUCE APPLICATIONS **9**

MapReduce workflows – unit tests with MRUnit – test data and local tests – anatomy of MapReduce job run – classic Map-reduce – YARN – failures in classic Map-reduce and YARN – job scheduling – shuffle and sort – task execution – MapReduce types – input formats – output formats.

UNIT-V: HADOOP RELATED TOOLS **9**

Hbase – data model and implementations – Hbase clients – Hbase examples – praxis. Pig – Grunt – pig data model – Pig Latin – developing and testing Pig Latin scripts. Hive – data types and file formats – HiveQL data definition – HiveQL data manipulation – HiveQL queries.

Contact Periods:

Lecture: 45 Periods Tutorial: 0 Periods Practical: 0 Periods Total: 45 Periods

REFERENCES:

1. Michael Minelli, Michelle Chambers, and AmbigaDhiraj, "Big Data, Big Analytics: Emerging
   Business Intelligence and Analytic Trends for Today's Businesses", Wiley, 2013.
2. Eric Sammer, "Hadoop Operations", O'Reilley, 2012.
3. Sadalage, Pramod J. “NoSQL distilled”, 2013
4. E. Capriolo, D. Wampler, and J. Rutherglen, "Programming Hive", O'Reilley, 2012.
5. Lars George, "HBase: The Definitive Guide", O'Reilley, 2011.
6. Eben Hewitt, "Cassandra: The Definitive Guide", O'Reilley, 2010.
7. Alan Gates, "Programming Pig", O'Reilley, 2011.

COURSE OUTCOMES:

Upon successful completion of the course, students should be able to:

CO1: Describe big data and use cases from selected business domains.
CO2: Explain NoSQL big data management.
CO3: Install, configure, and run Hadoop and HDFS.
CO4: Perform map-reduce analytics using Hadoop.
CO5: Use Hadoop-related tools such as HBase, Cassandra, Pig, and Hive for big data analytics.

22ADPC603 EMBEDDED SYSTEMS AND IOT SEMESTER VI

L	T	P	C
3	0	2	4

COURSE OBJECTIVES:

- To learn the internal architecture and programming of an embedded processor.
- To introduce interfacing I/O devices to the processor.
- To introduce the evolution of the Internet of Things (IoT).
- To build a small low-cost embedded and IoT system using Arduino/Raspberry Pi/ open platform.
- To apply the concept of Internet of Things in real world scenario.

UNIT-I: 8-BIT EMBEDDED PROCESSOR 9

8-Bit Microcontroller – Architecture – Instruction Set and Programming – Programming Parallel Ports – Timers and Serial Port – Interrupt Handling.

UNIT-II: EMBEDDED C PROGRAMMING 9

Memory And I/O Devices Interfacing – Programming Embedded Systems in C – Need For RTOS – Multiple Tasks and Processes – Context Switching – Priority Based Scheduling Policies.

UNIT-III: IOT AND ARDUINO PROGRAMMING 9

Introduction to the Concept of IoT Devices – IoT Devices Versus Computers – IoT Configurations – Basic Components – Introduction to Arduino – Types of Arduino – Arduino Toolchain – Arduino Programming Structure – Sketches – Pins – Input/Output From Pins Using Sketches – Introduction to Arduino Shields – Integration of Sensors and Actuators with Arduino.

UNIT-IV: IOT COMMUNICATION AND OPEN PLATFORMS **9**

IoT Communication Models and APIs – IoT Communication Protocols – Bluetooth – WiFi – ZigBee – GPS – GSM modules – Open Platform (like Raspberry Pi) – Architecture – Programming – Interfacing – Accessing GPIO Pins – Sending and Receiving Signals Using GPIO Pins – Connecting to the Cloud.

UNIT-V: APPLICATIONS DEVELOPMENT **9**

Complete Design of Embedded Systems – Development of IoT Applications – Home Automation – Smart Agriculture – Smart Cities – Smart Healthcare.

Contact Periods:

Lecture: 45 Periods Tutorial: 0 Periods Practical:30 Periods Total: 75 Periods

PRACTICAL EXERCISES:

1. Write 8051 Assembly Language experiments using simulator.
2. Test data transfer between registers and memory.
3. Perform ALU operations.
4. Write Basic and arithmetic Programs Using Embedded C.
5. Introduction to Arduino platform and programming
6. Explore different communication methods with IoT devices (Zigbee, GSM, Bluetooth)
7. Introduction to Raspberry PI platform and python programming
8. Interfacing sensors with Raspberry PI
9. Communicate between Arduino and Raspberry PI using any wireless medium
10. Setup a cloud platform to log the data
11. Log Data using Raspberry PI and upload to the cloud platform
12. Design an IOT based system

REFERENCES:

1. Muhammed Ali Mazidi, Janice Gillispie Mazidi, Rolin D. McKinlay, “The 8051 Microcontroller and Embedded Systems”, Pearson Education, Second Edition, 2014
2. Robert Barton, Patrick Grossetete, David Hanes, Jerome Henry, Gonzalo Salgueiro, “IoT Fundamentals: Networking Technologies, Protocols, and Use Cases for the Internet of Things”, CISCO Press, 2017.
3. Michael J. Pont, “Embedded C”, Pearson Education, 2007.
4. Wayne Wolf, “Computers as Components: Principles of Embedded Computer System Design”, Elsevier, 2006.
5. Andrew N Sloss, D. Symes, C. Wright, “Arm System Developer's Guide”, Morgan Kauffman/ Elsevier, 2006.
6. Arshdeep Bahga, Vijay Madisetti, “Internet of Things – A hands-on approach”, Universities Press,

2015

COURSE OUTCOMES:

Upon successful completion of the course, students should be able to:

CO1: Explain the architecture of embedded processors.
CO2: Write embedded C programs.
CO3: Design simple embedded applications.
CO4: Compare the communication models in IOT
CO5: Design IoT applications using Arduino/Raspberry Pi /open platform.

22ADPC604 DEEP LEARNING LABORATORY SEMESTER VI

L	T	P	C
0	0	3	1.5

COURSE OBJECTIVES:

- To understand the tools and techniques to implement deep neural networks
- To apply different deep learning architectures for solving problems
- To implement generative models for suitable applications
- To learn to build and validate different models
- To create real world applications using deep neural networks

LIST OF EXPERIMENTS:

1. Setting up the Spyder IDE Environment and Executing a Python Program
2. Installing Keras, Tensorflow and Pytorch libraries and making use of them
3. Applying the Convolution Neural Network on computer vision problems
4. Solving XOR problem using DNN
5. Character recognition using CNN
6. Face recognition using CNN
7. Language modeling using RNN
8. Sentiment analysis using LSTM
9. Parts of speech tagging using Sequence to Sequence architecture

10. Machine Translation using Encoder-Decoder model
11. Image augmentation using GANs
12. Mini-project on real world applications

Contact Periods:

Lecture: 0 Periods Tutorial: 0 Periods Practical:45 Periods Total: 45 Periods

LIST OF EQUIPMENTS: (30 STUDENTS PER BATCH)

The programs can be implemented in Spyder IDE and Keras, Tensorflow and Pytorch libraries.

COURSE OUTCOMES:

Upon successful completion of the course, students should be able to:

CO1: Apply deep neural network for simple problems
CO2: Apply Convolution Neural Network for image processing
CO3: Apply Recurrent Neural Network and its variants for text analysis
CO4: Apply generative models for data augmentation
CO5: Develop real-world solutions using suitable deep neural networks

22ADPC605 DATA ANALYTICS LABORATORY SEMESTER VI

L	T	P	C
0	0	3	1.5

COURSE OBJECTIVES:

- To understand the installation of tools and techniques
- To apply different file management techniques for solving problems
- To implement simple map reduce programs
- To learn to build and practice with hive
- To create real world applications using hive, hbase and hadoop

LIST OF EXPERIMENTS:

1. Downloading and installing Hadoop; Understanding different Hadoop modes. Startup scripts, Configuration files.
2. Hadoop Implementation of file management tasks, such as Adding files and directories, retrieving files and Deleting files
3. Implement of Matrix Multiplication with Hadoop Map Reduce
4. Run a basic Word Count Map Reduce program to understand Map Reduce Paradigm.
5. Installation of Hive along with practice examples.
7. Installation of HBase, Installing thrift along with Practice examples
8. Practice importing and exporting data from various databases.

9. Mini-project on real world applications

Contact Periods:

Lecture: 0 Periods Tutorial: 0 Periods Practical:45 Periods Total: 45 Periods

LIST OF EQUIPMENTS: (30 STUDENTS PER BATCH)

The programs can be implemented in Cassandra, Hadoop, Java, Pig, Hive and HBase

COURSE OUTCOMES:

Upon successful completion of the course, students should be able to:

CO1: Install, configure and run Hadoop and HDFS
CO2: Understand simple file management techniques
CO3: Perform map-reduce analytics using Hadoop
CO4: Use Hadoop-related tools such as HBase, Cassandra, Pig, and Hive for big data analytics
CO5: Develop real-world solutions for solving problems

22CAMC604 QUANTITATIVE AND REASONING SKILLS SEMESTER VI

L	T	P	C
3	0	0	0

COURSE OBJECTIVES:

- To model and draw conclusions or make decisions with mathematical, statistical, and quantitative information.
- To interpret and communicate quantitative information and mathematical and statistical concepts
- To increase comfort and facility with numeracy, the processes and skills of mathematics.
- To experience mathematical challenges and use the tools required to persist and succeed through them.
- To understand, analysis and critique of self-created or reported statistical information and statistical summaries.

UNIT-I: QUANTITATIVE ABILITY – BASIC MATHEMATICS 9

Number System, Simplification, Average, Problems on Ages, Percentages, Ratio and Proportion.

UNIT-II: QUANTITATIVE ABILITY – APPLIED MATHEMATICS **9**

Profit and Loss, Simple Interest, Time, Speed and Distance, Time & Work, Mixtures and Allegation and Blood Relations.

UNIT-III: DATA INTERPRETATION **9**

Data Interpretation, Visual Reasoning, Data Arrangements, Tables, Column Graphs, Bar Graphs, Line Charts, Pie Chart, Venn Diagrams.

UNIT-IV: LOGICAL REASONING **9**

Progressions, Geometry and Quadratic Equations, Series, Analogy and Odd Man Out.

UNIT-V: CRITICAL THINKING **9**

Coding – Decoding, Calendars, Clocks, Seating Arrangement, Syllogism, Mathematical Operations.

Contact Periods:

Lecture: 45 Periods Tutorial: 0 Periods Practical: 0 Periods Total: 45 Periods

REFERENCES:

1. Aggarwal R S, "Quantitative Aptitude for Competitive Examinations", 3rd Edition, S Chand Publishing, New Delhi, 2017.
2. ETHNUS , "Aptimithra", 1st Edition, McGraw-Hill Education Pvt Ltd, 2013
3. FACE , "Aptipedia Aptitude Encyclopedia", 1st Edition, Wiley Publications, Delhi, 2016.
4. Sijwali B S, Analytical and Logical reasoning for CAT and other management entrance test.
5. Abhijit Guha, Quantitative Aptitude by Competitive Examinations by Abhijit Guha 4th edition.

COURSE OUTCOMES:

Upon completion of this course, the students will be able to:

CO1: Understand the core concepts of quantitative aptitude

CO2: Understand the primary concepts of reasoning.

CO3: Attain adequate competency in use of logical reasoning and skills

CO4: Handle campus placement test involving quantitative aptitude and reason.

CO5: Compete in various competitive exams

PROFESSIONAL ELECTIVE(PE) – II (SEMESTER VI)

22ADPE601	ROBOTICS	SEMESTER VI

L	T	P	C
3	0	0	3

COURSE OBJECTIVES:

- To study the kinematics, drive systems and programming of robots.
- To study the basics of robot laws and transmission systems.
- To familiarize students with the concepts and techniques of robot manipulator, its kinematics.
- To familiarize students with the various Programming and Machine Vision application in robots.
- To build confidence among students to evaluate and incorporate robots in engineering systems.

UNIT-I: FUNDAMENTALS OF ROBOT **9**

Robot – Definition – Robot Anatomy – Co-ordinate systems, Work Envelope, types and classification – specifications – Pitch, yaw, Roll, Joint Notations, Speed of Motion, Pay Load – Robot Parts and their functions – Need for Robots – Different Applications.

UNIT-II: ROBOT KINEMATICS **9**

Forward kinematics, inverse kinematics and the difference: forward kinematics and inverse Kinematics of Manipulators with two, three degrees of freedom (in 2 dimensional), four degrees of freedom (in 3 dimensional) – derivations and problems. Homogeneous transformation matrices, translation and rotation matrices.

UNIT-III: ROBOT DRIVE SYSTEMS AND END EFFECTORS **9**

Pneumatic Drives – Hydraulic Drives – Mechanical Drives – Electrical Drives – D.C. Servo Motors, Stepper Motor, A.C. Servo Motors – Salient Features, Applications and Comparison of All These Drives. End Effectors – Grippers – Mechanical Grippers, Pneumatic and Hydraulic Grippers, Magnetic grippers, vacuum grippers, internal grippers and external grippers, selection and design considerations of a gripper

UNIT-IV: SENSORS IN ROBOTICS **9**

Force sensors, touch and tactile sensors, proximity sensors, non-contact sensors, safety considerations in robotic cell, proximity sensors, fail safe hazard sensor systems, and compliance mechanism. Machine vision system - camera, frame grabber, sensing and digitizing image data – signal conversion, image storage, lighting techniques

UNIT-V: PROGRAMMING AND APPLICATIONS OF ROBOT **9**

Teach pendant programming, lead through programming, robot programming languages – VAL programming – Motion Commands, Sensors commands, End-Effector Commands, and simple programs - Role of robots in inspection, assembly, material handling, underwater, space and medical fields

Contact Periods:

Lecture: 45 Periods Tutorial: 0 Periods Practical: 0 Periods Total: 45 Periods

REFERENCES:

1. Ganesh.S.Hedge,"A textbook of Industrial Robotics", Lakshmi Publications, 2006.
2. Mikell.P.Groover , "Industrial Robotics – Technology, Programming and applications" McGraw Hill 2ND edition 2012.
3. Fu K.S. Gonalz R.C. and ice C.S.G."Robotics Control, Sensing, Vision and Intelligence", McGraw Hill book co. 2007.
4. YoramKoren, "Robotics for Engineers", McGraw Hill Book, Co., 2002.
5. Janakiraman P.A., "Robotics and Image Processing", Tata McGraw Hill 2005.
6. John. J.Craig, "Introduction to Robotics: Mechanics and Control" 2nd Edition, 2002.

COURSE OUTCOMES:

Upon successful completion of the course, students should be able to:

CO1: Interpret the features of robots and technology involved in the control.

CO2: Apply the basic engineering knowledge and laws for the design of robotics.

CO3: Explain the basic concepts like various configurations, classification and parts of end effectors compare various end effectors and grippers and tools and sensors used in robots.

CO4: Explain the concept of kinematics, degeneracy, dexterity and trajectory planning.

CO5: Demonstrate the image processing and image analysis techniques by machine vision

system.

22ADPE602	BUSINESS ANALYTICS	SEMESTER VI

L	T	P	C
3	0	0	3

COURSE OBJECTIVES:

- To understand the Analytics Life Cycle.
- To comprehend the process of acquiring Business Intelligence
- To understand various types of analytics for Business Forecasting
- To model the supply chain management for Analytics.
- To apply analytics for different functions of a business

UNIT-I: INTRODUCTION TO BUSINESS ANALYTICS **9**

Analytics and Data Science – Analytics Life Cycle – Types of Analytics – Business Problem Definition – Data Collection – Data Preparation – Hypothesis Generation – Modeling – Validation and Evaluation – Interpretation – Deployment and Iteration

UNIT-II: BUSINESS INTELLIGENCE **9**

Data Warehouses and Data Mart - Knowledge Management –Types of Decisions - Decision Making Process - Decision Support Systems – Business Intelligence –OLAP – Analytic functions

UNIT-III: BUSINESS FORECASTING **9**

Introduction to Business Forecasting and Predictive analytics - Logic and Data Driven Models –Data Mining and Predictive Analysis Modelling –Machine Learning for Predictive analytics.

UNIT-IV: HR & SUPPLY CHAIN ANALYTICS **9**

Human Resources – Planning and Recruitment – Training and Development - Supply chain network - Planning Demand, Inventory and Supply – Logistics – Analytics applications in HR & Supply Chain - Applying HR Analytics to make a prediction of the demand for hourly employees for a year.

UNIT-V: MARKETING & SALES ANALYTICS **9**

Marketing Strategy, Marketing Mix, Customer Behaviour –selling Process – Sales Planning – Analytics applications in Marketing and Sales - predictive analytics for customers behaviour in marketing and sales.

Contact Periods:

Lecture: 45 Periods Tutorial: 0 Periods Practical: 0 Periods Total: 45 Periods

REFERENCES:

1. R. Evans James, Business Analytics, 2nd Edition, Pearson, 2017
2. R N Prasad, Seema Acharya, Fundamentals of Business Analytics, 2nd Edition, Wiley, 2016
3. Philip Kotler and Kevin Keller, Marketing Management, 15th edition, PHI, 2016
4. VSP RAO, Human Resource Management, 3rd Edition, Excel Books, 2010.
5. Mahadevan B, "Operations Management -Theory and Practice",3rd Edition, Pearson Education,2018.
6. Robert S. Witte and John S. Witte, "Statistics", Eleventh Edition, Wiley Publications, 2017.

COURSE OUTCOMES:

Upon successful completion of the course, students should be able to:

CO1: Explain the real world business problems and model with analytical solutions.
CO2: Identify the business processes for extracting Business Intelligence
CO3: Apply predictive analytics for business fore-casting
CO4: Apply analytics for supply chain and logistics management
CO5: Use analytics for marketing and sales.

22ADPE603 PARALLEL AND DISTRIBUTED COMPUTING SEMESTER VI

L	T	P	C
3	0	0	3

COURSE OBJECTIVES:

- To introduce the fundamentals of parallel and distributed computing architectures and paradigms.
- To understand the technologies, system architecture, and communication architecture that propelled the growth of parallel and distributed computing systems.
- To develop and execute basic parallel and distributed application using basic programming models and tools.
- To learn the advanced concepts of Parallel and Distributed Computing and its implementation
- To solve discrete optimization problems.

UNIT-I: INTRODUCTION **9**

Scope, issues, applications and challenges of Parallel and Distributed Computing Parallel Programming Platforms: Implicit Parallelism: Trends in Microprocessor Architectures, Dichotomy of Parallel Computing Platforms, Physical Organization, co-processing.

UNIT-II: PRINCIPLES OF PARALLEL ALGORITHM DESIGN 9

Decomposition Techniques, Characteristics of Tasks and Interactions, Mapping Techniques for Load Balancing. CUDA programming model: Overview of CUDA, Isolating data to be used by parallelized code, API function to allocate memory on parallel computing device, to transfer data.

UNIT-III: ANALYTICAL MODELING OF PARALLEL PROGRAMS 9

Sources of Overhead in Parallel Programs, Performance Metrics for Parallel Systems, The Effect of Granularity on Performance, Scalability of Parallel Systems, Minimum Execution Time and Minimum Cost Optimal Execution Time

UNIT-IV: DENSE MATRIX ALGORITHMS 9

Matrix-Vector Multiplication, Matrix-Matrix Multiplication, Issues in Sorting on Parallel Computers, Bubble Sort and Variants, Quick Sort Algorithm.

UNIT-V: SEARCH ALGORITHMS FOR DISCRETE OPTIMIZATION PROBLEMS 9

Sequential Search Algorithms, Parallel Depth-First Search, Parallel Best-First Search, Speed up Anomalies in Parallel Search Algorithms.

Contact Periods:

Lecture: 45 Periods Tutorial: 0 Periods Practical: 0 Periods Total: 45 Periods

REFERENCES:

1. Kshemkalyani Ajay D, Mukesh Singhal, “Distributed Computing: Principles, Algorithms and Systems”, Cambridge Press, 2011.
2. A Grama, AGupra, G Karypis, V Kumar. Introduction to Parallel Computing (2nd ed.). Addison Wesley,2003.
3. George Coulouris, Jean Dollimore, Time Kindberg, “Distributed Systems Concepts and Design”, Fifth Edition, Pearson Education, 2012.
4. Liu M L, “Distributed Computing: Principles and Applications”, Pearson Education, 2004.
5. Nancy A Lynch, “Distributed Algorithms”, Morgan Kaufman Publishers, 2003.
6. C Lin, L Snyder. Principles of Parallel Programming. USA: Addison-Wesley Publishing Company,2008. 3. J Jeffers, J Reinders. Intel Xeon Phi Coprocessor High-Performance Programming.Morgan Kaufmann Publishing and Elsevier,2013.

COURSE OUTCOMES:

Upon successful completion of the course, students should be able to:

CO1: Explain the foundations of parallel computing
CO2: Solve load balancing and memory allocation problems
CO3: Use resource sharing techniques in distributed systems
CO4: Apply working model of consensus and reliability of distributed systems
CO5: Explain the search algorithms for optimization problems

22ADPE604 **NANO TECHNOLOGY** **SEMESTER VI**

L	T	P	C
3	0	0	3

COURSE OBJECTIVES:

- To understand properties of nanomaterials and their applications.
- To understand different types of nano material synthesis
- To study structure of composite nano materials and their interference
- To apply different characterization techniques for nanomaterials
- To learn the application of nanomaterials in different fields
-

UNIT-I: INTRODUCTION **9**

General definition and size effects–important nano structured materials and nano particlesimportance of nano materials- Size effect on thermal, electrical, electronic, mechanical, optical and magnetic properties of nanomaterials- surface area - band gap energy and

applications. Photochemistry and Electrochemistry of nanomaterials –Ionic properties of nanomaterials- Nano catalysis.

UNIT-II: SYNTHESIS OF NANOMATERIALS **9**

Bottom up and Top-down approach for obtaining nano materials - Precipitation methods – sol gel technique – high energy ball milling, CVD and PVD methods, gas phase condensation, magnetron sputtering and laser deposition methods – laser ablation, sputtering.

UNIT-III: NANO COMPOSITES **9**

Definition- importance of nanocomposites- nano composite materials-classification of compositesmetal/metal oxides, metal-polymer- thermoplastic based, thermoset based and elastomer basedinfluence of size, shape and role of interface in composites applications.

UNIT-IV: NANO STRUCTURES AND CHARACTERIZATION TECHNIQUES **9**

Classifications of nanomaterials - Zero dimensional, one-dimensional and two-dimensional nanostructures- Kinetics in nanostructured materials- multilayer thin films and superlattice-clusters of metals, semiconductors and nanocomposites. Spectroscopic techniques, Diffraction methods, thermal analysis method, BET analysis method.

UNIT-V: APPLICATIONS OF NANO MATERIALS **9**

Overview of nanomaterials properties and their applications, nano painting, nano coating, nanomaterials for renewable energy, Molecular Electronics and Nanoelectronics – NanobotsBiological Applications. Emerging technologies for environmental applications-Practice of nanoparticles for environmental remediation and water treatment.

Contact Periods:

Lecture: 45 Periods Tutorial: 0 Periods Practical: 0 Periods Total: 45 Periods

REFERENCES:

1. Mick Wilson, Kamali Kannangara,Geoff Smith, Michelle Simmom, Burkhard Raguse, " Nano Technology: Basic Science & Engineering Technology", 2005, Overseas Press.
2. G. Cao, "Nanostructures & Nanomaterials: Synthesis, Properties &Applications" Imperial College Press, 2004
3. William A Goddard "Handbook of Nanoscience, Engineering and Technology", 3 Edition, CRC Taylor and Francis group 2012.
4. R.H.J.Hannink & A.J.Hill, Nanostructure Control, Wood Head Publishing Ltd.,Cambridge, 2006.
5. C.N.R.Rao, A.Muller, A.K.Cheetham, The Chemistry of Nanomaterials: Synthesis, Properties and Applications Vol. I & II, 2nd edition, 2005, Wiley VCH Verlag Gibtl & Co
6. Ivor Brodie and Julius J.Muray,'The physics of Micro/Nano – Fabrication',Springer International Edition,2010

COURSE OUTCOMES:

Upon successful completion of the course, students should be able to:

CO1: understand the basic properties such as structural, physical, chemical properties of nanomaterials and their applications.

CO2: able to acquire knowledge about the different types of nano material synthesis

CO3: describes about the shape, size, structure of composite nano materials and their

interference

CO4: understand the different characterization techniques for nanomaterials

CO5: develop a deeper knowledge in the application of nanomaterials in different fields.

22ADPE605 **QUANTUM COMPUTING** **SEMESTER VI**

L	T	P	C
3	0	0	3

COURSE OBJECTIVES:

- To know the background of classical computing and quantum computing.
- To learn the fundamental concepts behind quantum computation.
- To study the details of quantum mechanics and its relation to Computer Science.
- To gain knowledge about the basic hardware and mathematical models of quantum computation.
- To learn the basics of quantum information and the theory behind it.
-

UNIT-I: QUANTUM COMPUTING BASIC CONCEPTS **9**

Complex Numbers - Linear Algebra - Matrices and Operators - Global Perspectives Postulates of Quantum Mechanics – Quantum Bits - Representations of Qubits – Superpositions

UNIT-II: QUANTUM GATES AND CIRCUITS **9**

Universal logic gates - Basic single qubit gates - Multiple qubit gates - Circuit development – Quantum error correction

UNIT-III: QUANTUM ALGORITHMS **9**

Quantum parallelism - Deutsch's algorithm - The Deutsch–Jozsa algorithm - Quantum Fourier transform and its applications - Quantum Search Algorithms: Grover's Algorithm

UNIT-IV: QUANTUM INFORMATION THEORY **9**

Data compression - Shannon's noiseless channel coding theorem - Schumacher's quantum noiseless channel coding theorem - Classical information over noisy quantum channels.

UNIT-V: QUANTUM CRYPTOGRAPHY **9**

Classical cryptography basic concepts - Private key cryptography - Shor's Factoring Algorithm - Quantum Key Distribution - BB84 - Ekart 91

Contact Periods:

Lecture: 45 Periods Tutorial: 0 Periods Practical: 0 Periods Total: 45 Periods

REFERENCES:

1. Parag K Lala, Mc Graw Hill Education, "Quantum Computing, A Beginners Introduction", First edition (1 November 2020).
2. Michael A. Nielsen, Issac L. Chuang, "Quantum Computation and Quantum Information", Tenth Edition, Cambridge University Press, 2010.
3. Chris Bernhardt, The MIT Press; Reprint edition (8 September 2020), "Quantum Computing for Everyone".
4. Scott Aaronson, "Quantum Computing Since Democritus", Cambridge University Press, 2013.
5. N. David Mermin, "Quantum Computer Science: An Introduction", Cambridge University Press, 2007.
6. Y.B.Band and Y.Avishai, Quantum Mechanics with Applications to Nanotechnology and Information Science, Academic Press, 2013.

COURSE OUTCOMES:

Upon successful completion of the course, students should be able to:

CO1: Understand the basics of quantum computing.
CO2: Understand the background of Quantum Mechanics.
CO3: Analyze the computation models.
CO4: Model the circuits using quantum computation environments and frameworks.
CO5: Understand the quantum operations such as noise and error–correction.

22ADPE606	UI AND UX DESIGN	SEMESTER VI

L	T	P	C
3	0	0	3

COURSE OBJECTIVES:

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

UNIT-I: FOUNDATIONS OF DESIGN **9**

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

UNIT-II: FOUNDATIONS OF UI DESIGN **9**

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

UNIT-III: FOUNDATIONS OF UX DESIGN **9**

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

UNIT-IV: WIREFRAMING, PROTOTYPING AND TESTING **9**

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

UNIT-V: RESEARCH, DESIGNING, IDEATING, & INFORMATION ARCHITECTURE **9**

Identifying and Writing Problem Statements - Identifying Appropriate Research Methods – Creating Personas - Solution Ideation - Creating User Stories - Creating Scenarios - Flow Diagrams – Flow Mapping - Information Architecture

Contact Periods:

Lecture: 45 Periods Tutorial: 0 Periods Practical: 0 Periods Total: 45 Periods

REFERENCES:

1. Joel Marsh, “UX for Beginners”, O’Reilly , 2022
2. Jon Yablonski, “Laws of UX using Psychology to Design Better Product & Services” O’Reilly 2021
3. Jenifer Tidwell, Charles Brewer, Aynne Valencia, “Designing Interface” 3 rd Edition , O’Reilly 2020
4. Steve Schoger, Adam Wathan “Refactoring UI”, 2018
5. Steve Krug, “Don't Make Me Think, Revisited: A Commonsense Approach to Web & Mobile”, Third Edition, 2015

COURSE OUTCOMES:

Upon successful completion of the course, students should be able to:

CO1: Build UI for user Applications
CO2: Evaluate UX design of any product or application
CO3: Demonstrate UX Skills in product development
CO4: Implement Sketching principles
CO5: Create Wireframe and Prototype

PROFESSIONAL ELECTIVE(PE) – III (SEMESTER VI)

22ADPE607	TEXT AND SPEECH ANALYSIS	SEMESTER VI

L	T	P	C
3	0	0	3

COURSE OBJECTIVES:

- To understand natural language processing basics
- To apply classification algorithms to text documents
- To build question-answering and dialogue systems
- To develop a speech recognition system
- To develop a speech synthesizer

UNIT-I: NATURAL LANGUAGE BASICS **9**

Foundations of natural language processing – Language Syntax and Structure- Text Preprocessing and Wrangling – Text tokenization – Stemming – Lemmatization – Removing stop-words – Feature Engineering for Text representation – Bag of Words model- Bag of N-Grams model – TF-IDF model

UNIT-II: TEXT CLASSIFICATION **9**

Vector Semantics and Embeddings -Word Embeddings - Word2Vec model – Glove model – Fast Text model – Overview of Deep Learning models – RNN – Transformers – Overview of Text summarization and Topic Models

UNIT-III: QUESTION ANSWERING AND DIALOGUE SYSTEMS **9**

Information retrieval – IR-based question answering – knowledge-based question answering – language models for QA – classic QA models – chatbots – Design of dialogue systems -– evaluating dialogue systems

UNIT-IV: TEXT-TO-SPEECH SYNTHESIS **9**

Overview. Text normalization. Letter-to-sound. Prosody, Evaluation. Signal processing - Concatenative and parametric approaches, WaveNet and other deep learning-based TTS systems

UNIT-V: AUTOMATIC SPEECH RECOGNITION **9**

Speech recognition: Acoustic modelling – Feature Extraction - HMM, HMM-DNN systems

Contact Periods:

Lecture: 45 Periods Tutorial: 0 Periods Practical: 0 Periods Total: 45 Periods

REFERENCES:

1. Daniel Jurafsky and James H. Martin, “Speech and Language Processing: An Introduction to Natural Language Processing, Computational Linguistics, and Speech Recognition”, Third Edition, 2022.
2. Dipanjan Sarkar, “Text Analytics with Python: A Practical Real-World approach to Gaining Actionable insights from your data”, APress,2018.
3. Tanveer Siddiqui, Tiwary U S, “Natural Language Processing and Information Retrieval”, Oxford University Press, 2008.
4. Lawrence Rabiner, Biing-Hwang Juang, B. Yegnanarayana, “Fundamentals of Speech Recognition” 1st Edition, Pearson, 2009.
5. Steven Bird, Ewan Klein, and Edward Loper, “Natural language processing with Python”, O’REILLY

COURSE OUTCOMES:

Upon successful completion of the course, students should be able to:

CO1: Explain existing and emerging deep learning architectures for text and speech processing

CO2: Apply deep learning techniques for NLP tasks, language modelling and machine translation

CO3: Explain coreference and coherence for text processing

CO4: Build question-answering systems, chatbots and dialogue systems

CO5: Apply Acoustic Modelling for Speech recognition.

22ADPE608	AGILE METHODOLOGIES	SEMESTER VI

L	T	P	C
3	0	0	3

COURSE OBJECTIVES:

- To provide students with a theoretical as well as practical understanding of agile software development practices.
- To provide a good understanding of software design and a set of software technologies and APIs.
- To do a detailed examination and demonstration of Agile development and testing techniques.

- To understand the benefits and pitfalls of working in an Agile team.
- To understand Agile development and testing.

UNIT I AGILE METHODOLOGY **9**

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

UNIT II AGILE PROCESSES **9**

Lean Production - SCRUM, Crystal, Feature Driven Development- Adaptive Software Development - Extreme Programming: Method Overview – Lifecycle – Work Products, Roles and Practices.

UNIT III AGILITY AND KNOWLEDGE MANAGEMENT **9**

Agile Information Systems – Agile Decision Making - Earl'S Schools of KM – Institutional Knowledge Evolution Cycle – Development, Acquisition, Refinement, Distribution, Deployment, Leveraging – KM in Software Engineering – Managing Software Knowledge – Challenges of Migrating to Agile Methodologies – Agile Knowledge Sharing – Role of Story-Cards – Story-Card Maturity Model (SMM).

UNIT IV AGILITY AND REQUIREMENTS ENGINEERING **9**

Impact of Agile Processes in RE–Current Agile Practices – Variance – Overview of RE Using Agile – Managing Unstable Requirements – Requirements Elicitation – Agile Requirements Abstraction Model – Requirements Management in Agile Environment, Agile Requirements Prioritization – Agile Requirements Modeling and Generation – Concurrency in Agile Requirements Generation.

UNIT V AGILITY AND QUALITY ASSURANCE **9**

Agile Product Development – Agile Metrics – Feature Driven Development (FDD) – Financial and Production Metrics in FDD – Agile Approach to Quality Assurance - Test Driven Development – Agile Approach in Global Software Development.

Contact Periods:

Lecture: 45 Periods Tutorial: 0 Periods Practical: 0 Periods Total: 45 Periods

REFERENCES:

1. David J. Anderson and Eli Schragenheim, "Agile Management for Software Engineering: Applying the Theory of Constraints for Business Results", Prentice Hall, 2003.
2. Hazza and Dubinsky, "Agile Software Engineering, Series: Undergraduate Topics in Computer Science", Springer, 2009.
3. Craig Larman, "Agile and Iterative Development: A Manager's Guide", Addison-Wesley, 2004.
4. Kevin C. Desouza, "Agile Information Systems: Conceptualization, Construction, and Management", Butterworth-Heinemann, 2007.
5. Kelkar S.A., "Software Engineering", Prentice Hall of India Pvt Ltd, 2007
6. Stephen R.Schach, "Software Engineering", Tata McGraw-Hill Publishing Company

Limited,2007.

COURSE OUTCOMES:

Upon successful completion of the course, students should be able to:

CO1: Realize the importance of interacting with business stakeholders in determining the requirements for a software system

CO2: Perform iterative software development processes: how to plan them, how to execute them.

CO3: Point out the impact of social aspects on software development success.

CO4: Develop techniques and tools for improving team collaboration and software quality.

CO5: Perform Software process improvement as an ongoing task for development teams and Show how agile approaches can be scaled up to the enterprise level.

22ADPE609	**NATURAL LANGUAGE PROCESSING**	**SEMESTER VI**			
		L	**T**	**P**	**C**
		3	**0**	**0**	**3**

COURSE OBJECTIVES:

- To provide a good understanding of morphology
- To Learn to analyze textual data and syntactic analysis
- To Learn various methods to represent text in vector form
- To Explore various application of NLP like Machine Translation, Text Summarization, Dialog system
- To understand the benefits and pitfalls of language generation

UNIT-I: OVERVIEW AND MORPHOLOGY **9**

Introduction – Models -and Algorithms - -Regular Expressions Basic Regular Expression Patterns – Finite State Automata Understand the wireless sensor network principles. Morphology -Inflectional Morphology - Derivational Morphology. Finite-State Morphological Parsing -- Porter Stemmer

UNIT-II: WORD LEVEL AND SYNTACTIC ANALYSIS **9**

N-grams Models of Syntax - Counting Words - Unsmoothed N-grams. Smoothing- Back-off Deleted Interpolation – Entropy - English Word Classes – Tag sets for English Part of Speech Tagging-Rule Based Part of Speech Tagging - Stochastic Part of Speech Tagging - Transformation-Based Tagging.

UNIT-III: CONTEXT FREE GRAMMARS **9**

Context Free Grammars for English Syntax- Context-Free Rules and Trees -Understand the network simulation tools. Sentence- Level Constructions–Agreement – Sub Categorization. Parsing – Top-down – Early Parsing -feature Structures – Probabilistic Context-Free Grammar.

UNIT-IV: SEMANTIC ANALYSIS **9**

Representing Meaning-Meaning Structure of Language-First Order Predicate Calculus Representing Linguistically Relevant Concepts -Syntax-Driven Semantic Analysis - Semantic Attachments -Syntax-Driven Analyzer. Robust Analysis - Lexemes and Their Senses - Internal Structure - Word Sense Disambiguation -Information Retrieval.

UNIT-V: LANGUAGE GENERATION AND DISCOURSE ANALYSIS **9**

Discourse -Reference Resolution - Text Coherence -Discourse Structure – Coherence. Dialog and Conversational Agents - Dialog Acts – Interpretation -Conversational Agents. Language Generation–Architecture-Surface Realizations - Discourse Planning. Machine Translation - Transfer Metaphor– Interlingua – Statistical Approaches.

Contact Periods:

Lecture: 45 Periods Tutorial: 0 Periods Practical: 0 Periods Total: 45 Periods

REFERENCES:

1. Daniel Jurafsky and James H Martin, ”Speech and Language Processing: An introduction to Natural Language Processing, Computational Linguistics and Speech Recognition”, Prentice Hall, 2nd Edition, 2008
2. C. Manning and H. Schutze, “Foundations of Statistical Natural Language Processing”, MIT Press. Cambridge, MA:,1999.
3. C. Manning and H. Schutze, “Foundations of Statistical Natural Language Processing”, MIT Press. Cambridge, MA:,1999
4. Bharati A., Sangal R., ChaitanyaV.. Natural language processing: a Paninian perspective,

PHI, 2000.
5. Siddiqui T., Tiwary U. S. Natural language processing and Information retrieval, OUP 2008.
6. D. Jurafsky and J. Martin "Speech and Language Processing: An Introduction to Natural Language Processing, Computational Linguistics, and Speech Recognition", Third Edition draft.

COURSE OUTCOMES:

Upon successful completion of the course, students should be able to:

CO1: To Gain knowledge in automated Natural Language Generation and Machine Translation.
CO2: To Provide the student with knowledge of various levels of analysis involved in NLP.
CO3: To Understand the applications of NLP
CO4: To Analyze the semantic analysis of natural language
CO5: To Understand language generation and discourse analysis

22ADPE610 C# AND .NET PROGRAMMING SEMESTER VI

L T P C

3 0 0 3

COURSE OBJECTIVES:

- To Understand the fundamentals of C# programming language.
- To Learn object-oriented programming principles and apply them using C#.
- To Develop skills in using .NET framework for application development.
- To Gain proficiency in developing desktop, web, and mobile applications using C# and .NET.
- To Explore advanced topics such as LINQ, asynchronous programming, and error handling in C#.

UNIT-I: INTRODUCTION TO C# AND .NET **9**

History and evolution of C# and .NET framework - Installing and setting up development environment (Visual Studio) - Writing and running C# programs - Variables, data types, and operators - Control structures (if-else, switch, loops) - Methods and functions.

UNIT-II: OBJECT-ORIENTED PROGRAMMING IN C# **9**

Classes and objects - Inheritance, polymorphism, and encapsulation - Abstraction and interfaces Collections and Generics - Arrays, lists, dictionaries, and other collections - Using generics to create reusable components.

UNIT-III: EXCEPTION HANDLING, FILE I/O AND SERIALIZATION **9**

Handling exceptions using try-catch blocks - Throwing and catching exceptions - Custom Exceptions Reading from and writing to files - Serialization and deserialization of objects - Working with streams.

UNIT-IV: INTRODUCTION TO ASP.NET WEB APPLICATIONS **9**

Basics of web development with ASP.NET - Creating web forms and handling user input - State management in web applications - Overview of .NET Core framework - Developing cross-platform applications using .NET Core - Migrating applications to .NET Core.

UNIT-V: DATABASE ACCESS WITH ADO.NET **9**

Connecting to databases using ADO.NET - Executing SQL queries and stored procedures - Working with datasets and data readers - Language Integrated Query - Basics of LINQ and query syntax - Querying collections, databases, and XML data - Using LINQ to Objects, LINQ to SQL, and LINQ to XML.

Contact Periods:

Lecture: 45 Periods Tutorial: 0 Periods Practical: 0 Periods Total: 45 Periods

REFERENCES:

1. "C# 9.0 in a Nutshell" by Joseph Albahari and Ben Albahari
2. Andrew Troelsen, Phil Japikse, “Pro C# 10 with .NET 6: Foundational Principles and Practices in Programming” Eleventh Edition, Apress July, 2022
3. LCF Publishing, Jamie Chan, “C#: Learn C# in One Day and Learn It Well. C# for Beginners with Hands-on Project.”, Kindle Edition, 2015.
4. Joseph Albahari , Ben Albahari, “C# 6.0 in a Nutshell: The Definitive Reference”, O'Reilly Media, Sixth Edition, 2015.
5. Christian Nagel, “Professional C# and .NET”, Wrox publishers,2021.
6. Brian W. Kernighan, Dennis M. Ritchie, “C Programming Language”, Pearson, 2003.

COURSE OUTCOMES:

Upon successful completion of the course, students should be able to:

CO1: understand the basic such as installation, working environment, datatypes, variables
CO2: able to acquire knowledge about the working with C# programing.
CO3: understand the different exception handling and file handling techniques.
CO4: describes about the web development with C#, ASP.NET, WEB API
CO5: develop a deeper knowledge in the database access with ADO.NET and LINQ.

3 0 0 3

COURSE OBJECTIVES:

- To understand the types of web services, resources, APIs and their architectures
- To analyze the web service / API design patterns
- To understand the design principles and best practices
- To develop, deploy RESTful web service APIs in JAVA
- To understand the security concerns.

UNIT-I: NTRODUCTION **9**

Web Services - Building Blocks, Types; Service Oriented architectures - resource oriented architectures, API architectures, Micro services and architectures, HATEOAS, REST, URI, Code on Demand.

UNIT-II: RESOURCES AND DESIGN PATTERNS **9**

Resources - Identification, Resource Relations, Representations, Parameters, types, methods, Requirements for APIs, Architectural Patterns. Basic and Advanced RESTful API patterns.

UNIT-III: RESTFUL API DESIGN PRINCIPLES **9**

API front End Design, API back end Design, Identifier Design, Interaction Design with HTTP, Metadata Design, Representation Design, URI design, REST constraints, Best Practices.

UNIT-IV: DEVELOPMENT AND DEPOLYMENT **9**

Frameworks, Standard Languages, API Description Languages, Handover points, Development and Deployment of RESTful web service applications in Java, microservice API, Best Practices.

UNIT-V: PERFORMANCE AND SECURITY **9**

Performance and availability - caching - Traffic shaping - Evolution and versioning, Security concerns - Mechanisms, Authentication, Validation, Access Control, Token Based Authentication, Authorization.

Contact Periods:

Lecture: 45 Periods Tutorial: 0 Periods Practical: 0 Periods Total: 45 Periods

REFERENCES:

1. Matthias Biehl, “RESTful API Design, API University Series, 1st Edition, CreateSpace Independent Publishing Platform, 2016.
2. Mark Masse, “REST API Design Rulebook: Designing Consistent RESTful Web Service Interfaces”, 1st Edition, O’ Reilly, 2011.
3. Harihara Subramanian, Pethuru Raj, “Hands-On RESTful API Design Patterns and Best Practices: Design, develop, and deploy highly adaptable, scalable, and secure “RESTful web APIs”, Packt Publishing, 2019.
4. JJ Geewax, “API Design Patterns”, 1st Edition, Manning Publications, 2021.
5. Bogunuva Mohanram Balachandar, “Restful Java Web Services: A pragmatic guide to designing and building RESTful APIs using Java, 3rd Edition, Ingram Short Title, 2017.
6. Bates, “Developing Web Applications”, Wiley, 2006

COURSE OUTCOMES:

Upon successful completion of the course, students should be able to:

CO1: Use a suitable architecture for a given design problem
CO2: Analyze the types of resources and suitable design patterns for development and deployment
CO3: Create and Analyze front-end and Back end designs
CO4: Deploy RESTful API web services using JAVA
CO5: Implement security best practices for preventing security attacks

22ADPE612	VISUAL EFFECTS	SEMESTER VI
		L T P C
		3 0 0 3

COURSE OBJECTIVES:

- To get a basic idea on animation principles and techniques
- To get exposure to CGI, color and light elements of VFX
- To have a better understanding of basic special effects techniques
- To have a knowledge of state of the art vfx techniques
- To become familiar with popular compositing techniques

UNIT-I: ANIMATION BASICS **9**

VFX production pipeline, Principles of animation, Techniques: Keyframe, kinematics, Full animation, limited animation, Rotoscoping, stop motion, object animation, pixilation, rigging, shape keys, motion paths.

UNIT-II: CGI, COLOR, LIGHT **9**

CGI – virtual worlds, Photorealism, physical realism, function realism, 3D Modeling and Rendering: color - Color spaces, color depth, Color grading, color effects, HDRI, Light – Area and mesh lights, image based lights, PBR lights, photometric light, BRDF shading model.

UNIT-III: SPECIAL EFFECTS **9**

Special Effects – props, scaled models, animatronics, pyrotechniques, Schüfftan process, Particle effects – wind, rain, fog, fire.

UNIT-IV: VISUAL EFFECTS TECHNIQUES **9**

Motion Capture, Matt Painting, Rigging, Front Projection. Rotoscoping, Match Moving – Tracking, camera reconstruction, planar tracking, Calibration, Point Cloud Projection, ground plane determination, 3D Match Moving.

UNIT-V: COMPOSITING **9**

Compositing – chroma key, blue screen/green screen, background projection, alpha compositing, deep image compositing, multiple exposure, matting, VFX tools - Blender, Natron, GIMP.

Contact Periods:

Lecture: 45 Periods Tutorial: 0 Periods Practical: 0 Periods Total: 45 Periods

REFERENCES:

1. Chris Roda, Real Time Visual Effects for the Technical Artist, CRC Press, 1 Edition, 2022.
2. Steve Wright, Digital Compositing for film and video, Routledge, 4st Edition, 2017.
3. John Gress, Digital Visual Effects and Compositing, New Riders Press, 1th Edition, 2014.
4. Jon Gress, “Digital Visual Effects and Compositing”, New Riders Press, 1 St Edition, 2014.
5. Robin Brinkman, The Art and Science of Digital Compositing: Techniques for Visual Effects, Animation and Motion Graphics”, Morgan Kauffman, 2008.
6. Luiz Velho, Bruno Madeira, “Introduction to Visual Effects A Computational Approach”, Routledge, 2023.

COURSE OUTCOMES:

Upon successful completion of the course, students should be able to:

CO1: To implement animation in 2D / 3D following the principles and techniques

CO2: To use CGI, color and light elements in VFX applications
CO3: To create special effects using any of the state of the art tools
CO4: To apply popular visual effects techniques using advanced tools
CO5: To use compositing tools for creating VFX for a variety of applications

SEMESTER VII

22ADPC701 GENERATIVE ARTIFICIAL INTELLIGENCE SEMESTER VII

L	T	P	C
3	0	0	3

COURSE OBJECTIVES:

- To learn the fundamentals of Neural Networks and their various types.
- To explore Generative AI models like GANs, VAEs, and Transformers.
- To develop proficiency in Python and TensorFlow 2 for preprocessing and cleaning data.
- To implement GANs and VAEs for image generation, including training, fine-tuning, and advanced techniques.
- To discuss current trends and future directions in Generative AI research.

UNIT-I: FOUNDATIONS OF AI AND NEURAL NETWORKS 9

History and evolution of AI/ML, Deep learning revolution, Transfer learning, History of Neural Networks, Natural Language Processing, Structure of Artificial Neural Networks, Steps in Training an Artificial Neural Network, Parameters and Hyperparameters, Backpropagation.

UNIT-II: ADVANCED NEURAL NETWORK ARCHITECTURES 9

Introduction to advanced architectures, Introduction to Generative AI Models: Generative Adversarial Networks (GANs), Variational Autoencoders (VAEs), Transformers, Attention Mechanism in detail Long Short-Term Memory Networks (LSTMs).

UNIT-III: PYTHON AND TENSORFLOW 2 IN GENERATIVE AI 10

Overview of Python and TensorFlow 2, Preprocessing and cleaning data for Generative AI applications. Visualizing data distributions and patterns in Generative AI datasets. Introduction to TensorFlow's computation graph and eager execution.

UNIT-IV: IMAGE GENERATION WITH GENERATIVE AI 9

Introduction to Image Generation, Implementing GANs for Image Generation Training and Fine-Tuning GANs, Generating Images with VAEs, Advanced Techniques in Image Generation, and Image and Video Generation Applications.

UNIT-V: GENERATIVE AI APPLICATIONS 8

Applications in Various Fields: Art and Creativity, Image and Video Generation, Text Generation, Music Composition, Healthcare Finance. Real-world use cases and challenges in deploying generative AI models.

Contact Periods:

Lecture: 45 Periods Tutorial: 0 Periods Practical: 0 Periods Total: 45 Periods

REFERENCES:

7. Altaf Rehmani, Generative AI for everyone: Understanding the essentials and applications of this breakthrough technology, Kindle Edition 2024.
8. Numa Dhamani, Introduction to Generative AI , Kindle Edition, 2024.
9. Josh Kalin, Generative Adversarial Networks Cookbook: Over 100 recipes to build generative models using Python,TensorFlow, and Keras, Kindle Edition, 2018.
10. Jesse Sprinter,Generative AI in Software Development: Beyond the Limitations of Traditional Coding, Paperback,2023.
11. Joseph Babcock and Raghav Bali , Generative AI with Python and TensorFlow 2: Create images, text, and music with VAEs, GANs, LSTMs, Transformer models, Paperback

2021.
12. Charu C. Aggarwal, Neural Networks and Deep Learning: A Textbook, Springer 2023.

COURSE OUTCOMES:

Upon successful completion of the course, students should be able to:

CO1: Understand the evolution of AI and the significance of Deep Learning.
CO2: Apply various Neural Network architectures for tasks like image recognition and sequence modeling.
CO3: Understand generative AI principles and word embedding for text representation
CO4: Implement image generation tasks using TensorFlow.
CO5: Design practical solutions using advanced neural networks for diverse applications.

L	T	P	C
3	0	0	3

COURSE OBJECTIVES:

- To enable the students to study the evolution of Management.
- To learn the functions and principles of management.
- To learn the application of the principles in an organization.

UNIT-I: INTRODUCTION TO MANAGEMENT AND ORGANIZATIONS 9

Definition of Management – Science or Art – Manager Vs Entrepreneur – Types of managers – Managerial roles and skills – Evolution of Management – Scientific, Human relations, System and contingency approaches – Types of Business organization – Sole proprietorship, partnership, Company – Public and Private sector enterprises – Organization culture and environment – Current trends and issues in management.

UNIT-II: PLANNING 9

Nature and purpose of planning – Planning process – Types of planning – Objectives – Setting objectives – Policies – Planning premises – Strategic management – Planning tools and Techniques – Decision making steps and process.

UNIT-III: ORGANISING 9

Nature and purpose – Formal and informal organization – Organization chart – Organization structure – Types – Line and staff authority – Departmentalization – Delegation of authority – Centralization and Decentralization – Job design – Human Resource management – HR Planning, Recruitment, selection, Training and Development, Performance management, Career planning and management

UNIT-IV: DIRECTING 9

Foundations of individual and group behavior – Motivation – Motivation theories – Motivational techniques – Job satisfaction – Job enrichment – Leadership – Types and theories of leadership – Communication – Process of communication – Barrier in communication – Effective communication – Communication and IT.

UNIT-V: CONTROLLING 9

System and process of controlling – Budgetary and Non-budgetary control techniques – Use of computers and IT in Management control – Productivity problems and management – Control and performance – Direct and preventive control – Reporting.

Contact Periods:

Lecture: 45 Periods Tutorial: 0 Periods Practical: 0 Periods Total: 45 Periods

REFERENCES:

1. Stephen P. Robbins and Mary Coulter, “Management”, Prentice Hall (India) Pvt. Ltd., 14th Edition, 2017.
2. JAF Stoner, Freeman R.E and Daniel R. Gilbert, “Management”, Pearson Education, 6th Edition, 2004.
3. Harold Koontz and Heinz Weihrich, “Essentials of management”, Tata McGraw Hill, 8th edition 2008.
4. Robert Kreitner and Mamata Mohapatra, “Management”, Biztantra, 2008.
5. Tripathy PC and Reddy PN, “Principles of Management”, Tata McGraw Hill, 1999.

COURSE OUTCOMES:

Upon successful completion of the course, students should be able to:

CO1: Have same basic knowledge on international aspect of management.
CO2: Use managerial function planning.
CO3: Use managerial function organizing and staffing.
CO4: Use managerial function Directing.
CO5: Use managerial function controlling.

22ADPC703	GENERATIVE ARTIFICIAL INTELLIGENCE LABORATORY	SEMESTER VI			
		L	T	P	C
		0	0	3	1.5

COURSE OBJECTIVES:

- To learn Python and Tensor Flow skills for Generative AI.
- To study techniques for cleaning and preparing data for Generative AI tasks.
- To implement generative AI models.
- To develop innovative applications using generative AI tools and techniques.
- Explore music and text generation through different models like LSTM and Transformer.

LIST OF EXPERIMENTS:

1. Write Python scripts to implement basic operations and TensorFlow 2 tensors.
2. Preprocess and clean datasets for Generative AI applications using Python libraries such as Pandas and NumPy.
3. Handle missing data, normalize features, and encode categorical variables.
4. Use Matplotlib or Seaborn to visualize data distributions and patterns in Generative AI datasets.
5. Plot histograms, scatter plots, and heatmaps to analyze data characteristics.
6. Implement a Generative Adversarial Network (GAN) architecture using TensorFlow 2.
7. Train the GAN model on a dataset such as MNIST or CIFAR-10 for image generation tasks.
8. Train a GAN model on a custom dataset for image generation. Experiment with hyperparameters, loss functions, and optimization techniques to optimize GAN training.
9. Explore advanced techniques such as Wasserstein GANs, Progressive GANs, or Style GANs for image generation. Implement and compare these techniques for generating high-quality images.
10. Develop applications for image and video generation using trained Generative AI models.
11. Use the models to generate art, create deep fakes, or synthesize video content.

Contact Periods:

Lecture: 0 Periods Tutorial: 0 Periods Practical:45 Periods Total: 45 Periods

LIST OF EQUIPMENTS: (30 STUDENTS PER BATCH)

The programs can be implemented in python, Matplotlib, Seaborn and TensorFlow 2

COURSE OUTCOMES:

Upon successful completion of the course, students should be able to:

CO1: Implement Python and TensorFlow basics, including data handling and preprocessing techniques.

CO2: Implement Generative AI models such as GANs, VAEs, LSTM networks

CO3: Develop Transformer models for image, text, and music generation tasks.

CO4: Evaluate model performance and experiment with hyperparameters and optimization techniques to enhance Generative AI outcomes.

CO5: Develop innovative applications in image, text, and music generation, showcasing practical skills.

22ADEE704	MINI PROJECT	SEMESTER VII

L	T	P	C
0	0	3	1.5

COURSE OBJECTIVES:

- To develop their own innovative prototype of ideas.
- To train the students in preparing mini project reports and examination.

The students in a group of 3 to 4 works on a topic approved by the head of the department and prepares a comprehensive mini project report after completing the work to the satisfaction. The progress of the project is evaluated based on a minimum of two reviews. The review committee may be constituted by the Head of the Department. A mini project report is required at the end of the semester. The mini project work is evaluated based on oral presentation and the mini project report jointly by external and internal examiners constituted by the Head of the Department.

Contact Periods:

Lecture: 0 Periods Tutorial: 0 Periods Practical:45 Periods Total: 45 Periods

COURSE OUTCOMES:

Upon successful completion of the course, students should be able to:

CO1: On completion of the mini project work students will be in a position to take up their final year project work and find solution by formulating proper methodology.

PROFESSIONAL ELECTIVE(PE) – IV (SEMESTER VII)

22ADPE701 SERVICE ORIENTED ARCHITECTURE SEMESTER VII

L	T	P	C
3	0	0	3

COURSE OBJECTIVES:

- To learn fundamentals of XML.
- To provide an overview of Service Oriented Architecture and Web services and their importance.
- To learn web services standards and technologies.
- To understand web services extensions with example.
- To learn service-oriented analysis and design for developing SOA based applications.

UNIT-I: INTRODUCTION TO XML **9**

XML document structure – Well-formed and valid documents – DTD – XML Schema – Parsing XML using DOM, SAX – XPath - XML Transformation and XSL – X Query.

UNIT-II: SERVICE ORIENTED ARCHITECTURE (SOA) BASICS **9**

Characteristics of SOA, Benefits of SOA, Comparing SOA with Client-Server and Distributed architectures – Principles of Service Orientation – Service layers.

UNIT-III: WEB SERVICES (WS) AND STANDARDS **9**

Web Services Platform – Service descriptions – WSDL – Messaging with SOAP – Service discovery – UDDI – Service-Level Interaction Patterns – Orchestration and Choreography.

UNIT-IV: WEB SERVICES EXTENSIONS **9**

WS Addressing – WS Reliable Messaging – WS Policy – WS Coordination – WS Transactions – WS Security – Examples.

UNIT-V: SERVICE ORIENTED ANALYSIS AND DESIGN **9**

SOA delivery strategies – Service oriented analysis – Service Modelling – Service oriented design – Standards and composition guidelines – Service design – Business process design – Case Study.

Contact Periods:

Lecture: 45 Periods Tutorial: 0 Periods Practical: 0 Periods Total: 45 Periods

REFERENCES:

1. Thomas Erl, “Service Oriented Architecture: Concepts, Technology and Design”, Pearson Education, 2005.
2. Sandeep Chatterjee and James Webber, “Developing Enterprise Web Services: An Architect's Guide”, Prentice Hall, 2004.
3. James McGovern, Sameer Tyagi, Michael E Stevens and Sunil Mathew, “Java Web Services Architecture”, Elsevier, 2003.
4. Ron Schmelzer et al. \ XML and Web Services., Pearson Education, 2002.
5. Frank P.Coyle, \XML, Web Services and the Data Revolution., Pearson Education, 2002
6. Thomas Erl, “Service Oriented Architecture: Concepts, Technology, and Design”, Pearson

Education, 2005.

COURSE OUTCOMES:

Upon successful completion of the course, students should be able to:

CO1: Able to build applications based on XML.
CO2: Know the service orientation concepts, benefits of SOA.
CO3: Develop web services and WS standards.
CO4: Use web services extensions to develop solutions.
CO5: Apply service modeling, service oriented analysis and design for application development.

22ADPE702 MARKETING AND SOCIAL MEDIA WEB ANALYTICS

SEMESTER VII

L	T	P	C
3	0	0	3

COURSE OBJECTIVES:

- To showcase the opportunities that exist today to leverage the power of the web and social Media.
- To provide an overview of social media.
- To learn social media policies and measurements.
- To understand web analytics strategy, proposal and reports.
- To learn search engine optimization and search analytics.

UNIT-I: MARKETING ANALYTICS **9**

Marketing Budget and Marketing Performance Measure, Marketing - Geographical Mapping, Data Exploration, Market Basket Analysis

UNIT-II: COMMUNITY BUILDING AND MANAGEMENT **9**

History and Evolution of Social Media-Understanding Science of Social Media –Goals for using Social Media- Social Media Audience and Influencers - Digital PR- Promoting Social Media Pages- Linking Social Media Accounts-The Viral Impact of Social Media.

UNIT-III: SOCIAL MEDIA POLICIES AND MEASUREMENTS **9**

Social Media Policies-Etiquette, Privacy- ethical problems posed by emerging social media technologies - The Basics of Tracking Social Media.

UNIT-IV: WEB ANALYTICS **9**

Data Collection, Overview of Qualitative Analysis, Business Analysis, KPI and Planning, Critical Components of a Successful Web Analytics Strategy, Proposals & Reports, Web Data Analysis.

UNIT-V: SEARCH ANALYTICS **9**

Search engine optimization (SEO), user engagement, user-generated content, web traffic analysis, online security, online ethics, data visualization.

Contact Periods:

Lecture: 45 Periods Tutorial: 0 Periods Practical: 0 Periods Total: 45 Periods

REFERENCES:

1. K. M. Shrivastava, Social Media in Business and Governance, Sterling Publishers Private Limited, 2013
2. Christian Fuchs, Social Media a critical introduction, SAGE Publications Ltd, 2014
3. Bittu Kumar, Social Networking, V & S Publishers, 2013
4. Avinash Kaushik, Web Analytics - An Hour a Day, Wiley Publishing, 2007
5. Ric T. Peterson, Web Analytics Demystified, Celilo Group Media and CafePress 2004
6. Takeshi Moriguchi, Web Analytics Consultant Official Textbook, 7th Edition, 2016

COURSE OUTCOMES:

Upon successful completion of the course, students should be able to:

CO1: Able to understand social media, marketing analytics.

CO2: Analyze impact of social media and its goals.

CO3: Obtain knowledge in web and social media analytics and their potential impact.

CO4: Define web analytics strategy and reports

CO5: Learn online ethics, online security and web traffic analysis.

22ADPE703 SOFTWARE PROJECT MANAGEMENT SEMESTER VII

L	T	P	C
3	0	0	3

COURSE OBJECTIVES:

- To understand the Software Project Planning and Evaluation techniques.
- To plan and manage projects at each stage of the software development life cycle (SDLC).
- To learn about the activity planning and risk management principles.
- To manage software projects and control software deliverables.
- To develop skills to manage the various phases involved in project management and people management.

UNIT-I: PROJECT EVALUATION AND PROJECT PLANNING 9

Importance of software project management – Activities – Methodologies – Categorization of software projects – Setting objectives – Management principles – Management control – Project portfolio management – Cost-benefit evaluation technology – Risk evaluation – Strategic program management – Stepwise project planning.

UNIT-II: PROJECT LIFE CYCLE AND EFFORT ESTIMATION 9

Software process and Process Models – Choice of Process models - Rapid Application development – Agile methods – Dynamic System Development method – Extreme programming – Managing interactive processes – Basics of software estimation – Effort and cost estimation techniques – COSMIC full function points – COCOMO II – A Parametric productivity model.

UNIT-III: ACTIVITY PLANNING AND RISK MANAGEMENT 9

Objectives of activity planning – Project schedules – Activities – Sequencing and scheduling – Network planning models – Formulating Network Model – Forward Pass & Backward Pass techniques – Critical path (CRM) method – Risk identification – Assessment – Risk planning – Risk Management – PERT technique – Monte carlo simulation – Resource allocation – Creation of critical paths – Cost schedules.

UNIT-IV: PROJECT MANAGEMENT AND CONTROL 9

Programming web application with web forms – ASP.NET introduction – Working with XML and .NET – Creating virtual directory and Web application – Session management techniques, web.config, Web services, Passing datasets – Returning datasets from web services – Handling transaction, Handling exceptions, Returning exceptions from SQL server.

UNIT-V: STAFFING IN SOFTWARE PROJECTS 9

Managing people – Organizational behavior – Best methods of staff selection – Motivation – The Oldham – Hackman job characteristic model – Stress – Health and Safety – Ethical and professional concerns – Working in teams – Decision making – Organizational structures – Dispersed and Virtual teams – Communications genres – Communication plans – Leadership.

Contact Periods:

Lecture: 45 Periods Tutorial: 0 Periods Practical: 0 Periods Total: 45 Periods

REFERENCES:

1. Bob Hughes, Mike Cotterell and Rajib Mall "Software Project Management", 5th Edition, Tata McGraw Hill, New Delhi, 2012.
2. Robert K. Wysocki, "Effective Software Project Management", Wiley Publication, 2011.
3. Walker Royce "Software Project Management", Addison-Wesley, 1998.
4. Gopalaswamy Ramesh, "Managing Global Software Projects", McGraw Hill Education (India), Fourteenth Reprint 2013.

COURSE OUTCOMES:

Upon successful completion of the course, students should be able to:

CO1: Apply Project Management principles while developing software.

CO2: Gain extensive knowledge about the basic project management concepts, framework and the process models.

CO3: Obtain adequate knowledge about software process models and software effort estimation techniques.

CO4: Define the checkpoints, project reporting structure, project progress and tracking mechanisms using project management principles.

CO5: Learn staff selection process and the issues related to people management.

22ADPE704 HUMAN COMPUTER INTERACTION SEMESTER VII

L	T	P	C
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COURSE OBJECTIVES:

- To learn the foundations of Human Computer Interaction.
- To become familiar with design technologies for individuals and persons with disabilities.
- To understand HCI models.
- To be aware of mobile HCI.
- To learn the guidelines for user interface.

UNIT-I: FOUNDATIONS OF HCI 9

The Human: I/O channels – Memory – Reasoning and problem solving; The Computer: Devices – Memory – Processing and networks; Interaction: Models – Frameworks – Ergonomics – Styles – Elements – Interactivity – Paradigms – Case studies.

UNIT-II: DESIGN & SOFTWARE PROCESS 9

Interactive Design: Basics – Process – Scenarios – Navigation – Screen design – Iteration and prototyping. HCI in software process: Software life cycle – Usability engineering – Prototyping in practice – Design rationale. Design rules: Principles, Standards, Guidelines, Rules. Evaluation Techniques – Universal Design.

UNIT-III: MODELS AND THEORIES 9

HCI Models: Cognitive models: Socio-Organizational issues and stakeholder requirements – Communication and collaboration models – Hypertext, Multimedia and WWW.

UNIT-IV: MOBILE HCI 9

Mobile Ecosystem: Platforms, Application frameworks – Types of mobile applications: Widgets, Applications, Games – Mobile information Architecture, Mobile 2.0, Mobile design: Elements of Mobile design, Tools – Case studies

UNIT-V: WEB INTERFACE DESIGN 9

Designing Web interfaces – Drag & Drop, Direct selection, Contextual tools, Overlays, Inlays and Virtual pages, Process flow – Case studies.

Contact Periods:

Lecture: 45 Periods Tutorial: 0 Periods Practical: 0 Periods Total: 45 Periods

REFERENCES:

1. Alan Dix, Janet Finlay, Gregory Abowd and Russell Beale, "Human Computer Interaction", 3rd Edition, Pearson Education, 2004.
2. Brian Fling, "Mobile Design and Development", 1st Edition, O'Reilly Media Inc., 2009.
3. Bill Scott and Theresa Neil, "Designing Web Interfaces", 1st Edition, O'Reilly, 2009.

COURSE OUTCOMES:

Upon successful completion of the course, students should be able to:

CO1: Design effective dialog for HCI.

CO2: Design effective HCI for individuals and persons with disabilities.

CO3: Assess the importance of user feedback.
CO4: Explain the HCI implications for designing multimedia/ ecommerce/ e-learning Web sites.
CO5: Develop meaningful user interface.

22ADPE705 CLOUD COMPUTING SEMESTER VII

L	T	P	C
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COURSE OBJECTIVES:

- To understand the principles of cloud architecture, models and infrastructure.
- To understand the concepts of virtualization and virtual machines.
- To gain knowledge about virtualization Infrastructure.
- To explore and experiment with various Cloud deployment environments.
- To learn about the security issues in the cloud environment

UNIT-I: CLOUD ARCHITECTURE MODELS AND INFRASTRUCTURE 9

Understanding Cloud Computing: Definition, Origin and Influences, Basic Concepts, Goals and Benefits- Cloud Characteristics -Cloud Architecture: System Models for Distributed and Cloud Computing – NIST Cloud Computing Reference Architecture – Cloud deployment models – Cloud service models; Cloud Infrastructure: Architectural Design of Compute and Storage Clouds – Design Challenges.

UNIT-II: VIRTUALIZATION BASICS 9

Virtual Machine Basics – Taxonomy of Virtual Machines – Hypervisor – Key Concepts – Virtualization structure – Implementation levels of virtualization – Virtualization Types: Full Virtualization – Para Virtualization – Hardware Virtualization – Virtualization of CPU, Memory and I/O devices.

UNIT-III: VIRTUALIZATION INFRASTRUCTURE AND DOCKER 9

Desktop Virtualization – Network Virtualization – Storage Virtualization – System-level of Operating Virtualization – Application Virtualization – Virtual clusters and Resource Management – Containers vs. Virtual Machines – Introduction to Docker – Docker Components – Docker Container – Docker Images and Repositories.

UNIT-IV: CLOUD DEPLOYMENT ENVIRONMENT 9

Introduction to Google Cloud Platform (GCP): Overview and History, GCP Services and Products, GCP Architecture - GCP Core Services - Introduction to Azure (Microsoft): Overview and History, Azure Services and Products, Azure Architecture- Comparison: Azure vs. GCP - Google App Engine – Amazon AWS –Cloud Software Environments – Eucalyptus – OpenStack

UNIT-V: CLOUD SECURITY 9

Virtualization System-Specific Attacks: Guest hopping – VM migration attack – hyper jacking. Data Security and Storage; Identity and Access Management (IAM) - IAM Challenges - IAM Architecture and Practice.

Contact Periods:
Lecture: 45 Periods Tutorial: 0 Periods Practical: 0 Periods Total: 45 Periods

REFERENCES:

1. Kai Hwang, Geoffrey C Fox, Jack G Dongarra, “Distributed and Cloud Computing, From Parallel Processing to the Internet of Things”, Morgan Kaufmann Publishers, 2012.
2. Thomas Erl, Ricardo Puttini, and Zaigham Mahmood ,"Cloud Computing: Concepts, Technology & Architecture" , Pearson, 2013 .
3. James Turnbull, “The Docker Book”, O’Reilly Publishers, 2014
4. Krutz, R. L., Vines, R. D, “Cloud security. A Comprehensive Guide to Secure Cloud Computing”, Wiley Publishing, 2010.
5. Jonah Carrio Andersson ,“Learning Microsoft Azure”, O'Reilly Media, Inc,2023 .
6. Praveen Kukreti, “Google Cloud Platform All-In-One Guide: Get Familiar with a Portfolio of Cloud based Services in GCP”, BPB Publications, 2023.

COURSE OUTCOMES:

Upon completion of this course, the students will be able to:

CO1: Analyze the cloud architecture and design challenges.
CO2: Apply the concept of virtualization and its types.
CO3: Experiment with virtualization of hardware resources and Docker.
CO4: Develop and deploy services on the cloud and set up a cloud environment.
CO5: Explain security challenges in the cloud environment.

22ADPE706 MULTIMEDIA AND ANIMATION SEMESTER VII

L	T	P	C
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COURSE OBJECTIVES:

- To grasp the fundamental knowledge of Multimedia elements and systems
- To get familiar with Multimedia file formats and standards
- To learn the process of Authoring multimedia presentations
- To learn the techniques of animation in 2D and 3D and for the mobile UI
- To explore different popular applications of multimedia

UNIT-I: INTRODUCTION TO MULTIMEDIA 9

Definitions, Elements, Multimedia Hardware and Software, Distributed multimedia systems, challenges: security, sharing / distribution, storage, retrieval, processing, computing. Multimedia metadata, Multimedia databases, Hypermedia, Multimedia Learning.

UNIT-II: MULTIMEDIA FILE FORMATS AND STANDARDS 9

File formats – Text, Image file formats, Graphic and animation file formats, Digital audio and Video file formats, Color in image and video, Color Models. Multimedia data and file formats for the web.

UNIT-III: MULTIMEDIA AUTHORING 9

Authoring metaphors, Tools Features and Types: Card and Page Based Tools, Icon and Object Based Tools, Time Based Tools, Cross Platform Authoring Tools, Editing Tools, Painting and Drawing Tools, 3D Modeling and Animation Tools, Image Editing Tools, audio Editing Tools, Digital Movie Tools, Creating interactive presentations, virtual learning, simulations.

UNIT-IV: ANIMATION 9

Principles of animation: staging, squash and stretch, timing, onion skinning, secondary action, 2D, 2½ D, and 3D animation, Animation techniques: Keyframe, Morphing, Inverse Kinematics, Hand Drawn, Character rigging, vector animation, stop motion, motion graphics, Fluid Simulation, skeletal animation, skinning Virtual Reality, Augmented Reality.

UNIT-V: MULTIMEDIA APPLICATIONS 9

Multimedia Big data computing, social networks, smart phones, surveillance, Analytics, Multimedia Cloud Computing, Multimedia streaming cloud, media on demand, security and forensics, Online social networking, multimedia ontology, Content based retrieval from digital libraries

Contact Periods:

Lecture: 45 Periods Tutorial: 0 Periods Practical: 0 Periods Total: 45 Periods

REFERENCES:

1. Ze-Nian Li, Mark S. Drew, Jiangchuan Liu, Fundamentals of Multimedia", Third Edition, Springer Texts in Computer Science, 2021. (UNIT-I, II, III)

2. John M Blain, The Complete Guide to Blender Graphics: Computer Modeling & Animation,CRC press, 3rd Edition, 2016.
3. Gerald Friedland, Ramesh Jain, “Multimedia Computing”, Cambridge University Press, 2018.
4. Prabhat K.Andleigh, Kiran Thakrar, “Multimedia System Design”, Pearson Education, 1st Edition, 2015.
5. Mohsen Amini Salehi, Xiangbo Li, “Multimedia Cloud Computing Systems”, Springer Nature,1st Edition, 2021.
6. Mark Gaimbruno, “3D Graphics and Animation”, Second Edition, New Riders, 2002.

COURSE OUTCOMES:

Upon successful completion of the course, students should be able to:

CO1: Get the bigger picture of the context of Multimedia and its applications.
CO2: Use the different types of media elements of different formats on content pages.
CO3: Author 2D and 3D creative and interactive presentations for different target multimedia applications.
CO4: Use different standard animation techniques for 2D, 21/2 D, 3D applications
CO5: Understand the complexity of multimedia applications in the context of cloud, security, bigdata streaming, social networking, CBIR etc.,

PROFESSIONAL ELECTIVE(PE) – V (SEMESTER VII)

22ADPE707 COGNITIVE SCIENCE SEMESTER VII

L	T	P	C
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COURSE OBJECTIVES:

- To know the theoretical background of cognition.
- To understand the link between cognition and computational intelligence.
- To explore probabilistic programming language.
- To study the computational inference models of cognition.
- To study the computational learning models of cognition.

UNIT-I: PHILOSOPHY, PSYCHOLOGY AND NEUROSCIENCE 9

Philosophy: Mental-physical Relation – From Materialism to Mental Science – Logic and the Sciences of the Mind – Psychology: Place of Psychology within Cognitive Science – Science of Information Processing –Cognitive Neuroscience – Perception – Decision – Learning and Memory – Language Understanding and Processing.

UNIT-II: COMPUTATIONAL INTELLIGENCE 9

Machines and Cognition – Artificial Intelligence – Architectures of Cognition – Knowledge Based Systems – Logical Representation and Reasoning – Logical Decision Making –Learning – Language – Vision.

UNIT-III: PROBABILISTIC PROGRAMMING LANGUAGE 9

WebPPL Language – Syntax – Using Javascript Libraries – Manipulating probability types and distributions – Finding Inference – Exploring random computation – Coroutines: Functions that receive continuations –Enumeration

UNIT-IV: INFERENCE MODELS OF COGNITION 9

Generative Models – Conditioning – Causal and statistical dependence – Conditional dependence – Data Analysis – Algorithms for Inference.

UNIT-V: LEARNING MODELS OF COGNITION 9

Learning as Conditional Inference – Learning with a Language of Thought – Hierarchical Models– Learning (Deep) Continuous Functions – Mixture Models.

Contact Periods:

Lecture: 45 Periods Tutorial: 0 Periods Practical: 0 Periods Total: 45 Periods

REFERENCES:

1. Vijay V Raghavan,Venkat N.Gudivada, VenuGovindaraju, C.R. Rao, Cognitive Computing: Theory and Applications: (Handbook of Statistics 35), Elsevier publications, 2016
2. Judith Hurwitz, Marcia Kaufman, Adrian Bowles, Cognitive Computing and Big Data Analytics, Wiley Publications, 2015
3. Robert A. Wilson, Frank C. Keil, “The MIT Encyclopedia of the Cognitive Sciences”,The MIT Press, 1999.

4. Jose Luis Bermúdez, Cognitive Science -An Introduction to the Science of the Mind, Cambridge University Press 2020
5. Noah D. Goodman, Andreas Stuhlmuller, “The Design and Implementation of Probabilistic Programming Languages”, Electronic version of book, https://dippl.org/.
6. Noah D. Goodman, Joshua B. Tenenbaum, The ProbMods Contributors, “Probabilistic Models of Cognition”, Second Edition, 2016, https://probmods.org/.

COURSE OUTCOMES:

Upon successful completion of the course, students should be able to:

CO1: Understand the underlying theory behind cognition.
CO2: Connect to the cognition elements computationally.
CO3: Implement mathematical functions through WebPPL.
CO4: Develop applications using cognitive inference model.
CO5: Develop applications using cognitive learning model.

22ADPE708 3D PRINTING AND DESIGN SEMESTER VII

L	T	P	C
3	0	0	3

COURSE OBJECTIVES:

- To discuss on basics of 3D printing
- To explain the principles of 3D printing technique
- To explain and illustrate inkjet technology
- To explain and illustrate laser technology
- To discuss the applications of 3D printing

UNIT-I: INTRODUCTION **9**

Introduction; Design considerations – Material, Size, Resolution, Process; Modelling and viewing - 3D; Scanning; Model preparation – Digital; Slicing; Software; File formats

UNIT-II: PRINCIPLE **9**

Processes – Extrusion, Wire, Granular, Lamination, Photopolymerisation; Materials - Paper, Plastics, Metals, Ceramics, Glass, Wood, Fiber, Sand, Biological Tissues, Hydrogels, Graphene; Material Selection - Processes, applications, limitations.

UNIT-III: INKJET TECHNOLOGY **9**

Printer - Working Principle, Positioning System, Print head, Print bed, Frames, Motion control; Print head Considerations – Continuous Inkjet, Thermal Inkjet, Piezoelectric Drop-On-Demand; Material Formulation for jetting; Liquid based fabrication – Continous jet, Mulitjet; Powder based fabrication – Colourjet.

UNIT-IV: LASER TECHNOLOGY **9**

Light Sources – Types, Characteristics; Optics – Deflection, Modulation; Material feeding and flow – Liquid, powder. Printing machines – Types, Working Principle, Build Platform, Print bed Movement, Support structures.

UNIT-V: INDUSTRIAL APPLICATIONS **9**

Product Models, manufacturing – Printed electronics, Biopolymers, Packaging, Healthcare, Food, Medical, Biotechnology, Displays; Future trends.

Contact Periods:

Lecture: 45 Periods Tutorial: 0 Periods Practical: 0 Periods Total: 45 Periods

REFERENCES:

4. Christopher Barnatt, 3D Printing: The Next Industrial Revolution, CreateSpace Independent Publishing Platform, 2013.
5. Ian M. Hutchings, Graham D. Martin, Inkjet Technology for Digital Fabrication, John Wiley & Sons, 2013.
6. Chua, C.K., Leong K.F. and Lim C.S., Rapid prototyping: Principles and applications,

second edition, World Scientific Publishers, 2010
7. Ibrahim Zeid, Mastering CAD CAM Tata McGraw-Hill Publishing Co., 2007.
8. Joan Horvath, Mastering 3D Printing, APress, 2014
9. Matthew Dipaola ,3D Printing in Orthopaedic Surgery, Elsevier 2019 ISBN 978 -0-323-662116

COURSE OUTCOMES:

Upon successful completion of the course, students should be able to:

CO1: Outline and examine the basic concepts of 3D printing technology
CO2: Outline 3D printing workflow`
CO3: Explain and categorise the concepts and working principles of 3D printing using inkjet technique
CO4: Explain and categorise the working principles of 3D printing using laser technique
CO5: Explain various method for designing and modeling for industrial applications

22ADPE709 **SOFT COMPUTING** **SEMESTER VII**

L	T	P	C
3	0	0	3

COURSE OBJECTIVES:

- To introduce the ideas of fuzzy sets, fuzzy logic and use of heuristics based on human experience.
- To provide the mathematical background for carrying out the optimization associated with neural network learning
- To learn various evolutionary Algorithms.
- To become familiar with neural networks that can learn from available examples and generalize to form appropriate rules for inference systems.
- To introduce case studies utilizing the above and illustrate the Intelligent behavior of programs based on soft computing

UNIT-I: INTRODUCTION TO SOFT COMPUTING AND FUZZY LOGIC **9**

Introduction - Fuzzy Logic - Fuzzy Sets, Fuzzy Membership Functions, Operations on Fuzzy Sets, Fuzzy Relations, Operations on Fuzzy Relations, Fuzzy Rules and Fuzzy Reasoning, Fuzzy Inference Systems.

UNIT-II: NEURAL NETWORKS **9**

Supervised Learning Neural Networks – Perceptrons - Backpropagation -Multilayer Perceptrons Unsupervised Learning Neural Networks – Kohonen Self-Organizing Networks**.**

UNIT-III: GENETIC ALGORITHMS **9**

Chromosome Encoding Schemes -Population initialization and selection methods - Evaluation function - Genetic operators- Cross over – Mutation - Fitness Function – Maximizing function.

UNIT-IV: NEURO FUZZY MODELING **9**

ANFIS architecture – hybrid learning – ANFIS as universal approximator – Coactive Neuro fuzzy modeling – Framework – Neuron functions for adaptive networks – Neuro fuzzy spectrum – Analysis of Adaptive Learning Capability.

UNIT-V: APPLICATIONS **9**

Modeling a two input sine function - Printed Character Recognition – Fuzzy filtered neural networks– Plasma Spectrum Analysis – Hand written neural recognition - Soft Computing for Color Recipe Prediction.

Contact Periods:
Lecture: 45 Periods Tutorial: 0 Periods Practical: 0 Periods Total: 45 Periods

REFERENCES:

1. SaJANG, J.-S. R., SUN, C.-T., & MIZUTANI, E. (1997). Neuro-fuzzy and soft computing: A computational approach to learning and machine intelligence. Upper Saddle River, NJ, Prentice Hall,1997
2. Himanshu Singh, Yunis Ahmad Lone, Deep Neuro-Fuzzy Systems with Python With Case Studies and Applications from the Industry, Apress, 2020.
3. Kaushik and Sunita Tiwari, Soft Computing-Fundamentals Techniques and Applications, 1st Edition, McGraw Hill, 2018.
4. S. Rajasekaran and G.A.V.Pai, "Neural Networks, Fuzzy Logic and Genetic Algorithms", PHI, 2003.
5. Samir Roy, Udit Chakraborthy, Introduction to Soft Computing, Neuro Fuzzy and Genetic Algorithms, Pearson Education, 2013.
6. S.N. Sivanandam, S.N. Deepa, Principles of Soft Computing, Third Edition, Wiley India Pvt Ltd, 2019.

COURSE OUTCOMES:

Upon completion of this course, the students will be able to:

CO1: Understand the fundamentals of fuzzy logic operators and inference mechanisms.

CO2: Understand neural network architecture for AI applications such as classification and clustering.

CO3: Learn the functionality of Genetic Algorithms in Optimization problems.

CO4: Use hybrid techniques involving Neural networks and Fuzzy logic.

CO5: Apply soft computing techniques in real world applications.

22ADPE710 VIDEO CREATION AND EDITING SEMESTER VII

L	T	P	C
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COURSE OBJECTIVES:

- To introduce the broad perspective of linear and nonlinear editing concepts.
- To understand the concept of Storytelling styles.
- To be familiar with audio and video recording. To apply different media tools.
- To understand the concept of working with final cut pro.
- To learn and understand the concepts of AVID XPRESS DV 4.

UNIT-I: FUNDAMENTALS **9**

Evolution of filmmaking - linear editing - non-linear digital video - Economy of Expression – risks associated with altering reality through editing.

UNIT-II: STORYTELLING **9**

Storytelling styles in a digital world through jump cuts, L-cuts, match cuts, cutaways, dissolves, split edits - Consumer and pro NLE systems - digitizing images - managing resolutions - mechanics of digital editing - pointer files - media management.

UNIT-III: USING AUDIO AND VIDEO **9**

Capturing digital and analog video importing audio putting video on exporting digital video to tape recording to CDs and VCDs.

UNIT-IV: WORKING WITH FINAL CUT PRO **9**

Working with clips and the Viewer - working with sequences, the Timeline, and the canvas – Basic Editing - Adding and Editing Testing Effects - Advanced Editing and Training Techniques - Working with Audio - Using Media Tools - Viewing and Setting Preferences.

UNIT-V: WORKING WITH AVID XPRESS DV 4 **9**

Starting Projects and Working with Project Window - Using Basic Tools and Logging - Preparing to Record and Recording - Importing Files - Organizing with Bins - Viewing and Making Footage – Using Timeline and Working in Trim Mode - Working with Audio - Output Options.

Contact Periods:

Lecture: 45 Periods Tutorial: 0 Periods Practical: 0 Periods Total: 45 Periods

REFERENCES:

1. Avid Xpress DV 4 User Guide, 2007.
2. Final Cut Pro 6 User Manual, 2004.
3. Keith Underdahl, “Digital Video for Dummies”, Third Edition, Dummy Series, 2001.
4. Robert M. Goodman and Partick McGarth, “Editing Digital Video: The Complete Creative and Technical Guide”, Digital Video and Audio, McGraw – Hill 2003.
5. Jasmine Katatikarn, Michael Tanzillo, “Lighting for Animation: The art of visual storytelling , Routledge, 1st Edition, 2016.
6. Steve Wright, Digital Compositing for film and video, Routledge, 4th Edition, 2017.

COURSE OUTCOMES:

Upon completion of this course, the students will be able to:

CO1: Compare the strengths and limitations of Nonlinear editing.

CO2: Identify the infrastructure and significance of storytelling.

CO3: Apply suitable methods for recording to CDs and VCDs.

CO4: Address the core issues of advanced editing and training techniques.

CO5: Design and develop projects using AVID XPRESS DV 4

22ADPE711 **DIGITAL MARKETING** **SEMESTER VII**

L	T	P	C
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COURSE OBJECTIVES:

- To examine and explore the online market.
- To understand search engine optimization.
- To learn E-Mail and mobile marketing.
- To gain knowledge about social media marketing
- To focuses on how digital transformation in recent trends.

UNIT-I: INTRODUCTION TO ONLINE MARKET **9**

Online Market space- Digital Marketing Strategy- Components - Opportunities for building Brand Website - Planning and Creation - Content Marketing.

UNIT-II: SEARCH ENGINE OPTIMISATION **9**

Search Engine optimisation - Keyword Strategy- SEO Strategy - SEO success factors -On-Page Techniques - Off-Page Techniques. Search Engine Marketing- How Search Engine works- SEM components- PPC advertising -Display Advertisement.

UNIT-III: E- MAIL MARKETING **9**

E- Mail Marketing - Types of E- Mail Marketing - Email Automation - Lead Generation - Integrating Email with Social Media and Mobile- Measuring and maximizing email campaign effectiveness. Mobile Marketing- Mobile Inventory/channels- Location based; Context based; Coupons and offers, Mobile Apps, Mobile Commerce, SMS Campaigns-Profiling and targeting.

UNIT-IV: SOCIAL MEDIA MARKETING **9**

Social Media Marketing - Social Media Channels- Leveraging Social media for brand conversations and buzz. Successful /benchmark Social media campaigns. Engagement Marketing- Building Customer relationships - Creating Loyalty drivers - Influencer Marketing.

UNIT-V: DIGITAL TRANSFORMATION **9**

Digital Transformation & Channel Attribution- Analytics- Ad-words, Email, Mobile, Social Media, Web Analytics - Changing your strategy based on analysis- Recent trends in Digital marketing.

Contact Periods:
Lecture: 45 Periods Tutorial: 0 Periods Practical: 0 Periods Total: 45 Periods

REFERENCES:

1. Simon Kingsnorth, “Digital Marketing Strategy: An Integrated Approach to Online Marketing”, Third Edition, Kogan Page, 2022.
2. Barker, Barker, Bormann and Neher (2017), Social Media Marketing: A Strategic Approach, 2E South-Western, Cengage Learning.
3. First edition (July 2017); ISBN-10: 933258737X; ISBN-13: 978-9332587373.
4. Marketing 4.0: Moving from Traditional to Digital by Philip Kotler; Publisher: Wiley; 1st edition (April 2017); ISBN10: 9788126566938;ISBN 13: 9788126566938;ASIN: 8126566930
5. Digital Marketing by Vandana Ahuja; Publisher: Oxford University Press (April 2015). ISBN10: 0199455449
6. Ryan, D. (2014). Understanding Digital Marketing: Marketing Strategies for Engaging the Digital Generation, Kogan Page Limited.
7. Puneet Singh Bhatia, “Fundamentals of Digital Marketing”, Pearson Education, 2017
8. Pulizzi, J Beginner's Guide to Digital Marketing, Mcgraw Hill Education, 2014.

COURSE OUTCOMES:

Upon completion of this course, the students will be able to:

CO1: Analyze the role and importance of digital marketing in today’s rapidly changing business environment.

CO2: Demonstrate how digital marketing can be utilized by organizations and describe its effectiveness can be measured.

CO3: Evaluate the key elements of a digital marketing strategy.

CO4: Perform how the effectiveness of a digital marketing campaign can be measured.

CO5: Demonstrate advanced practical skills in common digital marketing tools such as SEO, SEM, Social media and Blogs.

22ADPE712 SOFTWARE TESTING AND AUTOMATION SEMESTER VII

L	T	P	C
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COURSE OBJECTIVES:

- To understand the basics of software testing.
- To learn how to do the testing and planning effectively.
- To build test cases and execute them.
- To focus on wide aspects of testing and understanding multiple facets of testing.
- To get an insight about test automation and the tools used for test automation.

UNIT-I: FOUNDATIONS OF SOFTWARE TESTING 9

Introduction to Software Testing - Black-Box Testing and White-Box Testing, Software Testing Life Cycle V - model of Software Testing, Program Correctness and Verification, Reliability versus Safety, Failures, Errors and Faults (Defects), Software Testing Principles, Program Inspections, Stages of Testing: Unit Testing, Integration Testing, System Testing.

UNIT-II: TEST PLANNING 9

The Goal of Test Planning, High Level Expectations, Intergroup Responsibilities, Test Phases, Test Strategy, Resource Requirements, Tester Assignments, Test Schedule, Test Cases, Bug Reporting, Metrics and Statistics.

UNIT-III: TEST DESIGN AND EXECUTION 9

Test Objective Identification, Test Design Factors, Requirement identification, Testable Requirements, Modeling a Test Design Process, Modeling Test Results, Boundary Value Testing, Equivalence Class Testing, Path Testing, Data Flow Testing, Test Design Preparedness Metrics, Test Case Design Effectiveness, Model-Driven Test Design, Test Procedures, Test Case Organization and Tracking, Bug Reporting, Bug Life Cycle.

UNIT-IV: ADVANCED TESTING CONCEPTS 9

Performance Testing: Load Testing, Stress Testing, Volume Testing, Fail-Over Testing, Recovery Testing, Configuration Testing, Compatibility Testing, Usability Testing, Testing the Documentation, Security testing, Testing in the Agile Environment, Testing Web and Mobile Applications.

UNIT-V: TEST AUTOMATION AND TOOLS 9

Automated Software Testing, Automate Testing of Web Applications, Selenium: Introducing WebDriver and Web Elements, Locating Web Elements, Actions on Web Elements, Different Web Drivers, Understanding Web Driver Events, Testing: Understanding Testing.xml, Adding

Classes, Packages, Methods to Test, Test Reports.

Contact Periods:
Lecture: 45 Periods Tutorial: 0 Periods Practical: 0 Periods Total: 45 Periods

REFERENCES:

1. Matthew Heusser, Michael Larsen, "Software Testing Strategies", Packt Publishing, 2023.
2. Carl Cocchiaro, Selenium Framework Design in Data-Driven Testing, 2018, Packt Publishing.
3. Unmesh Gundecha, Satya Avasarala, "Selenium Web Driver3 Practical Guide"-Second Edition 2018.
4. Paul C. Jorgensen, Software Testing: A Craftsman's Approach, Fourth Edition, 2014, Taylor & Francis Group.
5. Satya Avasarala, Selenium Web Driver Practical Guide, 2014, Packt Publishing.
6. Yogesh Singh, "Software Testing", Cambridge University Press, 2012.
7. Glenford J. Myers, Corey Sandler, Tom Badgett, The Art of Software Testing, 3rd Edition, 2012, John Wiley & Sons, Inc.
8. Elfriede Dustin, Thom Garrett, Bernie Gaurf, Implementing Automated Software Testing, 2009, Pearson Education, Inc.
9. Ron Patton, Software testing, 2ndEdition, 2006, Sams Publishing.

COURSE OUTCOMES:

Upon completion of this course, the students will be able to:

CO1: Gain the basic concepts of software testing and the need for software testing.
CO2: Design Test planning and different activities involved in test planning.
CO3: Generate effective test cases that can uncover critical defects in the application.
CO4: Carryout advanced types of testing.
CO5: Automate the software testing using Selenium and TestNG.

SEMESTER VIII

22ADHS801 ETHICS AND SOCIAL IMPLICATIONS OF AI SEMESTER VIII

L	T	P	C
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COURSE OBJECTIVES:

- To explain the ethical considerations in the development and deployment of AI
- To evaluate the social impacts of AI on various stakeholders
- To understand ethical decision-making models
- To learn implications of AI on privacy, data protection and accountability.
- To know the ethical responsibilities of Al practitioners, policymakers, and organizations

UNIT-I: INTRODUCTION **9**

Introduction to Ethics and AI, Historical and philosophical foundations of ethics, Ethical theories and frameworks Ethical decision-making models, Impact of AI on society, Ethical considerations in AI development and deployment Privacy and data protection in AI.

UNIT-II: ETHICAL ISSUES IN AI GOVERNANCE AND POLICY **9**

Al governance frameworks and initiatives, Ethical considerations in AI regulation and policy-making, Intellectual property and AI, Ethical implications of AI patents, Ethical issues in AI transparency and auditability, Ethical considerations in AI procurement and use by governments.

UNIT-III: AI AND HUMAN RIGHTS **10**

Al and privacy rights, Ethical considerations in AI surveillance technologies, AI and freedom of expression, Ethical implications of AI in law enforcement and criminal justice, AI and discrimination in employment and hiring, AI and social inequality, Ethical issues in AI -powered decision-making systems, AI and the right to access information, Ethical considerations in AI -mediated communication.

UNIT-IV: AI AND WORKFORCE ETHICS **9**

AI and the future of work, Ethical implications of AI in job displacement and automation, AI and job creation, Ethical considerations in AI -based hiring and recruitment, Al and workplace surveillance, Bias and discrimination in AI -based employment systems.

UNIT-V: ETHICAL AL DEVELOPMENT AND DEPLOYMENT 8

Ethical considerations in AI system design and development, Ethical use of data in AI, responsible AI research and innovation, Ethical implications of AI in healthcare, AI and autonomous systems ethics, AI and environmental sustainability, Ethical considerations in AI

for social good.

Contact Periods:

Lecture: 45 Periods Tutorial: 0 Periods Practical: 0 Periods Total: 45 Periods

REFERENCES:

1. Paula Boddington, Towards a Code of Ethics for Artificial Intelligencel, Springer, 2017
2. Markus D. Dubber, Frank Pasquale, Sunit Das, The Oxford Handbook of Ethics of All, Oxford University Press Edited book, 2020.
3. Wallach, W., & Allen, C, robots right from wrongl, 2008 Moral machines: ceaching Oxford University Press
4. Bostrom and E Yudkowsky The ethics of artificial intelligencel. In WM Ramsey and K. Frankish, editors, The Cambridge Handbook of Artificial Intelligence Cambridge University Press, Cambridge, 2014
5. Towards a Code of Ethics for Artificial Intelligence (Artificial Intelligence: Foundations, Theory, and Algorithms) by Paula Boddington, November 2017

COURSE OUTCOMES:

Upon successful completion of the course, students should be able to:

CO1: Relate and explain the ethical considerations in the development and deployment of Al

CO2: Analyze and evaluate the social and ethical impacts of Al on various stakeholders and society as a whole.

CO3: Extend propose ethical decision-making models relevant to Al applications

CO4: Make use of the implications of Al on privacy, data protection, bias, fairness, transparency, and accountability.

CO5: Explain and address ethical challenges in Al research, development, and governance.

22ADEE802 **PROJECT WORK** **SEMESTER VIII**

L	T	P	C
0	0	16	8

COURSE OBJECTIVES:

- To develop the ability to solve a specific problem right from its identification and literature review till the successful solution of the same. To train the students in preparing project reports and to face reviews and viva voce examination.

The students in a group of 3 to 4 works on a topic approved by the head of the department under the guidance of a faculty member and prepares a comprehensive project report after completing the work to the satisfaction of the supervisor. The progress of the project is evaluated based on a minimum of three reviews. The review committee may be constituted by the Head of the Department. A project report is required at the end of the semester. The project work is evaluated based on oral presentation and the project report jointly by external and internal examiners constituted by the Head of the Department.

Contact Periods:

Lecture: 0 Periods Tutorial: 0 Periods Practical:240 Periods Total: 240 Periods

COURSE OUTCOMES:

Upon successful completion of the course, students should be able to:

CO1: On completion of the project work students will be in a position to take up their project work to formulating proper model.

PROFESSIONAL ELECTIVE(PE) -VI (SEMESTER VIII)

22ADPE801 INFORMATION RETRIEVAL TECHNIQUES SEMESTER VIII

L	T	P	C
3	0	0	3

COURSE OBJECTIVES:

- To understand the basics of Information retrieval.
- To understand machine learning techniques for text classification and
- To understand techniques for clustering.
- To understand various search engine system operations.
- To learn different techniques of recommender system.

UNIT-I: INTRODUCTION **9**

Information retrieval – Early developments – The IR problem – The user's task – Information versus data retrieval – The IR system – The software architecture of the IR system – The retrieval and ranking processes – The Web – The e-Publishing era – How the web changed search – Practical issues on the Web – How people search – Search interfaces today – Visualization in search interfaces.

UNIT-II: MODELING AND RETRIEVAL EVALUATION **9**

Basic IR models – Boolean model – TF-IDF (Term frequency/Inverse document frequency) Weighting – Vector model – Probabilistic model – Latent semantic indexing model – Neural Network model – Retrieval evaluation – Retrieval metrics – Precision and recall – Reference collection – User-based evaluation – Relevance feedback and Query expansion – Explicit relevance feedback.

UNIT-III: TEXT CLASSIFICATION AND CLUSTERING **9**

A characterization of text classification – Unsupervised algorithms: Clustering – Naïve text classification – Supervised algorithms – Decision tree – k-NN Classifier – SVM classifier – Feature selection or dimensionality reduction – Evaluation metrics – Accuracy and error – Organizing the classes – Indexing and searching – Inverted indexes – Sequential searching – Multi-dimensional indexing.

UNIT-IV: WEB RETRIEVAL AND WEB CRAWLING **9**

The Web – Search engine architectures – Cluster based architecture – Distributed architectures – Search engine ranking – Link based ranking – Simple ranking functions – Learning to rank – evaluations – Search engine ranking – Search engine user interaction – Browsing – applications of a Web crawler – Taxonomy – Architecture and implementation – Scheduling algorithms –

Evaluation.

UNIT-V: RECOMMENDER SYSTEM **9**

Recommender systems functions – Data and knowledge sources – Recommendation techniques – Basics of content-based recommender systems – High level architecture – Advantages and drawbacks of content-based filtering – Collaborative filtering – Matrix factorization models – Neighborhood models.

Contact Periods:

Lecture: 45 Periods **Tutorial: 0 Periods** **Practical: 0 Periods** **Total: 45 Periods**

REFERENCES:

1. Ricardo Baeza-Yates and Berthier Ribeiro-Neto, "Modern Information Retrieval: The Concepts and Technology behind Search", 2nd Edition, ACM Press Books, 2011.
2. Ricci F, Rokach L, Shapira and Kantor B., "Recommender Systems Handbook", 1st Edition, 2011.
3. Manning C, Raghavan P and Schütze H., "Introduction to Information Retrieval", Cambridge University Press, 2008.
4. Stefan Buettcher, Charles L.A. Clarke and Gordon V. Cormack, "Information Retrieval: Implementing and Evaluating Search Engines", The MIT Press, 2010.

COURSE OUTCOMES:

Upon successful completion of the course, students should be able to:

CO1: Use an open-source search engine framework and explore its capabilities.
CO2: Use the models for evaluation
CO3: Apply appropriate method of classification or clustering.
CO4: Design and implement innovative features in a search engine.
CO5: Design and implement a recommender system.

22ADPE802 **ETHICAL HACKING** **SEMESTER VIII**

L	T	P	C
3	0	0	3

COURSE OBJECTIVES:

- To understand the basics of computer based vulnerabilities.
- To explore different foot printing, reconnaissance and scanning methods.
- To expose the enumeration and vulnerability analysis methods.
- To understand hacking options available in Web and wireless applications.
- To practice tools to perform ethical hacking to expose the vulnerabilities.

UNIT-I: INTRODUCTION **9**

Ethical Hacking Overview - Role of Security and Penetration Testers .- Penetration-Testing Methodologies- Laws of the Land - Overview of TCP/IP- The Application Layer - The Transport Layer - The Internet Layer - IP Addressing .- Network and Computer Attacks - Malware – Protecting Against Malware Attacks.- Intruder Attacks - Addressing Physical Security

UNIT-II: FOOT PRINTING, RECONNAISSANCE AND SCANNING NETWORKS **9**

Footprinting Concepts - Footprinting through Search Engines, Web Services, Social Networking Sites, Website, Email - Competitive Intelligence - Footprinting through Social Engineering - Footprinting Tools - Network Scanning Concepts - Port-Scanning Tools - Scanning Techniques - Scanning Beyond IDS and Firewall.

UNIT-III: ENUMERATION AND VULNERABILITY ANALYSIS **9**

Enumeration Concepts - NetBIOS Enumeration – SNMP, LDAP, NTP, SMTP and DNS Enumeration - Vulnerability Assessment Concepts - Desktop and Server OS Vulnerabilities - Windows OS Vulnerabilities - Tools for Identifying Vulnerabilities in Windows- Linux OS Vulnerabilities

UNIT-IV: SYSTEM HACKING **9**

Hacking Web Servers - Web Application Components- Vulnerabilities - Tools for Web Attackers and Security Testers Hacking Wireless Networks - Components of a Wireless Network – Wardriving Wireless Hacking - Tools of the Trade

UNIT-V: NETWORK PROTECTION SYSTEMS **9**

Access Control Lists. - Cisco Adaptive Security Appliance Firewall - Configuration and Risk Analysis Tools for Firewalls and Routers - Intrusion Detection and Prevention Systems -

Network-Based and Host-Based IDSs and IPSs - Web Filtering - Security Incident Response Teams – Honeypots.

Contact Periods:
Lecture: 45 Periods Tutorial: 0 Periods Practical: 0 Periods Total: 45 Periods

REFERENCES:

1. Michael T. Simpson, Kent Backman, and James E. Corley, Hands-On Ethical Hacking and Network Defense, Course Technology, Delmar Cengage Learning, 2010.
2. The Basics of Hacking and Penetration Testing - Patrick Engebretson, SYNGRESS, Elsevier, 2013.
3. The Web Application Hacker's Handbook: Finding and Exploiting Security Flaws, Dafydd Stuttard and Marcus Pinto, 2011.
4. Black Hat Python: Python Programming for Hackers and Pentesters, Justin Seitz , 2014.

COURSE OUTCOMES:

Upon successful completion of the course, students should be able to:

CO1: To express knowledge on basics of computer based vulnerabilities
CO2: To gain understanding on different foot printing, reconnaissance and scanning methods.
CO3: To demonstrate the enumeration and vulnerability analysis methods
CO4: To gain knowledge on hacking options available in Web and wireless applications.
CO5: To acquire knowledge on the options for network protection.

22ADPE803 ENGINEERING SECURE SOFTWARE SYSTEMS SEMESTER VIII

L	T	P	C
3	0	0	3

COURSE OBJECTIVES:

- To know the importance and need for software security.
- To know about various attacks.
- To learn about secure software design.
- To understand risk management in secure software development.
- To know the working of tools related to software security.

UNIT-I: NEED OF SOFTWARE SECURITY AND LOW-LEVEL ATTACKS 9

Software Assurance and Software Security - Threats to software security - Sources of software insecurity - Benefits of Detecting Software Security - Properties of Secure Software – MemoryBased Attacks: Low-Level Attacks Against Heap and Stack - Defense Against Memory-Based Attacks

UNIT-II: SECURE SOFTWARE DESIGN 9

Requirements Engineering for secure software - SQUARE process Model - Requirements elicitation and prioritization- Isolating The Effects of Untrusted Executable Content - Stack Inspection – Policy Specification Languages – Vulnerability Trends – Buffer Overflow – Code Injection – Session Hijacking. Secure Design - Threat Modeling and Security Design Principles

UNIT-III: SECURITY RISK MANAGEMENT 9

Risk Management Life Cycle – Risk Profiling – Risk Exposure Factors – Risk Evaluation and Mitigation – Risk Assessment Techniques – Threat and Vulnerability Management

UNIT-IV: SECURITY TESTING 9

Traditional Software Testing – Comparison - Secure Software Development Life Cycle - Risk Based Security Testing – Prioritizing Security Testing With Threat Modeling – Penetration Testing – Planning and Scoping - Enumeration – Remote Exploitation – Web Application Exploitation - Exploits and Client Side Attacks – Post Exploitation – Bypassing Firewalls and Avoiding Detection - Tools for Penetration Testing

UNIT-V: SECURE PROJECT MANAGEMENT 9

Governance and security - Adopting an enterprise software security framework - Security and project management - Maturity of Practice.

Contact Periods:
Lecture: 45 Periods Tutorial: 0 Periods Practical: 0 Periods Total: 45 Periods

REFERENCES:

1. Julia H. Allen, "Software Security Engineering", Pearson Education, 2008
2. Evan Wheeler, "Security Risk Management: Building an Information Security Risk Management Program from the Ground Up", First edition, Syngress Publishing, 2011
3. Chris Wysopal, Lucas Nelson, Dino Dai Zovi, and Elfriede Dustin, "The Art of Software Security Testing: Identifying Software Security Flaws (Symantec Press)", Addison-Wesley Professional, 2006
4. Robert C. Seacord, "Secure Coding in C and C++ (SEI Series in Software Engineering)", Addison-Wesley Professional, 2005.
5. Jon Erickson, "Hacking: The Art of Exploitation", 2nd Edition, No Starch Press, 2008.
6. Mike Shema, "Hacking Web Apps: Detecting and Preventing Web Application Security Problems", First edition, Syngress Publishing, 2012

COURSE OUTCOMES:

Upon successful completion of the course, students should be able to:

CO1: Identify various vulnerabilities related to memory attacks.
CO2: Apply security principles in software development.
CO3: Evaluate the extent of risks.
CO4: Involve selection of testing techniques related to software security in the testing phase of software development.
CO5: Use tools for securing software

22ADPE804 KNOWLEDGE ENGINEERING SEMESTER VIII

L	T	P	C
3	0	0	3

COURSE OBJECTIVES:

- To understand the basics of Knowledge Engineering.
- To discuss methodologies and modeling for Agent Design and Development.
- To design and develop ontologies.
- To apply reasoning with ontologies and rules.
- To understand learning and rule learning.

UNIT-I: REASONING UNDER UNCERTAINTY 9

Introduction – Abductive reasoning – Probabilistic reasoning: Enumerative Probabilities – Subjective Bayesian view – Belief Functions – Baconian Probability – Fuzzy Probability – Uncertainty methods - Evidence-based reasoning – Intelligent Agent – Mixed-Initiative Reasoning – Knowledge Engineering.

UNIT-II: METHODOLOGY AND MODELING 9

Conventional Design and Development – Development tools and Reusable Ontologies – Agent Design and Development using Learning Technology – Problem Solving through Analysis and Synthesis – Inquiry-driven Analysis and Synthesis – Evidence-based Assessment – Believability Assessment – Drill-Down Analysis, Assumption-based Reasoning, and What-If Scenarios.

UNIT-III: ONTOLOGIES DESIGN AND DEVELOPMENT 9

Concepts and Instances – Generalization Hierarchies – Object Features – Defining Features – Representation – Transitivity – Inheritance – Concepts as Feature Values – Ontology Matching. Design and Development Methodologies – Steps in Ontology Development – Domain Understanding and Concept Elicitation – Modelling-based Ontology Specification.

UNIT-IV: REASONIING WITH ONTOLOGIES AND RULES 9

Production System Architecture – Complex Ontology-based Concepts – Reduction and Synthesis rules and the Inference Engine – Evidence-based hypothesis analysis – Rule and Ontology Matching – Partially Learned Knowledge – Reasoning with Partially Learned Knowledge.

UNIT-V: LEARNING AND RULE LEARNING 9

Machine Learning – Concepts – Generalization and Specialization Rules – Types – Formal definition of Generalization. Modelling, Learning and Problem Solving – Rule learning and

Refinement – Overview – Rule Generation and Analysis – Hypothesis Learning.

Contact Periods:
Lecture: 45 Periods Tutorial: 0 Periods Practical: 0 Periods Total: 45 Periods

REFERENCES:

1. Gheorghe Tecuci, Dorin Marcu, Mihai Boicu, David A. Schum, Knowledge Engineering Building Cognitive Assistants for Evidence-based Reasoning, Cambridge University Press, First Edition, 2016. (Unit 1 – Chapter 1 / Unit 2 – Chapter 3,4 / Unit 3 – Chapter 5, 6 / Unit 4 - 7 , Unit 5 – Chapter 8, 9)
2. Ronald J. Brachman, Hector J. Levesque: Knowledge Representation and Reasoning, Morgan Kaufmann, 2004
3. Ela Kumar, Knowledge Engineering, I K International Publisher House, 2018.
4. John F. Sowa: Knowledge Representation: Logical, Philosophical, and Computational Foundations, Brooks/Cole, Thomson Learning, 2000.
5. King , Knowledge Management and Organizational Learning , Springer, 2009.
6. Jay Liebowitz, Knowledge Management Learning from Knowledge Engineering, 1st Edition,2001.

COURSE OUTCOMES:

Upon successful completion of the course, students should be able to:

CO1: Understand the basics of Knowledge Engineering.
CO2: Apply methodologies and modelling for Agent Design and Development.
CO3: Design and develop ontologies.
CO4: Apply reasoning with ontologies and rules.
CO5: Understand learning and rule learning.

22ADPE805 SOCIAL NETWORK SECURITY SEMESTER VIII

L	T	P	C
3	0	0	3

COURSE OBJECTIVES:

- To develop semantic web related simple applications
- To explain Privacy and Security issues in Social Networking
- To explain the data extraction and mining of social networks
- To discuss the prediction of human behavior in social communities
- To describe the Access Control, Privacy and Security management of social networks

UNIT-I: FUNDAMENTALS OF SOCIAL NETWORKING 9

Introduction to Semantic Web, Limitations of current Web, Development of Semantic Web, Emergence of the Social Web, Social Network analysis, Development of Social Network Analysis, Key concepts and measures in network analysis, Historical overview of privacy and security, Major paradigms, for understanding privacy and security

UNIT-II: SECURITY ISSUES IN SOCIAL NETWORKS 9

The evolution of privacy and security concerns with networked technologies, Contextual influences on privacy attitudes and behaviors, Anonymity in a networked world.

UNIT-III: EXTRACTION AND MINING IN SOCIAL NETWORKING DATA 9

Extracting evolution of Web Community from a Series of Web Archive, detecting communities in social networks, Definition of community, Evaluating communities, Methods for community detection and mining, Applications of community mining algorithms, Tools for detecting communities social network infrastructures and communities, Big data and Privacy

UNIT-IV: PREDICTING HUMAN BEHAVIOR AND PRIVACY ISSUES 9

Understanding and predicting human behavior for social communities, User data Management, Inference and Distribution, Enabling new human experiences, Reality mining, Context, Awareness, Privacy in online social networks, Trust in online environment, What is Neo4j, Nodes, Relationships, Properties

UNIT-V: ACCESS CONTROL, PRIVACY AND IDENTITY MANAGEMENT 9

Understand the access control requirements for Social Network, Enforcing Access Control Strategies, Authentication and Authorization, Roles-based Access Control, Host, storage and network access control options, Firewalls, Authentication, and Authorization in Social Network, Identity & Access Management, Single Sign-on, Identity Federation, Identity providers and

service consumers, The role of Identity provisioning.

Contact Periods:
Lecture: 45 Periods Tutorial: 0 Periods Practical: 0 Periods Total: 45 Periods

REFERENCES:

1. Peter Mika, "Social Networks and the Semantic Web, First Edition, Springer 2007.
2. BorkoFurht, "Handbook of Social Network Technologies and Application, First Edition, Springer, 2010.
3. Learning Neo4j 3.x – Second Edition By Jérôme Baton, Rik Van Bruggen, Packt publishing
4. David Easley, Jon Kleinberg, "Networks, Crowds, and Markets: Reasoning about a Highly Connected World‖, First Edition, Cambridge University Press, 2010.
5. Easley D. Kleinberg J., "Networks, Crowds, and Markets – Reasoning about a Highly Connected World‖, Cambridge University Press, 2010.
6. Jackson, Matthew O., "Social and Economic Networks", Princeton University Press, 2008.

COURSE OUTCOMES:
Upon successful completion of the course, students should be able to:
CO1: Develop semantic web related simple applications
CO2: Address Privacy and Security issues in Social Networking
CO3: Explain the data extraction and mining of social networks
CO4: Discuss the prediction of human behavior in social communities
CO5: Describe the applications of social networks

22ADPE806	BIO-INSPIRED OPTIMIZATION TECHNIQUES	SEMESTER VIII			
		L	T	P	C
		3	0	0	3

COURSE OBJECTIVES:

- To understand fundamental topics in bio-inspired optimization techniques
- To Learn the collective systems such as ACO, PSO, and BCO
- To develop skills in biologically inspired algorithm design with an emphasis on solving real world problems
- To understand the most appropriate types of algorithms for different data analysis problems and to introduce some of the most appropriate implementation strategies.
- To implement the Bio-inspired technique with other traditional algorithms.

UNIT-I: INTRODUCTION **9**

Optimization Techniques: Introduction to Optimization Problems – Single and Muti- objective Optimization – Classical Techniques – Overview of various Optimization methods – Evolutionary Computing: Genetic Algorithm and Genetic Programming: Basic concept – encoding – representation – fitness function – Reproduction – differences between GA and Traditional optimization methods – Applications

UNIT-II: SWARM INTELLIGENCE **9**

Introduction – Biological foundations of Swarm Intelligence – Swarm Intelligence in Optimization – Ant Colonies: Ant Foraging Behavior – Towards Artificial Ants – Ant Colony Optimization (ACO) – SACO

UNIT-III: NATURAL TO ARTIFICIAL SYSTEMS **9**

Biological Nervous Systems – artificial neural networks – architecture – Learning Paradigms – unsupervised learning – supervised learning – reinforcement learning – evolution of neural networks – hybrid neural systems – Biological Inspirations in problem solving.

UNIT-IV: SWARM ROBOTICS **9**

Foraging for food – Clustering of objects – Collective Prey retrieval – Scope of Swarm Robotics – Social Adaptation of Knowledge: Particle Swarm – Particle Swarm Optimization (PSO) – Particle Swarms for Dynamic Optimization Problems – Artificial Bee Colony (ABC) Optimization biologically inspired algorithms in engineering.

UNIT-V: CASE STUDIES **9**

Other Swarm Intelligence algorithms: Fish Swarm – Bacteria foraging – Intelligent Water Drop

Algorithms – Applications of biologically inspired algorithms in engineering. Case Studies: ACO and PSO for NP-hard problems – Routing problems – Assignment problems – Scheduling problems – Subset problems – Machine Learning Problems – Travelling Salesman problem.

Contact Periods:
Lecture: 45 Periods Tutorial: 0 Periods Practical: 0 Periods Total: 45 Periods

REFERENCES:

1. A. E. Elben and J. E. Smith, "Introduction to Evolutionary Computing", Springer, 2010.
2. Floreano D. and Mattiussi C., "Bio-Inspired Artificial Intelligence: Theories, Methods, and Technologies", MIT Press, Cambridge, MA, 2008.
3. Leandro Nunes de Castro, " Fundamentals of Natural Computing, Basic Concepts, Algorithms and Applications", Chapman & Hall/ CRC, Taylor and Francis Group, 2007
4. Eric Bonabeau, Marco Dorigo, Guy Theraulaz, "Swarm Intelligence: From Natural to Artificial Systems", Oxford University press, 2000
5. Christian Blum, Daniel Merkle (Eds.), "Swarm Intelligence: Introduction and Applications", Springer Verlag, 2008.
6. Leandro N De Castro, Fernando J Von Zuben, "Recent Developments in Biologically Inspired Computing", Idea Group Inc., 2005

COURSE OUTCOMES:

Upon successful completion of the course, students should be able to:

CO1: Familiarity with the basics of several biologically inspired optimization techniques.
CO2: Familiarity with the basics of several biologically inspired computing paradigms.
CO3: Ability to select an appropriate bio-inspired computing method and implement for any application and data set.
CO4: Theoretical understanding of the differences between the major bio-inspired computing methods
CO5: Learn Other Swarm Intelligence algorithms and implement the Bio-inspired technique with other traditional algorithms.

OPEN ELECTIVE(OE)

22ADOE01 COMPUTER VISION

L	T	P	C
3	0	0	3

COURSE OBJECTIVES:

- To understand the fundamental concepts related to Image formation and processing.
- To learn feature detection, matching and detection
- To become familiar with feature based alignment and motion estimation
- To develop skills on 3D reconstruction
- To understand image based rendering and recognition

UNIT-I: INTRODUCTION TO IMAGE FORMATION AND PROCESSING 9

Computer Vision - Geometric primitives and transformations - Photometric image formation – The digital camera - Point operators - Linear filtering - More neighborhood operators - Fourier transforms - Pyramids and wavelets - Geometric transformations - Global optimization.

UNIT-II: FEATURE DETECTION, MATCHING AND SEGMENTATION 9

Points and patches - Edges - Lines - Segmentation - Active contours - Split and merge - Mean shift and mode finding - Normalized cuts - Graph cuts and energy-based methods.

UNIT-III: FEATURE-BASED ALIGNMENT & MOTION ESTIMATION 9

2D and 3D feature-based alignment - Pose estimation - Geometric intrinsic calibration – Triangulation - Two-frame structure from motion - Factorization - Bundle adjustment - Constrained structure and motion - Translational alignment - Parametric motion - Spline-based motion - Optical flow – Layered motion.

UNIT-IV: 3D RECONSTRUCTION 9

Shape from X - Active rangefinding - Surface representations - Point-based representations Volumetric representations - Model-based reconstruction - Recovering texture maps and albedosos.

UNIT-V: IMAGE-BASED RENDERING AND RECOGNITION 9

View interpolation Layered depth images - Light fields and Lumigraphs - Environment mattes - Videobased rendering-Object detection - Face recognition - Instance recognition - Category recognition - Context and scene understanding- Recognition databases and test sets..

Contact Periods:

Lecture: 45 Periods Tutorial: 0 Periods Practical: 0 Periods Total: 45 Periods

REFERENCES:

1. Richard Szeliski, "Computer Vision: Algorithms and Applications", Springer- Texts in Computer Science, Second Edition, 2022.
2. Computer Vision: A Modern Approach, D. A. Forsyth, J. Ponce, Pearson Education, Second Edition, 2015.
3. Richard Hartley and Andrew Zisserman, Multiple View Geometry in Computer Vision, Second Edition, Cambridge University Press, March 2004.
4. Christopher M. Bishop; Pattern Recognition and Machine Learning, Springer, 2006
5. E. R. Davies, Computer and Machine Vision, Fourth Edition, Academic Press, 2012.
6. Salman Khan, Hossein Rahmani, Syed Afaq Ali Shah, Mohammed Bennamoun, " A Guide to Convolutional Neural Networks for Computer Vision", Synthesis Lectures on Computer Vision, Morgan & Claypool publishers, 2018.

COURSE OUTCOMES:

Upon successful completion of the course, students should be able to:

CO1: To understand basic knowledge, theories and methods in image processing and computer vision.

CO2: To implement basic and some advanced image processing techniques in OpenCV.

CO3: To apply 2D a feature-based based image alignment, segmentation and motion estimations.

CO4: To apply 3D image reconstruction techniques

CO5: To design and develop innovative image processing and computer vision applications.

22ADOE02 **ETHICS AND AI**

L	T	P	C
3	0	0	3

COURSE OBJECTIVES:

- Study the morality and ethics in AI
- Learn about the Ethical initiatives in the field of artificial intelligence
- Study about AI standards and Regulations
- Study about social and ethical issues of Robot Ethics
- Study about AI and Ethics- challenges and opportunities

UNIT-I: INTRODUCTION **9**

Definition of morality and ethics in AI-Impact on society-Impact on human psychology-Impact on the legal system-Impact on the environment and the planet-Impact on trust.

UNIT-II: ETHICAL INITIATIVES IN AI **9**

International ethical initiatives-Ethical harms and concerns-Case study: healthcare robots, Autonomous Vehicles , Warfare and weaponization.

UNIT-III: AI STANDARDS AND REGULATION **9**

Model Process for Addressing Ethical Concerns During System Design - Transparency of Autonomous Systems-Data Privacy Process- Algorithmic Bias Considerations - Ontological Standard for Ethically Driven Robotics and Automation Systems.

UNIT-IV: ROBOETHICS: SOCIAL AND ETHICAL IMPLICATION OF ROBOTICS **9**

Robot-Roboethics- Ethics and Morality- Moral Theories-Ethics in Science and Technology – Ethical Issues in an ICT Society- Harmonization of Principles- Ethics and Professional ResponsibilityRoboethics Taxonomy.

UNIT-V: AI AND ETHICS- CHALLENGES AND OPPORTUNITIES **9**

Challenges - Opportunities- ethical issues in artificial intelligence- Societal Issues Concerning the Application of Artificial Intelligence in Medicine- decision-making role in industries- National and International Strategies on AI.

Contact Periods:

Lecture: 45 Periods Tutorial: 0 Periods Practical: 0 Periods Total: 45 Periods

REFERENCES:

1. Eleanor Bird, Jasmin Fox-Skelly, Nicola Jenner, Ruth Larbey, Emma Weitkamp and Alan Winfield ,"The ethics of artificial intelligence: Issues and initiatives", EPRS European Parliamentary Research Service Scientific Foresight Unit March 2020.
2. Patrick Lin, Keith Abney, George A Bekey," Robot Ethics: The Ethical and Social Implications of Robotics", The MIT Press- January 2014
3. Towards a Code of Ethics for Artificial Intelligence (Artificial Intelligence: Foundations, Theory, and Algorithms) by Paula Boddington, November 2017
4. Mark Coeckelbergh," AI Ethics", The MIT Press Essential Knowledge series, April 2020
5. Research Methodology for Natural Sciences by Soumitro Banerjee, IISc Press, January 2022
6. The Nonreligious: Understanding Secular People and Societies, Luke W. Galen Oxford University Press, 2016.

COURSE OUTCOMES:

Upon successful completion of the course, students should be able to:

CO1: Learn about morality and ethics in AI

CO2: Acquire the knowledge of real time application ethics, issues and its challenges.

CO3: Understand the ethical harms and ethical initiatives in AI

CO4: Learn about AI standards and Regulations like AI Agent, Safe Design of Autonomous and Semi-Autonomous Systems

CO5: Understand the concepts of Roboethics and Morality with professional responsibilities.

22ADOE03 NETWORK SECURITY AND FIREWALLS

L	T	P	C
3	0	0	3

COURSE OBJECTIVES:

- To learn the fundamentals of cryptography.
- To learn the key management techniques and authentication approaches.
- To explore the network and transport layer security techniques.
- To understand the application layer security standards.
- To learn the real time security practices.

UNIT-I: INTRODUCTION **9**

Basics of cryptography, conventional and public-key cryptography, hash functions, authentication and digital signatures.

UNIT-II: KEY MANAGEMENT AND AUTHENTICATION **9**

Key Management and Distribution: Symmetric Key Distribution, Distribution of Public Keys, X.509 Certificates, Public-Key Infrastructure. User Authentication: Remote User-Authentication Principles, Remote User-Authentication Using Symmetric Encryption, Kerberos Systems, Remote User Authentication Using Asymmetric Encryption.

UNIT-III: ACCESS CONTROL AND SECURITY **9**

Network Access Control: Network Access Control, Extensible Authentication Protocol, IEEE 802.1X Port-Based Network Access Control - IP Security - Internet Key Exchange (IKE). Transport-Level Security: Web Security Considerations, Secure Sockets Layer, Transport Layer Security, HTTPS standard, Secure Shell (SSH) application.

UNIT-IV: APPLICATION LAYER SECURITY **9**

Electronic Mail Security: Pretty Good Privacy, S/MIME, DomainKeys Identified Mail. Wireless Network Security: Mobile Device Security

UNIT-V: FIREWALLS **9**

Firewalls and Intrusion Detection Systems: Intrusion Detection Password Management, Firewall Characteristics Types of Firewalls, Firewall Basing, Firewall Location and Configurations. Blockchains, Cloud Security and IoT security

Contact Periods:

Lecture: 45 Periods Tutorial: 0 Periods Practical: 0 Periods Total: 45 Periods

REFERENCES:

1. Cryptography and Network Security: Principles and Practice, 6th Edition, William Stallings, 2014, Pearson, ISBN 13:9780133354690.
2. Network Security: Private Communications in a Public World, M. Speciner, R. Perlman, C. Kaufman, Prentice Hall, 2002.
3. Linux iptables Pocket Reference, Gregor N. Purdy, O'Reilly, 2004.
4. Linux Firewalls, by Michael Rash, No Starch Press, October 2007, ISBN: 978-1-59327-141- 1.
5. Network Security, Firewalls And VPNs, J. Michael Stewart, Jones & Bartlett Learning, 2013, ISBN-10: 1284031675, ISBN-13: 978-1284031676.
6. The Network Security Test Lab: A Step-By-Step Guide, Michael Gregg, Dreamtech Press, 2015, ISBN-10:8126558148, ISBN-13: 978-8126558148.

COURSE OUTCOMES:

Upon successful completion of the course, students should be able to:

CO1: Classify the encryption techniques
CO2: Illustrate the key management technique and authentication.
CO3: Evaluate the security techniques applied to network and transport layer
CO4: Discuss the application layer security standards.
CO5: Apply security practices for real time applications.

22ADOE04 **R PROGRAMMING**

L	T	P	C
3	0	0	3

COURSE OBJECTIVES:

- To understand the basics in R programming in terms of constructs, control statements, string functions.
- To learn to apply R programming for Text processing.
- To expose the use of R Big Data analytics.
- To able to appreciate and apply the R programming from a statistical perspective.
- To make clear the concept for data visualization and statistics and probability.

UNIT-I: INTRODUCTION TO R **9**

Introducing to R – R Data Structures – Help functions in R – Vectors – Scalars – Declarations – recycling – Common Vector operations – Using all and any – Vectorized operations – NA and NULL values – Filtering – Vectorised if-then else – Vector Equality – Vector Element name.

UNIT-II: MATRICES, ARRAYS AND LISTS **9**

Matrices, Arrays and Lists Creating matrices – Matrix operations – Applying Functions to Matrix Rows and Columns – Adding and deleting rows and columns – Vector/Matrix Distinction – Avoiding Dimension Reduction – Higher Dimensional arrays – lists – Creating lists – General list operations – Accessing list components and values – applying functions to lists – recursive lists.

UNIT-III: DATA FRAMES **9**

Creating Data Frames – Matrix-like operations in frames – Merging Data Frames – Applying functions to Data frames – Factors and Tables – factors and levels – Common functions used with factors – Working with tables - Other factors and table related functions.

UNIT-IV: CONTROL STATEMENTS, FUNCTIONS, R GRAPHS **9**

Control statements – Arithmetic and Boolean operators and values – Default values for arguments - Returning Boolean values – functions are objects – Environment and Scope issues –Writing Upstairs - Recursion – Replacement functions – Tools for composing function code – Math and Simulations in R Creating Graphs – Customizing Graphs – Saving graphs to files –

Creating three-dimensional plots**.**

UNIT-V: INTERFACING **9**

Interfacing R to other languages – Parallel R – Basic Statistics – Linear Model – Generalized Linear models – Non-linear models – Time Series and Auto-correlation – Clustering.

Contact Periods:

Lecture: 45 Periods Tutorial: 0 Periods Practical: 0 Periods Total: 45 Periods

REFERENCES:

1. Andy Vickler, "R Programming: This book includes: R Basics for Beginners + R Data Analysis and Statistics + R Data Visualization", Ladoo Publishing LLC, 2022.
2. Jared P. Lander, "R for Everyone: Advanced Analytics and Graphics", Addison-Wesley Data & Analytics Series, 2013.
3. Mark Gardener, " Beginning R – The Statistical Programming Language", Wiley, 2013.
4. Robert Knell, "Introductory R: A Beginner's Guide to Data Visualisation, Statistical Analysis and Programming in R", Amazon Digital South Asia Services Inc, 2013.
5. Norman Mat off, "The Art of R Programming: A Tour of Statistical Software Design", No Starch Press, 2011.

COURSE OUTCOMES:

Upon completion of this course, the students will be able to:

CO1: Create artful graphs to visualize complex data sets and functions.
CO2: Write more efficient code using parallel R and vectorization.
CO3: Interface R with C / C++ and Python for increased speed or functionality.
CO4: Evaluate new packages for text analysis, image manipulation, and perform statistical analysis of the same.
CO5: Develop interfacing R to other Languages.

22ADOE05 PROGRAMMING WITH ASP.NET

L	T	P	C
3	0	0	3

COURSE OBJECTIVES:

- To understand .Net as simple, modem, object- oriented computer programming language
- To understand CLR Framework
- To design web services
- To design and build interactive webpages and server side logic
- To understand the data access

UNIT-I: INTRODUCTION TO .NET FRAMEWORK AND MANAGED CODE 9

Introduction to .NET Framework: Managed Code and the CLR- Intermediate Language, Metadata and JIT Compilation - Automatic Memory Management

UNIT-II: LANGUAGE CONCEPTS, CLR, AND FRAMEWORK CLASS LIBRARY 9

Language Concepts and the CLR: Visual Studio .NET - Using the .NET Framework. The Framework Class Library: NET objects - ASP .NET - .NET web services – Windows Forms

UNIT-III: ASP.NET FEATURES AND WEB SERVICES 9

ASP.NET Features: Change the Home Directory in IIS - Add a Virtual Directory in IIS- Set a Default Document for IIS - Change Log File Properties for IIS - Stop, Start, or Pause a Web Site

UNIT-IV: WEB CONTROLS AND CREATING WEB FORMS 9

Creating Web Controls: Web Controls - HTML Controls, Using Intrinsic Controls, Using Input Validation Controls, Selecting Controls for Applications - Adding web controls to a Page. Creating Web Forms: Server Controls - Types of Server Controls - Adding ASP.NET Code to a Page.

UNIT-V: ASP.NET DATA ACCESS 9

ASP.NET Data Access: Data Binding Server Controls-Viewing Data Collections in a Grid. ASP.NET Caching Mechanism for caching Dynamic response data. Page Output Caching.

Contact Periods:
Lecture: 45 Periods Tutorial: 0 Periods Practical: 0 Periods Total: 45 Periods

REFERENCES:

1. Jason N. Gaylord, Christian Wenz, Pranav Rastogi, Todd Miranda, and Scott Hanselman "Professional ASP.NET 4.5 in C# and VB"
2. Jonas Fagerberg , "ASP.NET Core 5 for Beginners"
3. Alex Homer, Dave Sussman, Professional ASP.NET 1.1, Wrox Publication
4. .NET Framework, OREILY Publication.
5. Deitel and Deitel, Visual Basic.NET How to Program, Pearson Education,2nd edition Greg Buczek, ASP.NET Developer's Guide, Tata McGraw-Hill, 2002.

COURSE OUTCOMES:

Upon completion of this course, the students will be able to:

CO1: Learn fundamentals of. net framework
CO2: Enrich knowledge about Windows Forms, Controls and ASP.NET based applications.
CO3: Create Web services for web based application.
CO4: Create Web forms for web applications
CO5: Web-based applications and Reports using.net technologies

22CSOE01 COMPUTER GRAPHICS AND SIMULATION

L	T	P	C
3	0	0	3

COURSE OBJECTIVES:

- To Gain knowledge about graphics hardware devices and software used.
- To Understand the two dimensional graphics and their transformations.
- To Understand the three dimensional graphics and their transformations.
- To Appreciate illumination and color models.
- To be familiar with understand clipping techniques.

UNIT-I: INTRODUCING **9**

Survey of computer graphics, Overview of graphics systems – Video display devices, Raster scan systems, Random scan systems, Graphics monitors and Workstations, Input devices, Hard copy Devices, Graphics Software; Output primitives – points and lines, line drawing algorithms, loading the frame buffer, line function; circle and ellipse generating algorithms; Pixel addressing and object geometry, filled area primitives.

UNIT-II: TWO DIMENSIONAL GRAPHICS **9**

Two dimensional geometric transformations – Matrix representations and homogeneous coordinates, composite transformations; Two dimensional viewing – viewing pipeline, viewing coordinate reference frame; widow-to-viewport coordinate transformation, Two dimensional viewing functions; clipping operations – point, line, and polygon clipping algorithms

UNIT-III: THREE DIMENSIONAL GRAPHICS **9**

Three dimensional concepts; Three dimensional object representations – Polygon surfaces- Polygon tables- Plane equations - Polygon meshes; Curved Lines and surfaces, Quadratic surfaces; Blobby objects; Spline representations – Bezier curves and surfaces -B-Spline curves and surfaces. TRANSFORMATION AND VIEWING: Three dimensional geometric and modeling transformations – Translation, Rotation, Scaling, composite transformations; Three dimensional viewing – viewing pipeline, viewing coordinates, Projections, Clipping; Visible surface detection methods.

UNIT-IV: ILLUMINATION AND COLOUR MODELS **9**

Light sources - basic illumination models – halftone patterns and dithering techniques; Properties of light - Standard primaries and chromaticity diagram; Intuitive colour concepts - RGB colour model - YIQ colour model - CMY colour model - HSV colour model - HLS colour model; Colour selection.

UNIT-V: ANIMATIONS & REALISM **9**

ANIMATION GRAPHICS: Design of Animation sequences – animation function – raster animation – key frame systems – motion specification –morphing – tweening. COMPUTER GRAPHICS REALISM: Tiling the plane – Recursively defined curves – Koch curves – C curves – Dragons – space filling curves – fractals – Grammar based models – fractals – turtle graphics – ray tracing.

Contact Periods:

Lecture: 45 Periods Tutorial: 0 Periods Practical: 0 Periods Total: 45 Periods

REFERENCES:

1. John F. Hughes, Andries Van Dam, Morgan Mc Guire, David F. Sklar , James D. Foley, Steven K. Feiner and Kurt Akeley ,"Computer Graphics: Principles and Practice", , 3rd Edition, AddisonWesley Professional,2013. (UNIT I, II, III, IV).
2. Donald Hearn and Pauline Baker M, "Computer Graphics", Prentice Hall, New Delhi, 2007 (UNIT V).
3. Donald Hearn and M. Pauline Baker, Warren Carithers,"Computer Graphics With Open GL", 4th Edition, Pearson Education, 2010.
4. Jeffrey McConnell, "Computer Graphics: Theory into Practice", Jones and Bartlett Publishers, 2006.
5. Hill F S Jr., "Computer Graphics", Maxwell Macmillan" , 1990

COURSE OUTCOMES:

Upon completion of this course, the students will be able to:

CO1: Identify graphics hardware devices and software used.
CO2: Design and apply two dimensional transformations
CO3: Design three dimensional graphics.
CO4: Apply Illumination and color models.
CO5: Apply clipping techniques to graphics and Design animation sequences.

22CSOE02 DATA INTEGRATION AND BIG DATA

L	T	P	C
3	0	0	3

COURSE OBJECTIVES:

- To understand the concepts of BI and ETL.
- To inculcate and express knowledge of Talend architecture and its various components.
- To explain the different integration process using advanced components.
- To examine Big Data, Hadoop concepts and the benefits of integrating Talend with Hadoop.
- To focus the various Hadoop Eco systems.

UNIT-I: FUNDAMENTALS OF BI AND ETL **9**

Introduction to Business Problem Analysis – Business Intelligence, Data warehousing, Data Collection and Description, Data Extraction – ETL Process, Schema Integration, Data integration, Data Quality

UNIT-II: INTRODUCTION TO TALEND **9**

Introduction – Architecture of Talend Tool, Starting a Talend Tool, Talend models, Talend Metadata, Managing Metadata, Data Integration features, Data integration Components

UNIT-III: INTRODUCTION TO BIG DATA **9**

Introduction - Historical Interpretation of Big Data - Defining Big Data From 3Vs to 3^2Vs - Big Data Analytics and Machine Learning - Big Data Analytics and Cloud Computing - Real-Time Analytics: Characteristics of Real-Time Systems, Real-Time Processing for Big Data — Concepts and Platforms

UNIT-IV: BASICS OF HADOOP **9**

Hadoop distributed file system (HDFS) – HDFS concepts – Java interface – data flow – Hadoop I/O – data integrity – compression – file-based data structures

UNIT-V: HADOOP ECOSYSTEM **9**

Introduction to Sqoop components – Tables and Databases, Introduction to Pig Components – Load and Store operations, Grouping and joining, Combining and splitting, Filtering and Sorting Spark and Hbase - Basic Concepts.

Contact Periods:
Lecture: 45 Periods Tutorial: 0 Periods Practical: 0 Periods Total: 45 Periods

REFERENCES:

1. Domenico Talia, Paolo Trunfio, Fabrizio Marozzo, Loris Belcastro, Riccardo Cantini, Alessio Orsino, "Programming Big Data Applications: Scalable Tools And Frameworks For Your Needs Hardcover", World Scientific Europe Ltd, 2024.
2. Wilfried Grossmann, Stefanie Rinderle-Ma, "Fundamentals of Business Intelligence", Springer-Verlag Berlin and Heidelberg GmbH & Co. K, 2016.
3. Rajkumar Buyya, Rodrigo N. Calheiros, Amir Vahid Dastjerdi, "Big Data Principles and Paradigms", Morgan Kaufmann, 2016.
4. Marz N and Warren J, "Big Data", Manning Publications, 2015.
5. Richard Daniel Barton, "Talend Open Studio Cookbook", Packt Pub Ltd, 2013.
6. Chuck Lam, "Hadoop in Action", Manning Publications, 2010.

COURSE OUTCOMES:

Upon completion of this course, the students will be able to:

CO1: Gain the basic concepts of BI and ETL schema and architecture.
CO2: Apply Talend tool architecture and suitable components for data analysis.
CO3: Design various integration techniques using different components.
CO4: Compare appropriate Hadoop concepts with integrating Talend to observe Big Data.
CO5: Automate the different Hadoop Eco systems.

22CSOE03 GAME PROGRAMMING

L	T	P	C
3	0	0	3

COURSE OBJECTIVES:

- To know the basics of 2D and 3D graphics for game development.
- To know the stages of game development.
- To understand the basics of a game engine.
- To survey the gaming development environment and tool kits.
- To learn and develop simple games using Pygame environment

UNIT-I: 3D GRAPHICS FOR GAME DESIGN **9**

Genres of Games, Basics of 2D and 3D Graphics for Game Avatar, Game Components – 2D and 3D Transformations – Projections – Color Models – Illumination and Shader Models – Animation – Controller Based Animation.

UNIT-II: GAME DESIGN PRINCIPLES **9**

Character Development, Storyboard Development for Gaming – Script Design – Script Narration, Game Balancing, Core Mechanics, Principles of Level Design – Proposals – Writing for Preproduction, Production and Post – Production.

UNIT-III: GAME ENGINE DESIGN **9**

Rendering Concept – Software Rendering – Hardware Rendering – Spatial Sorting Algorithms Algorithms for Game Engine– Collision Detection – Game Logic – Game AI – Pathfinding.

UNIT-IV: OVERVIEW OF GAMING PLATFORMS AND FRAMEWORKS **9**

Pygame Game development – Unity – Unity Scripts –Mobile Gaming, Game Studio, Unity Single player and Multi-Player games

UNIT-V: GAME DEVELOPMENT USING PYGAME **9**

Developing 2D and 3D interactive games using Pygame – Avatar Creation – 2D and 3D Graphics Programming – Incorporating music and sound – Asset Creations – Game Physics Algorithms Development – Device Handling in Pygame – Overview of Isometric and Tile Based

Arcade Games – Puzzle Games.

Contact Periods:

Lecture: 45 Periods Tutorial: 0 Periods Practical: 0 Periods Total: 45 Periods

REFERENCES:

1. Sanjay Madhav, “Game Programming Algorithms and Techniques: A Platform Agnostic Approach”, Addison Wesley,2013.
2. Will McGugan, “Beginning Game Development with Python and Pygame: From Novice to Professional”, Apress,2007.
3. Paul Craven, “Python Arcade games”, Apress Publishers,2016
4. David H. Eberly, “3D Game Engine Design: A Practical Approach to Real-Time Computer Graphics”, Second Edition, CRC Press,2006.
5. Jung Hyun Han, “3D Graphics for Game Programming”, Chapman and Hall/CRC, 2011.
6. Y.Narahari, “Game Theory and Mechanism Design”, IISC Press, World Scientific.

COURSE OUTCOMES:

Upon successful completion of the course, students should be able to:

CO1: Explain the concepts of 2D and 3D Graphics
CO2: Design game design documents.
CO3: Implementation of gaming engines.
CO4: Survey gaming environments and frameworks.
CO5: Implement a simple game in Pygame

22CSOE04 STORAGE TECHNOLOGIES

L	T	P	C
3	0	0	3

COURSE OBJECTIVES:

- Characterize the functionalities of logical and physical components of storage
- Describe various storage networking technologies
- Identify different storage virtualization technologies
- Discuss the different backup and recovery strategies
- Understand common storage management activities and solutions

UNIT I : STORAGE SYSTEMS **9**

Introduction to Information Storage: Digital data and its types, Information storage, Key characteristics of data center and Evolution of computing platforms. Information Lifecycle Management. Third Platform Technologies: Cloud computing and its essential characteristics, Cloud services and cloud deployment models, Big data analytics, Social networking and mobile computing, Characteristics of third platform infrastructure and Imperatives for third platform transformation. Data Center Environment: Building blocks of a data center, Compute systems and compute virtualization and Software-defined data center.

UNIT II : INTELLIGENT STORAGE SYSTEMS AND RAID **9**

Components of an intelligent storage system, Components, addressing, and performance of hard disk drives and solid-state drives, RAID, Types of intelligent storage systems, Scale-up and scaleout storage Architecture.

UNIT III: STORAGE NETWORKING TECHNOLOGIES AND VIRTUALIZATION **9**

Block-Based Storage System, File-Based Storage System, Object-Based and Unified Storage. Fibre Channel SAN: Software-defined networking, FC SAN components and architecture, FC SAN topologies, link aggregation, and zoning, Virtualization in FC SAN environment. Internet Protocol SAN: iSCSI protocol, network components, and connectivity, Link aggregation, switch aggregation,

and VLAN, FCIP protocol, connectivity, and configuration. Fibre Channel over Ethernet SAN: Components of FCoE SAN, FCoE SAN connectivity, Converged Enhanced Ethernet, FCoE architecture.

UNIT IV: BACKUP, ARCHIVE AND REPLICATION **9**

Introduction to Business Continuity, Backup architecture, Backup targets and methods, Data deduplication, Cloud-based and mobile device backup, Data archive, Uses of replication and its characteristics, Compute based, storage-based, and network-based replication, Data migration, Disaster Recovery as a Service (DRaaS).

UNIT V: SECURING STORAGE INFRASTRUCTURE **9**

Information security goals, Storage security domains, Threats to a storage infrastructure, Security controls to protect a storage infrastructure, Governance, risk, and compliance, Storage infrastructure management functions, Storage infrastructure management processes.

Contact Periods:
Lecture: 45 Periods Tutorial: 0 Periods Practical: 0 Periods Total: 45 Periods

REFERENECS:

1. Brad Dayley, Brendan Dayley, Caleb Dayley, 'Node.js, MongoDB and Angular Web Development', Addison-Wesley, Second Edition, 2018
2. Vasan Subramanian, 'Pro MERN Stack, Full Stack Web App Development with Mongo, Express, React, and Node', Second Edition, Apress, 2019.
3. Chris Northwood, 'The Full Stack Developer: Your Essential Guide to the Everyday Skills Expected of a Modern Full Stack Web Developer', Apress; 1st edition, 2018
4. Kirupa Chinnathambi, 'Learning React: A Hands-On Guide to Building Web Applications Using React and Redux', Addison-Wesley Professional, 2nd edition, 2018
5. https://www.tutorialspoint.com/the_full_stack_web_development/index.asp
6. https://www.coursera.org/specializations/full-stack-react

COURSE OUTCOMES:

Upon successful completion of the course, students should be able to:

CO1: Demonstrate the fundamentals of information storage management and various models of Cloud infrastructure services and deployment
CO2: Illustrate the usage of advanced intelligent storage systems and RAID
CO3: Interpret various storage networking architectures - SAN, including storage subsystems and virtualization
CO4: Examine the different role in providing disaster recovery and remote replication technologies
CO5: Infer the security needs and security measures to be employed in information storage management

22CSOE05 RECOMMENDER SYSTEMS

L	T	P	C
3	0	0	3

COURSE OBJECTIVES:

- To understand the foundations of the recommender system.
- To learn the significance of machine learning and data mining algorithms for Recommender systems
- To learn about collaborative filtering
- To make students design and implement attack resisted recommender system.
- To learn about evaluating recommender system

UNIT-I: INTRODUCTION **9**

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) - Applications of recommendation systems, Issues with recommender system.

UNIT-II: CONTENT-BASED RECOMMENDATION SYSTEMS **9**

High level architecture of content-based systems, Advantages and drawbacks of content based filtering, Item profiles, Discovering features of documents, Obtaining item features from tags, CO1, CO2 Representing item profiles, Methods for learning user profiles, Similarity based retrieval, Classification algorithms.

UNIT-III: COLLABORATIVE FILTERING **9**

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

UNIT-IV: ATTACK-RESISTANT RECOMMENDER SYSTEMS **9**

Introduction – Types of Attacks – Detecting attacks on recommender systems – Individual attack – Group attack – Strategies for robust recommender design - Robust recommendation algorithms.

UNIT-V: EVALUATING RECOMMENDER SYSTEMS **9**

Introduction, General properties of evaluation research, Evaluation designs, Evaluation on historical datasets, Error metrics, Decision-Support metrics, User-Centred metrics. Evaluating Paradigms – User Studies – Online and Offline evaluation – Goals of evaluation design – Design Issues – Accuracy metrics – Limitations of Evaluation measures

Contact Periods:

Lecture: 45 Periods **Tutorial: 0 Periods** **Practical: 0 Periods** **Total: 45 Periods**

REFERENCES:

1. Charu C. Aggarwal, Recommender Systems: The Textbook, Springer, 2016
2. Jannach D., Zanker M. and FelFering A., Recommender Systems: An Introduction, Cambridge University Press (2011), 1st edition.
3. Francesco Ricci , Lior Rokach , Bracha Shapira , Recommender Sytems Handbook, 1st ed, Springer (2011)
4. Ricci F., Rokach L., Shapira D., Kantor B.P., Recommender Systems Handbook, Springer(2011), 1st edition
5. Jure Leskovec, Anand Rajaraman, Jeffrey David Ullman, Mining of massive datasets, 3rd edition, Cambridge University Press, 2020.
6. Manouselis N., Drachsler H., Verbert K., Duval E., Recommender Systems For Learning, Springer (2013),1st edition

COURSE OUTCOMES:

Upon completion of this course, the students will be able to:

CO1: Understand the basic concepts of recommender systems.
CO2: Evaluate Types of recommender systems: non-personalized, content based filtering
CO3: Implementation of Collaborative Filtering in carrying out performance evaluation of recommender systems based on various metrics.
CO4: Design and implement attack resisted recommender system.
CO5: Evaluate the recommender system

22ECOE01 COMPUTATIONAL INTELLIGENCE

L	T	P	C
3	0	0	0

COURSE OBJECTIVES:

- Study about uninformed and Heuristic search techniques.
- Learn techniques for reasoning under uncertainty.
- Introduce Machine Learning and supervised learning algorithms
- Study about ensembling and unsupervised learning algorithms
- Learn the basics of deep learning using neural networks.

UNIT-I: PROBLEM-SOLVING 9

Introduction to AI - AI Applications – Problem-solving agents – Search algorithms – Uninformed search strategies – Heuristic search strategies – Local search and optimization problems – Adversarial search – Constraint satisfaction problems (CSP)

UNIT-II: PROBABILISTIC REASONING 9

Acting under uncertainty – Bayesian inference – Naïve bayes models. Probabilistic reasoning – Bayesian networks – Exact inference in BN – Approximate inference in BN – Causal networks.

UNIT-III: SUPERVISED LEARNING 9

Introduction to machine learning – Linear Regression Models: Least squares, single & multiple variables, Bayesian linear regression, gradient descent, Linear Classification Models: Discriminant function – Probabilistic discriminative model – Logistic regression, Probabilistic generative model – Naive Bayes, Maximum margin classifier – Support vector machine, Decision Tree, Random forests.

UNIT-IV: ENSEMBLE TECHNIQUES AND UNSUPERVISED LEARNING 9

Combining multiple learners: Model combination schemes, Voting, Ensemble Learning – Bagging, boosting, stacking, Unsupervised learning: K-means, Instance Based Learning: KNN, Gaussian mixture models and Expectation maximization

UNIT-V: NEURAL NETWORKS 9

Perceptron – Multilayer perceptron, activation functions, network training – Gradient descent optimization – Stochastic gradient descent, error backpropagation, from shallow networks to deep networks – Unit saturation (aka the vanishing gradient problem) – ReLU, hyperparameter tuning, batch normalization, regularization, dropout.

Contact periods:

Lecture: 45 Periods **Tutorial: 0 Periods** **Practical: 0 Periods** **Total: 45 Periods**

REFERENCES:

1. Stuart Russell and Peter Norvig, “Artificial Intelligence – A Modern Approach”, Fourth Edition, Pearson Education, 2021.
2. Ethem Alpaydin, “Introduction to Machine Learning”, MIT Press, Fourth Edition, 2020.
3. Dan W. Patterson, “Introduction to AI and ES”, Pearson Education, 2007.
4. Kevin Night, Elaine Rich, and Nair B., “Artificial Intelligence”, McGraw Hill, 2008.
5. Patrick H. Winston, "Artificial Intelligence", Third Edition, Pearson Education, 2006.

COURSE OUTCOMES:

Upon completion of this course, the students will be able to

CO1: Use appropriate search algorithms for problem solving.
CO2: Apply reasoning under uncertainty.
CO3: Build supervised learning models.
CO4: Understand ensembling and unsupervised models.
CO5: Outline the deep learning neural network models.

22ECOE02 WEARABLE DEVICES

L	T	P	C
3	0	0	3

COURSE OBJECTIVES:

- To know the hardware requirement of wearable systems.
- To describe the energy harvesting for wearable devices.
- To know the concepts of BAN in health care.
- To understand the security aspects in the wearable devices
- To know the applications of wearable devices in the field of medicine

UNIT-I: INTRODUCTION TO WEARABLE SYSTEMS AND SENSORS 9

Wearable Systems – Introduction, Need for Wearable Systems, Drawbacks of Conventional Systems for Wearable Monitoring, Applications of Wearable Systems, Types of Wearable Systems, Components of wearable Systems. Sensors for wearable systems – Inertia movement sensors, Respiration activity sensor, Inductive plethysmography, Impedance plethysmography, pneumography, Wearable ground reaction force sensor.

UNIT-II: SIGNAL PROCESSING AND ENERGY HARVESTING FOR WEARABLE DEVICE 9

Wearability issues – Physical shape and placement of sensor, Technical challenges – Sensor design, signal acquisition, sampling frequency for reduced energy consumption, Rejection of irrelevant information. Power Requirements – Solar cell, Vibration based, Thermal based, Human body as a heat source for power generation, Hybrid thermoelectric photovoltaic energy harvests, Thermopiles

UNIT-III: WIRELESS HEALTH SYSTEMS 9

Need for wireless monitoring, Definition of Body area network, BAN and Healthcare, Technical Challenges – System security and reliability, BAN Architecture – Introduction, Wireless communication Techniques.

UNIT-IV: SMART TEXTILE 9

Introduction to smart textile- Passive smart textile, active smart textile. Fabrication Techniques Conductive Fibres, Treated Conductive Fibres, Conductive Fabrics, Conductive Inks.Case study-smart fabric for monitoring biological parameters – ECG, respiration.

UNIT-V: APPLICATIONS OF WEARABLE SYSTEMS **9**

Medical Diagnostics, Medical Monitoring-Patients with chronic disease, Hospital patients, Elderly patients, neural recording, Gait analysis, Sports Medicine.

Contact periods:

Lecture: 45 Periods **Tutorial: 0 Periods** **Practical: 0 Periods** **Total: 45Periods**

REFERENCES:

1. Annalisa Bonfiglo and Danilo De Rossi, Wearable Monitoring Systems, Springer, 2011.
2. Zhang and Yuan-Ting, Wearable Medical Sensors and Systems, Springer, 2013.
3. 00Edward Sazonov and Micheal R Neuman, Wearable Sensors: Fundamentals, Implementation and Applications, Elsevier, 2014.
4. Mehmet R. Yuce and JamilY.Khan, Wireless Body Area Networks Technology, Implementation applications, Pan Stanford Publishing Pte. Ltd, Singapore, 2012.
5. Sandeep K.S, Gupta, Tridib Mukherjee and Krishna Kumar Venkatasubramanian, Body Area Networks Safety, Security, and Sustainability, Cambridge University Press, 2013.

COURSE OUTCOMES:

Upon completion of this course, the students will be able to

CO1: Describe the concepts of wearable system.

CO2: Explain the energy harvestings in wearable device.

CO3: Use the concepts of BAN in health care.

CO4: Illustrate the concept of smart textile.

CO5: Compare the various wearable devices in healthcare system.

22ECOE03 VLSI TESTING AND DESIGN FOR TESTABILITY

L	T	P	C
3	0	0	3

COURSE OBJECTIVES:

- To Learn fault models and fault simulation techniques.
- To understand faults in combinational logic circuits.
- To Have Knowledge on faults in sequential logic circuits.
- To introduces the different testability methods.
- To understand fault diagnosis approaches.

UNIT-I: FAULT MODELLING AND SIMULATION 9

Introduction to testing – Faults in digital circuits – Modeling of faults – Logical fault models – Fault detection – Fault location – Fault dominance – Single stuck fault model and multiple stuck.

UNIT-II: TESTING FOR SINGLE STUCK AT FAULTS 9

Test generation algorithms for combinational circuits – Fault oriented ATG – D Algorithm – Examples – PODEM – Fault independent ATG – Random Test generation – ATGs for SSFs in sequential circuits – TG using iterative array models – Random test generation.

UNIT-III: DELAY TEST 9

Delay test problem – Path delay test – Test generation for combinational circuits, Number of paths in a circuit– Transition faults – Delay test methodologies – Slow clock combinational test, Enhanced scan test, normal scan sequential test, Variable – Clock Non-scan sequential test, Rated-clock Non-scan sequential test.

UNIT-IV: DESIGN FOR TESTABILITY 9

Testability – Controllability and observability, Ad-hoc design for testability techniques – Controllability and observability by means of scan registers – Storage cells for scan design – Level sensitive scan design (LSSD) – Partial scan using I-Paths – Boundary scan standards.

UNIT-V: FAULT DIAGNOSIS **9**

Logical level diagnosis – Diagnosis by UUT reduction – Fault diagnosis for combinational circuits – Self-checking design – System level diagnosis.

Contact periods:

Lecture: 45 Periods Tutorial: 0 Periods Practical: 0 Periods Total: 45 Periods

REFERENCES:

1. Abramovici M, Brever A and Friedman D., "Digital Systems Testing and Testable Design", Jaico Publishing House, 2002.
2. Parag K. Lala, “Fault Tolerant and Fault Testable Hardware Design”, BS Publications, 2002.
3. Michael L. Bushnell and Vishwani D. Agarwal, “Essentials of Electronic Testing for Digital, Memory and Mixed Signal Circuits”, Springer, Verlag2000.
4. Stanley L. Hurst, “VLSI Testing: Digital and Mixed Analogue Digital Techniques”, Institute of Electrical Engineers, 1998.
5. Xiaoqing Wen, Cheng Wen Wu and LaungTerng Wang, “VLSI Test Principles and Architectures: Design for Testability”, Cambridge University Press, 2000.

COURSE OUTCOMES:

Upon completion of the course, students will be able to

CO1: Discuss various fault models and fault simulation techniques.
CO2: Examine faults in combinational logic circuits.
CO3: Analyze faults in sequential logic circuits.
CO4: Explain different testability methods.
CO5: Outline fault diagnosis approaches.

22ECOE04 IOT BASED SYSTEMS DESIGN

L	T	P	C
3	0	0	3

COURSE OBJECTIVES:

- To understand the basics of IoT.
- To get knowledge about the various services provided by IoT.
- To familiarize themselves with various communication techniques and networking.
- To know the implementation of IoT with different tools.
- To understand the various applications in IoT.

UNIT-I: INTRODUCTION TO INTERNET OF THINGS 9

Rise of the machines – Evolution of IoT – Web 3.0 view of IoT – Definition and characteristics of IoT – IoT Enabling Technologies – IoT Architecture – Fog, Edge and Cloud in IoT – Functional blocks of an IoT ecosystem – Sensors, Actuators, Smart Objects and Connecting Smart Objects – IoT levels and deployment templates – A panoramic view of IoT applications.

UNIT-II: MIDDLEWARE AND PROTOCOLS OF IOT 9

Middleware technologies for IoT system (IoT Ecosystem Overview – Horizontal Architecture Approach for IoT Systems – SOA based IoT Middleware) Middleware architecture of RFID, WSN, SCADA, M2M – Interoperability challenges of IoT-Protocols for RFID, WSN, SCADA, M2M – Zigbee, KNX, BACNet, MODBUS – Challenges Introduced by 5G in IoT Middleware.

UNIT-III: COMMUNICATION AND NETWORKING 9

IoT Access Technologies: Physical and MAC layers, topology and Security of IEEE 802.15.4, 802.15.4g, 802.15.4e, 1901.2a, 802.11ah and LoRaWAN – Network Layer: IP versions, Constrained Nodes and Constrained Networks – Optimizing IP for IoT: From 6LoWPAN to 6Lo, Routing over Low Power and Lossy Networks.

UNIT-IV: IOT IMPLEMENTATION TOOLS 9

Introduction to Python, Introduction to different IoT tools, Developing applications through IoT tools, Developing sensor-based applications through embedded system platform, Implementing IoT concepts with Python, Implementation of IoT with Raspberry Pi.

UNIT-V: APPLICATIONS AND CASE STUDIES **9**

Home automations - Smart cities – Environment – Energy – Retail – Logistics – Agriculture – Industry - Health and life style – Case study.

Contact periods:

Lecture: 45 Periods **Tutorial: 0 Periods** **Practical: 0 Periods** **Total: 45Periods**

REFERENCES:

1. Honbo Zhou, “Internet of Things in the cloud:A middleware perspective”, CRC press, 2012.
2. Vijay Madisetti and Arshdeep Bahga, “Internet of Things (A Hands-onApproach)”, VPT, 1st Edition, 2014.
3. Pethuru Raj and Anupama C. Raman, "The Internet of Things: Enabling Technologies, Platforms, and Use Cases", CRC Press, 2017
4. Constandinos X. Mavromoustakis, George Mastorakis, Jordi MongayBatalla, “Internet of Things (IoT) in 5G Mobile Technologies” Springer International Publishing Switzerland 2016..
5. Dieter Uckelmann, Mark Harrison, Florian Michahelles, “Architecting the Internet of Things” Springer-Verlag Berlin Heidelberg, 2011.

COURSE OUTCOMES:

Upon completion of this course, the students will be able to

CO1: Articulate the main concepts, key technologies, strength and limitations of IoT.

CO2: Identify the architecture, infrastructure models of IoT

CO3: Analyze the networking and how the sensors are communicated in IoT.

CO4: Analyze and design different models for IoT implementation.

CO5: Identify and design the new models for market strategic interaction

22ECOE05 **DESIGN THINKING**

L	T	P	C
3	0	0	0

COURSE OBJECTIVES:

- Introduce tools & techniques of design thinking for innovative products.
- Development Illustrate customer-centric product innovation.
- Use cases Demonstrate development of Minimum usable Prototypes
- Outline principles of solution concepts & their evaluation
- Describe system thinking principles as applied to complex systems.

UNIT-I: DESIGN THINKING PRINCIPLES **9**

Exploring Human-centered Design – Understanding the Innovation process, discovering areas of opportunity, Interviewing & empathy – Building techniques, Mitigate validation risk with FIR [Forge Innovation rubric] – Case studies.

UNIT-II: ENDUSER-CENTRIC INNOVATION **9**

Importance of customer-centric innovation – Problem Validation and Customer Discovery – Understanding problem significance and problem incidence – Customer Validation. Target user, User persona & user stories. Activity: Customer development process – Customer interviews and field visits.

UNIT-III: APPLIED DESIGN THINKING TOOLS **9**

Concept of Minimum Usable Prototype [MUP] – MUP challenge brief – Designing & Crafting the value proposition – Designing and Testing Value Proposition; Design a compelling value proposition; Process, tools and techniques of Value Proposition Design.

UNIT-IV: CONCEPT GENERATION **9**

Solution Exploration, Concepts Generation and MUP design – Conceptualize the solution concept; explore, iterate and learn; build the right prototype; Assess capability, usability and feasibility. Systematic concept generation; evaluation of technology alternatives and the solution concepts.

UNIT-V: SYSTEM THINKING **9**

System Thinking, Understanding Systems, Examples and Understandings, Complex Systems.

Contact periods:

Lecture: 45 Periods **Tutorial: 0 Periods** **Practical: 0 Periods** **Total: 45 Periods**

REFERENCES:

1. Steve Blank, (2013), The four steps to epiphany: Successful strategies for products that win, Wiley.
2. Alexander Osterwalder, Yves Pigneur, Gregory Bernarda, Alan Smith, Trish Papadakos, (2014), Value.
3. Proposition Design: How to Create Products and Services Customers Want, Wiley.
4. Donella H. Meadows, (2015), "Thinking in Systems -A Primer", Sustainability Institute.
5. Tim Brown,(2012) "Change by Design: How Design Thinking Transforms Organizations and Inspires Innovation", Harper Business.

COURSE OUTCOMES:

At the end of each unit, the students will be able to -

CO1: Define & test various hypotheses to mitigate the inherent risks in product innovations.

CO2: Understand customer-centric product innovation.

CO3: Design the solution concept based on the proposed value by exploring alternate solutions to achieve value-price fit.

CO4: Develop skills in empathizing, critical thinking, analyzing, storytelling & pitching

CO5: Apply system thinking in a real-world scenario.

22 EEOE01 POWER PLANT ENGINEERING

L	T	P	C
3	0	0	3

COURSE OBJECTIVES:

- To providing an overview of thermal power plants and detailing the role of mechanical engineers in their operation and maintenance.
- To understand construction and operation of diesel, gas turbine and combined cycle power plants.
- To understand construction and operation of nuclear power plants.
- To learn about power from wind and solar.
- To know about the energy, economic and environmental issues of power plants.

UNIT-I: COAL BASED THERMAL POWER PLANTS 9

Layout of modern coal power plant, super critical boilers, FBC boilers, subsystems of thermal power plants – Fuel and ash handling and draught system, feed water treatment.

UNIT-II: DIESEL, GAS TURBINE AND COMBINED CYCLE POWER PLANTS 9

Components of diesel and gas turbine power plants - Combined cycle power plants - Integrated gasifier based combined cycle systems.

UNIT-III: NUCLEAR POWER PLANTS 9

Basics of nuclear engineering, layout and subsystems of nuclear power plants, working of nuclear Reactors : Boiling Water Reactor (BWR), Pressurized Water Reactor (PWR), CANada Deuterium-Uranium reactor (CANDU), breeder, gas cooled and liquid metal cooled reactors. safety measures for nuclear power plants.

UNIT-IV: POWER FROM RENEWABLE ENERGY 9

Hydroelectric power plants – Classification, typical layout and associated components. Principle, construction and working of Wind, Tidal, Solar thermal and Fuel cell power systems.

UNIT-V: ENERGY, ECONOMIC AND ENVIRONMENTAL ISSUES OF POWER PLANTS **9**

Power tariff types, load distribution parameters, load curve, comparison of site selection criteria, relative merits & demerits, capital &operating cost of different power plants. Pollution control technologies including waste disposal options for coal and nuclear power plants.

Contact Periods:
Lecture: 45 **Periods** **Tutorial:** 0 **Periods** **Practical:** 0 **Periods** **Total:** 45 **Periods**

REFERENCES:

1. Nag P. K., "Power Plant Engineering", 4th Edition, Tata McGraw – Hill Publishing Company Ltd., 2014.
2. El -Wakil M. M., "Power Plant Technology", Tata McGraw – Hill Publishing Company Ltd., 2010.
3. Godfrey Boyle, "Renewable energy", Open University, Oxford University Press in association with the Open University, 2004.
4. Thomas C. Elliott, Kao Chen and Robert C. Swanekamp, "Standard Handbook of Power Plant Engineering", 2nd Edition,McGraw – Hill Professional, 2012.

COURSE OUTCOMES:

Upon completion of this course, the students will be able to

CO1: Understand the layout, construction and working of the components inside a thermal power plant.
CO2: Acquire knowledge about the layout, construction and working of the components inside a diesel, das and combined cycle power plants.
CO3: Gain the basic knowledgeof construction and working of the components inside nuclear power plants.
CO4: Explore the construction and working of the components inside renewableenergy power plants.
CO5: Analysis and solve energy and economic related issues in power sector.

22 EEOE02 SENSORS AND TRANSDUCERS

L	T	P	C
3	0	0	3

COURSE OBJECTIVES:

- To understand the concepts of measurement technology.
- To learn the various motion, proximity and ranging sensors used to measure various physical parameters.
- To understand the various force, magnetic and heading sensors used to measure various physical parameters.
- To know the various optical, pressure and temperature sensors used to measure various physical parameters.
- To understand the fundamentals of signal conditioning, data acquisition and communication systems used in mechatronics system development.

UNIT I : INTRODUCTION **9**

Basics of measurement – Classification of errors – Error analysis – Static and dynamic characteristics of transducers – Performance measures of sensors – Classification of sensors – Sensor calibration techniques – Sensor output signal types.

UNIT II : MOTION, PROXIMITY AND RANGING SENSORS **9**

Motion sensors – Potentiometers, resolver, encoders – Optical, magnetic, inductive, capacitive, LVDT – RVDT – Synchro – Microsyn, accelerometer – GPS, bluetooth, range sensors – Ultrasonic ranging, Laser range sensor (LIDAR).

UNIT III : FORCE, MAGNETIC AND HEADING SENSORS **9**

Strain gage, Load cell, Magnetic sensors – Types, principle, requirement and advantages: Magneto resistive – Hall effect – Current sensor, heading sensors – Compass, gyroscope.

UNIT IV : OPTICAL, PRESSURE AND TEMPERATURE SENSORS 9

Photo conductive cell, Photo voltaic, Photo resistive, LDR – Fiber optic sensors – Pressure – Diaphragm, bellows, Piezoelectric – Tactile sensors, Temperature – IC, thermistor, RTD, thermocouple. Acoustic Sensors – Flow and level measurement, radiation sensors – Smart Sensors – MEMS & Nano sensors.

UNIT V : SIGNAL CONDITIONING AND DAQ SYSTEMS 9

Amplification – Filtering – Sample and hold circuits – Data acquisition: single channel and multi channel data acquisition – Data logging – Applications – Automobile, aerospace, home appliances, manufacturing, environmental monitoring.

Contact Periods:

Lecture: 45 Periods Tutorial: 0 Periods Practical: 0 Periods Total: 45 Periods

REFERENCES:

1. Ernest O. Doebelin, "Measurement Systems - Applications and Design", Tata McGraw-Hill, 2009.
2. Sawney A K and Puneet Sawney, "A Course in Mechanical Measurements and Instrumentation and Control", 12th Edition, Dhanpat Rai & Co, New Delhi, 2013.
3. Patranabis D., "Sensors and Transducers", 2nd Edition, PHI, New Delhi, 2010.
4. John Turner and Martyn Hill, "Instrumentation for Engineers and Scientists", Oxford SciencePublications, 1999.
5. Richard Zurawski, "Industrial Communication Technology Handbook" 2nd Edition, CRC Press, 2015.

COURSE OUTCOMES:

Upon completion of this course, the students will be able to

CO1: Expertise in various calibration techniques and signal types for sensors.
CO2: Apply the various sensors in the automotive and mechatronics applications.
CO3: Study the basic principles of various magnetic sensors.
CO4: Study the basic principles of various smart sensors.
CO5: Implement the DAQ systems with different sensors for real time applications.

22 EEOE03 HYBRID ENERGY TECHNOLOGY

L	T	P	C
3	0	0	3

COURSE OBJECTIVES:

- To provide knowledge about different types of hybrid energy systems.
- To analyze the various electrical Generators used for the Wind Energy Conversion Systems.
- To design the power converters used in SPV Systems.
- To analyze the various power converters used in hybrid energy systems and to understand the importance of standalone and grid-connected operation in Hybrid renewable energy systems.
- To analyze the performance of the various hybrid energy systems

UNIT-I: INTRODUCTION TO HYBRID ENERGY SYSTEMS 9

Hybrid Energy Systems – Need for Hybrid Energy Systems – Solar-Wind-Fuel Cell-Diesel, Wind- Biomass-Diesel, Micro-Hydel-PV, Ocean and geyser energy - Classification of Hybrid Energy systems – Importance of Hybrid Energy systems – Advantages and Disadvantages - Environmental aspects of renewable energy - Impacts of renewable energy generation on the environment - Present Indian and international energy scenario of conventional and RE sources - Ocean energy, Hydel Energy - Wind Energy, Biomass energy, Hydrogen energy - Solar Photovoltaic (PV) and Fuel cells: Operating principles and characteristics.

UNIT-II: ELECTRICAL MACHINES FOR WIND ENERGY CONVERSION SYSTEMS (WECS) 9

Review of reference theory fundamentals –Construction, Principle of operation and analysis: Squirrel Cage Induction Generator (SCIG), Doubly Fed Induction Generator (DFIG) - Permanent Magnet Synchronous Generator (PMSG).

UNIT-III: POWER CONVERTERS AND ANALYSIS OF SOLAR PV SYSTEMS 9

Power Converters for SPV Systems - Line commutated converters (inversion-mode) - Boost and buck- boost converters- selection of inverter, battery sizing, array sizing - Analysis of SPV Systems - Block diagram of the solar PV systems - Types of Solar PV systems: Stand-alone PV systems.

UNIT-IV: ANALYSIS OF POWER CONVERTERS FOR HYBRID ENERGY SYSTEMS 9

Introduction to Power Converters – Stand-alone Converters -AC-DC-AC converters: uncontrolled rectifiers, PWM Inverters - Bi-Directional Converters - Grid-Interactive Inverters - Matrix converter – Merits and Limitations.

UNIT-V: CASE STUDIES FOR HYBRID RENEWABLE ENERGY SYSTEMS 9

Hybrid Systems- Range and type of Hybrid systems – Performance Analysis – Cost Analysis - Case studies of Diesel-PV, Wind-PV-Fuel-cell, Micro-hydel-PV, Biomass-Diesel-Fuel-cell systems.

Contact Periods:

Lecture: 45 **Periods** **Tutorial:** 0 **Periods** **Practical:** 0 **Periods** **Total:** 45 **Periods**

REFERENCES:

1. Bahman Zohuri, “Hybrid Energy Systems”, Springer, First Edition, 2018.
2. S.M. Muyeen, “Wind Energy Conversion Systems”, Springer First Edition, 2012
3. Md. Rabiul Islam, Md. Rakibuzzaman Shah, Mohd Hasan Ali, "Emerging Power Converters for Renewable Energy and Electric Vehicles", CRC Press, First Edison, 2021
4. Ernst Joshua, Wind Energy Technology, PHI, India, 2018, 3rd Edition.
5. S.N.Bhadra, D. Kastha, & S. Banerjee “Wind Electrical Systems”, Oxford University Press, 7th Impression, 2005.
6. Rashid.M. H “Power electronics Hand book”, Academic press,4th Edition, 2018.

COURSE OUTCOMES:

Upon completion of this course, the students will be able to

CO1: Analyze the impacts of hybrid energy technologies on the environment and demonstrate them to harness electrical power.

CO2: Select a suitable Electrical machine for wind energy conversion systems and simulate wind energy conversion system

CO3: Design the power converters such as AC-DC, DC-DC, and AC-AC converters for SPV systems.

CO4: Analyze the power converters such as AC-DC, DC-DC, and AC-AC converters for Hybrid energy systems.

CO5: Interpret the hybrid renewable energy systems

22 EEOE04 BIOMEDICAL INSTRUMENTATION

L	T	P	C
3	0	0	3

COURSE OBJECTIVES:

- To provide knowledge about the physical foundations of biological systems.
- To grasp the various electro physiological measurements in the human body.
- To get knowledge on the measurement of non-electrical parameters in the human body.
- To study the various medical imaging techniques and their applications.
- To provide knowledge in medical assisting and therapy equipment.

UNIT-I: PHYSIOLOGY 9

Man instrument system – Problems encountered in measuring a living system – Transducers for biomedical applications – Cell and its structure – Resting and action potential – Propagation of action potentials – The heart and cardiovascular system – Electrophysiology of cardiovascular system – Physiology of the respiratory system – Nervous system – Central nervous system and Peripheral nervous system – Electrode theory – Bio-potential electrodes.

UNIT-II: ELECTRO PHYSIOLOGICAL MEASUREMENT 9

ECG – Vector cardiographs – EEG – EMG – ERG – EOG – Lead system and recording methods – Typical waveforms.

UNIT-III: NON- ELECTRICAL PARAMETER MEASUREMENTS 9

Measurement of blood pressure, blood flow and cardiac output – Plethysmography –

Measurement of heart sounds – Gas analysers – Blood gas analysers – Oximeters.

UNIT-IV: MEDICAL IMAGING AND TELEMETRY **9**

X-ray machine – Echocardiography – Computer tomography – MRI – Diagnostic ultrasound – PET – SPECT – Electrical impedance tomography – Thermograph – Biotelemetry.

UNIT-V: ASSISTING AND THE RAPEUTIC DEVICE **9**

Pacemakers – Defibrillators – Ventilator – Anesthesia machine – Nerve and muscle stimulator – Heart lung machine – Kidney machine – Audiometers – Diathermy –Endoscopes – Lasers in biomedicine.

Contact Periods:

Lecture: 45 **Periods** **Tutorial:** 0 **Periods** **Practical:** 0 **Periods** **Total:** 45 **Periods**

REFERENCES:

1. Leslie Cromwell,"Biomedical Instrumentation and Measurement", PHI, New Delhi, 2015.
2. Khandpur R.S.,"Handbook of Biomedical Instrumentation", 2nd Edition, Tata McGraw Hill 2016.
3. Geddes L. A and Baker L.E.,"Principles of Applied Biomedical Instrumentation", 3rd Edition, John Wiley, New York, 2015.
4. Richard Aston,"Principles of Bio-medical Instrumentation and Measurement", Merril Publishing Company, New York, 2016.
5. Ed.Joseph D. Bronzino, "The Biomedical Engineering Handbook" 2nd Edition, Boca Raton, CRC Press LLC, 2014.

COURSE OUTCOMES:

Upon completion of this course, the students will be able to

CO1: Understand the physical foundations of biological systems.

CO2: Realize the various electro physiological measurements in the human body.

CO3: Acquire knowledge on the measurement of non-electrical parameters in the human body.

CO4: Analyze the various medical imaging techniques and their applications.

CO5: Apply the concepts on the working of medical assisting and therapy equipment.

22 EEOE05 ELECTRIC AND HYBRID VEHICLES

L	T	P	C
3	0	0	3

COURSE OBJECTIVES:

- To understand the operation and architecture of electric and hybrid vehicles
- To identify various energy source options like battery and fuel cell
- To select suitable electric motor for applications in hybrid and electric vehicles.
- To explain the role of power electronics in hybrid and electric vehicles
- To analyze the energy and design requirement for hybrid and electric vehicles.

UNIT-I: DESIGN CONSIDERATIONS FOR ELECTRIC VEHICLES 9

Need for Electric vehicle- Comparative study of diesel, petrol, hybrid and electric Vehicles. Advantages and Limitations of hybrid and electric Vehicles. - Design requirement for electric vehicles- Range, maximum velocity, acceleration, power requirement, mass of the vehicle. Various Resistance- Transmission efficiency- Electric vehicle chassis and Body Design, Electric Vehicle Recharging and Refuelling Systems.

UNIT-II: ENERGY SOURCES 9

Battery Parameters- - Different types of batteries – Lead Acid- Nickel Metal Hydride - Lithium ion- Sodium based- Metal Air. Battery Modelling - Equivalent circuits, Battery charging- Quick Charging devices. Fuel Cell- Fuel cell Characteristics- Fuel cell types-Half reactions of fuel cell. Ultra capacitors. Battery Management System.

UNIT-III: MOTORS AND DRIVES **9**

Types of Motors- DC motors- AC motors, PMSM motors, BLDC motors, Switched reluctance motors working principle, construction and characteristics.

UNIT-IV: POWER CONVERTERS AND CONTROLLERS **9**

Solid state Switching elements and characteristics – BJT, MOSFET, IGBT, SCR and TRIAC - Power Converters – rectifiers, inverters and converters - Motor Drives - DC, AC motor, PMSM motors, BLDC motors, Switched reluctance motors – four quadrant operations –operating modes

UNIT-V: HYBRID AND ELECTRIC VEHICLES **9**

Main components and working principles of a hybrid and electric vehicles, Different configurations of hybrid and electric vehicles. Power Split devices for Hybrid Vehicles - Operation modes - Control Strategies for Hybrid Vehicle - Economy of hybrid Vehicles - Case study on specification of electric and hybrid vehicles.

Contact Periods:

Lecture: 45 **Periods** **Tutorial:** 0 **Periods** **Practical:** 0 **Periods** **Total:** 45 **Periods**

REFERENCES:

1. Iqbal Husain, "Electric and Hybrid Vehicles-Design Fundamentals", CRC Press,2003
2. Mehrdad Ehsani, "Modern Electric, Hybrid Electric and Fuel Cell Vehicles", CRCPress,2005.
3. James Larminie and John Lowry, "Electric Vehicle Technology Explained "John Wiley & Sons,2003
4. Lino Guzzella, "Vehicle Propulsion System" Springer Publications,2005
5. Ron Hod Kinson, "Light Weight Electric/ Hybrid Vehicle Design", Butterworth Heinemann Publication,2005.

COURSE OUTCOMES:

Upon completion of this course, the students will be able to

CO1: Learn the operation and architecture of electric and hybrid vehicles
CO2: Classify various energy source options like battery and fuel cell
CO3: Select suitable electric motor for applications in hybrid and electric vehicles.
CO4: Explicate the role of power electronics in hybrid and electric vehicles
CO5: Analyze the energy and design requirement for hybrid and electric vehicles.

22ITOE01 MOBILE ADHOC NETWORKS

L	T	P	C
3	0	0	3

COURSE OBJECTIVES:

- Understanding of the current topics in MANETs and WSNs, both from an industry and research point of views.
- Understanding of the principles of mobile ad hoc networks (MANETs) and what distinguishes them from infrastructure-based networks. ·
- Understand how proactive routing protocols function and their implications on data transmission delay and bandwidth consumption.
- Know about routing protocol
- Analyze various routing algorithms

9

UNIT-I: INTRODUCTION

Introduction to ad-hoc networks – definition, characteristics features, applications. Characteristics of wireless channel, ad-hoc mobility models: indoor and outdoor models.

9

UNIT-II:MEDIUM ACCESS PROTOCOLS

MAC Protocols: Design issues, goals and classification. Contention based protocols – with reservation, scheduling algorithms, protocols using directional antennas. IEEE standards: 802.11a, 802.11b, 802.11g, 802.15. HIPERLAN.

9

UNIT-III: NETWORK PROTOCOLS

Routing Protocols: Design issues, goals and classification. Proactive Vs reactive routing, unicast routing algorithms, Multicast routing algorithms, hybrid routing algorithm, energy aware routing algorithm, hierarchical routing, QoS aware routing.

9

UNIT-IV: END-END DELIVERY AND SECURITY

Transport Layer: Issues in designing – Transport layer classification, adhoc transport protocols. Security issues in adhoc networks: issues and challenges, network security attacks, secure routing protocols

9

UNIT-V: CROSS LAYER DESIGN

Cross layer Design: Need for cross layer design, cross layer optimization, parameter optimization techniques, cross layer cautionary perspective. Integration of adhoc with Mobile IP networks.

Contact Periods:

Lecture: 45 Periods Tutorial: 0 Periods Practical: 0 Periods Total: 45 Periods

REFERENCES:

7. Behrouz A. Forouzan, "Data Communications and Networking", 5th Edition TMH, 2013.
8. Larry L. Peterson, Bruce S. Davie, "Computer Networks: A Systems Approach", 5th Edition, Morgan Kaufmann Publishers Inc., 2012.
9. William Stallings, "Data and Computer Communications", 10th Edition, Pearson Education, 2013.
10. C. Siva Ram Murthy and B. S. Manoj, Ad hoc Wireless Networks Architecture and Protocols, 2nd edition, Pearson Edition, 2007.
11. Charles E. Perkins, Ad hoc Networking, Addison – Wesley, 2000.
12. Stefano Basagni, Marco Conti, Silvia Giordano and Ivan stojmenovic, Mobile ad-hoc networking, Wiley-IEEE press, 2004.

COURSE OUTCOMES:

Upon completion of this course, the students will be able to:

CO1: Gain the knowledge of basic layers of adhoc networks.
CO2: Evaluate the performance MAC protocols and standards.
CO3: Understand the functions of routing protocols.
CO4: Know different protocols involved in network security enhancement.
CO5: Analyze the necessity of cross layer designs and Mobile IP networks.

22ITOE02 BLOCKCHAIN TECHNOLOGIES

L	T	P	C
3	0	0	3

COURSE OBJECTIVES:

- To assess blockchain applications in a structured manner.
- To impart knowledge in block chain techniques and able to present the concepts clearly and structured.
- To understand the modern concepts of blockchain technology.
- To get familiarity with future currencies and to create own crypto token.
- To analyze the market scenario of cryptocurrency.

UNIT I : BASIC CONCEPTS **9**

Introduction - Decentralized society - Disturbed Database, Byzantine General problem - Fault tolerance, Hadoop Distributed File System, Distributed Hash Table, ASIC resistance, Turing Complete - P2P network - Private key - Public key - Cryptography - Hash Function - Digital Signature - ECDSA - Memory Hard Algorithm - Zero Knowledge Proof.

UNIT II : BLOCKCHAIN **9**

Introduction - Advantage over conventional distributed database – Network and protocols - Block

chain network - Mining - Mechanism - Life Cycle of Block chain - Distributed consensus - Merkle Patricia Tree - Gas Limit - Transactions and Fee - Anonymity - Reward - Chain policy- Life of Block chain applications -Soft and Hard Fork - Private and Public blockchain.

UNIT III: DISTRIBUTED CONSENSUS **9**

Nakamoto consensus - Proof of work - Proof of Stake - Proof of Burn - Difficulty level - Sybil Attack - Energy Utilization and alternate – Fabric model - SDKs - Components of Fabric Model - Architecture of Hyperledger fabric.

UNIT IV: CRYPTOCURRENCY **9**

History - Distributed ledger - Bitcoin protocols - Mining strategy and rewards - Ethereum - construction - Truffle - DAO - dApps - Smart Contract - Boot strapping - GHOST Vulnerability - Attacks - Sidechain - Namecoin.

UNIT V: CRYPTOCURRENCY REGULATIONS **9**

Stakeholders - Roots and Bitcoin - Legal Aspects - Crypto currency exchange - Black market and Global economy. Applications : IoT - Medical Record Management system - Domain Name Service and future of Blockchain - Business applications and assessing blockchain projects.

Contact Periods:
Lecture: 45 Periods Tutorial: 0 Periods Practical: 30 Periods Total: 75 Periods

REFERENECS:

1. Imran Bashir, “Mastering Blockchain: Distributed Ledger Technology, Decentralization, and Smart Contracts Explained”, Second Edition, Packt Publishing, 2018.
2. Narayanan, J. Bonneau, E. Felten, A. Miller, S. Goldfeder, “Bitcoin and Cryptocurrency Technologies: A Comprehensive Introduction” Princeton University Press, 2016
3. Antonopoulos, Mastering Bitcoin, O’Reilly Publishing, 2014. .
4. Antonopoulos and G. Wood, “Mastering Ethereum: Building Smart Contracts and Dapps”, O’Reilly Publishing, 2018.
5. D. Drescher, Blockchain Basics. Apress, 2017.

COURSE OUTCOMES:

Upon completion of this course, the students will be able to:

CO1: Understand the various technologies and its business use.
CO2: Analyse the block chain applications in a structure manner.
CO3: Explain the modern concepts of block chain technology systematically.
CO4: Handle the cryptocurrency.
CO5: Understand the modern currencies and its market usage

22ITOE03 OPEN SOURCE TECHNOLOGIES

L	T	P	C
3	0	0	3

COURSE OBJECTIVES:

- To differentiate open source software and commercial software.
- To familiarize with Linux operating system.
- To examine web applications using open source web technologies like Apache, My SQL and PHP (LAMP/XAMP).
- To implement table commands and table joins.
- To learn cookies and sessions with PHP and MySQL.

UNIT-I: OPEN SOURCE **9**

Introduction to Open Source – Open Source vs. Commercial Software – What is Linux? - Free Software – Basics of Linux - Linux Kernel – Linux Distributions.

UNIT-II: LINUX **9**

Introduction to Linux Essential Commands - File system Concept - Standard Files - The Linux Security Model - Vi Editor - Partitions creation - Shell Introduction - String Processing - Investigating

and Managing Processes - Network Clients – Installing Application.

UNIT-III: APACHE **9**

Apache Explained - Starting, Stopping, and Restarting Apache - Modifying the Default Configuration - Securing Apache - Set User and Group - Consider Allowing Access to Local Documentation - Don't Allow public html Web sites - Apache control with .htaccess.

UNIT-IV: MYSQL **9**

Introduction to MYSQL - The Show Databases and Table - The USE command - Create Database and Tables - Describe Table - Select, Insert, Update, and Delete statement - Some Administrative detail - Table Joins - Loading and Dumping a Database.

UNIT-V: PHP **9**

Introduction- General Syntactic Characteristics - PHP Scripting - Commenting your code -Primitives, Operations and Expressions - PHP Variables - Operations and Expressions Control Statement - Array - Functions - Basic Form Processing - File and Folder Access - Cookies - Sessions - Database Access with PHP - MySQL - MySQL Functions - Inserting Records - Selecting Records - Deleting Records - Update Records.

Contact Periods:

Lecture: 45 Periods **Tutorial: 0 Periods** **Practical: 0 Periods** **Total: 45 Periods**

REFERENCES:

1. Steven Weber, “The success of Open Source”, Harvard University Press October 31, First Edition, 2021.
2. Ellen Siever, Stephen Figgins, Robert Love, Arnold Robbins, “Linux in a Nutshell”, Sixth Edition, OReilly Media, 2009.
3. James Lee and Brent Ware, "Open Source Web Development with LAMP using Linux, Apache, MySQL, Perl and PHP", Dorling Kindersley (India) Pvt. Ltd, 2008.
4. Eric Rosebrock, Eric Filson, "Setting Up LAMP: Getting Linux, Apache, MySQL, and PHP and working Together", Published by John Wiley and Sons, 2004.

COURSE OUTCOMES:

Upon successful completion of the course, students should be able to:

CO1: Compare the open source software and commercial software.
CO2: Study, install and run Linux operating system.
CO3: Identify and install open source web technology Apache and manage applications.
CO4: Manage users and privileges in MySQL and to handle SQL functions.
CO5: Design and develop complete website using PHP.

22ITOE04 ANDROID APPLICATION DEVELOPMENT

L	T	P	C
3	0	0	3

COURSE OBJECTIVES:

- To facilitate students to understand android SDK
- To gain a basic understanding of Android application development
- To inculcate working knowledge of creating mobile interface
- To learn about testing of android application
- To create basic android applications

UNIT-I: INTRODUCTION TO ANDROID **9**

The Android Platform, Android SDK, Eclipse Installation, Android Installation, Building you First Android application, Understanding Anatomy of Android Application, Android Manifest file.

UNIT-II: ANDROID APPLICATION DESIGN ESSENTIALS: **9**

Anatomy of an Android applications, Android terminologies, Application Context, Activities, Services, Intents, Receiving and Broadcasting Intents, Android Manifest File and its common settings, Using Intent Filter, Permissions.

UNIT-III: ANDROID USER INTERFACE DESIGN ESSENTIALS 9

User Interface Screen elements, Designing User Interfaces with Layouts, Drawing and Working with Animation

UNIT-IV: TESTING ANDROID APPLICATION 9

Testing Android applications, Publishing Android application, Using Android preferences, Managing Application resources in a hierarchy, working with different types of resources.

UNIT-V: ANDROID APPLICATION 9

Using Common Android APIs: Using Android Data and Storage APIs, Managing data using Sqlite, Sharing Data between Applications with Content Providers, Using Android Networking APIs, Using Android Web APIs, Using Android Telephony APIs, Deploying Android Application to the World.

Contact Periods:
Lecture: 45 Periods Tutorial: 0 Periods Practical: 0 Periods Total: 45 Periods

REFERENCES:

1. Lauren Darcey and Shane Conder, "Android Wireless Application Development", Pearson Education, 2nd ed. (2011)
2. Reto Meier, "Professional Android 2 Application Development", Wiley India Pvt Ltd
3. Mark L Murphy, "Beginning Android", Wiley India Pvt Ltd
4. Android Application Development All in one for Dummies by Barry Burd, Edition: I

COURSE OUTCOMES:

Upon completion of this course, the students will be able to:

CO1: Identify various concepts of mobile programming that make it unique from programming for other platforms,
CO2: Critique mobile applications on their design pros and cons,
CO3: Utilize rapid prototyping techniques to design and develop sophisticated mobile interfaces
CO4: Program mobile applications for the Android operating system that use basic and advanced phone features
CO5: Deploy applications to the Android marketplace for distribution

22ITOE05 DIGITAL AND MOBILE FORENSICS

L	T	P	C
3	0	0	3

COURSE OBJECTIVES:

- To understand basic digital forensics and techniques.
- To understand digital crime and investigation.
- To understand how to be prepared for digital forensic readiness.
- To understand and use forensics tools for iOS devices.
- To understand and use forensics tools for Android devices.

UNIT I : INTRODUCTION TO DIGITAL FORENSICS 9

Forensic Science – Digital Forensics – Digital Evidence – The Digital Forensics Process – Introduction – The Identification Phase – The Collection Phase – The Examination Phase – The Analysis Phase – The Presentation Phase

UNIT II : DIGITAL CRIME AND INVESTIGATION 9

Digital Crime – Substantive Criminal Law – General Conditions – Offenses – Investigation Methods for Collecting Digital Evidence – International Cooperation to Collect Digital Evidence

UNIT III: DIGITAL FORENSIC READINESS **9**

Introduction – Law Enforcement versus Enterprise Digital Forensic Readiness – Rationale for Digital Forensic Readiness – Frameworks, Standards and Methodologies – Enterprise Digital Forensic Readiness – Challenges in Digital Forensics

UNIT IV: iOS FORENSICS **9**

Mobile Hardware and Operating Systems - iOS Fundamentals – Jailbreaking – File System – Hardware – iPhone Security – iOS Forensics – Procedures and Processes – Tools – Oxygen Forensics – MobilEdit – iCloud

UNIT V: ANDROID FORENSICS **9**

Android basics – Key Codes – ADB – Rooting Android – Boot Process – File Systems – Security – Tools – Android Forensics – Forensic Procedures – ADB – Android Only Tools – Dual Use Tools – Oxygen Forensics – MobilEdit – Android App Decompiling

Contact Periods:
Lecture: 45 Periods Tutorial: 0 Periods Practical: 0 Periods Total: 45 Periods

REFERENECS:

1. Andre Arnes, “Digital Forensics”, Wiley, 2018.
2. Chuck Easttom, “An In-depth Guide to Mobile Device Forensics”, First Edition, CRC Press, 2022.
3. Vacca, J, Computer Forensics, Computer Crime Scene Investigation, 2nd Ed, Charles River Media, 2005, ISBN: 1-58450-389.

COURSE OUTCOMES:

Upon completion of this course, the students will be able to:

CO1: Have knowledge on digital forensics.
CO2: Know about digital crime and investigations.
CO3: Be forensic ready.
CO4: Investigate, identify and extract digital evidence from iOS devices.
CO5: Investigate, identify and extract digital evidence from Android devices.

22MEOE01	TESTING OF MATERIALS	L	T	P	C
		3	0	0	3

COURSE OBJECTIVES:

- Basic fundamentals of materials and their properties.
- Various mechanical testing methods, processes, properties and applications.
- Different types of NDT testing methods, processes, properties and applications.
- The different methods of materials, their properties, classifications and applications and acquire knowledge to apply on the respective fields.
- Various tests on different materials and know about the failure mechanism.

UNIT I: INTRODUCTION TO MATERIALS TESTING **9**

Overview of materials, Classification of material testing, Purpose of testing, Selection of material, Development of testing, Testing organizations and its committee, Testing standards, Result Analysis, Advantages of testing.

UNIT II: MECHANICAL TESTING **9**

Introduction to mechanical testing, Hardness test (Vickers, Brinell, Rockwell), Tensile test, Impact test (Izod, Charpy) - Principles, Techniques, Methods, Advantages and Limitations, Applications. Bend test, Shear test, Creep and Fatigue test - Principles, Techniques, Methods, Advantages and Limitations, Applications.

UNIT III: NON-DESTRUCTIVE TESTING **9**

Visual inspection, Liquid penetrant test, Magnetic particle test, Thermography test – Principles, Techniques, Advantages and Limitations, Applications. Radiographic test, Eddy current test, Ultrasonic test, Acoustic emission- Principles, Techniques, Methods, Advantages and Limitations, Applications.

UNIT IV: MATERIAL CHARACTERIZATION TESTING **9**

Macroscopic and Microscopic observations, Optical and Electron microscopy (SEM and TEM) – Principles, Types, Advantages and Limitations, Applications. Diffraction techniques, Spectroscopic Techniques, Electrical and Magnetic Techniques- Principles, Types, Advantages and Limitations, Applications.

UNIT-V: OTHER TESTING **9**

Thermal Testing: Differential scanning calorimetry, Differential thermal analysis. Thermomechanical and Dynamic mechanical analysis: Principles, Advantages, Applications. Chemical Testing: X-Ray Fluorescence, Elemental Analysis by Inductively Coupled Plasma-Optical Emission Spectroscopy and Plasma-Mass spectrometry.

Contact periods:

Lecture: 45 Periods **Tutorial: 0 Periods** **Practical: 0 Periods** **Total: 45 Periods**

REFERENCES:

1. Baldev Raj, T.Jayakumar, M.Thavasimuthu “Practical Non-Destructive Testing”, Narosa Publishing House, 2009.
2. Cullity, B. D., “Elements of X-ray diffraction”, 3rdEdition, Addison-Wesley CompanyInc., NewYork, 2000.
3. P. Field Foster, “The Mechanical Testing of Metals and Alloys” 7thEdition, CousensPress, 2007.
4. Brandon D.G., “Modern Techniques in Metallography”, Von Nostrand Inc. NJ, USA,1986.
5. Metals Handbook: Mechanical testing, (Volume 8) ASM Handbook Committee, 9thEdition, American Society for Metals, 1978.
6. ASM Metals Handbook, “Non-Destructive Evaluation and Quality Control”, American Society of Metals, Metals Park, Ohio, USA 2000.

COURSE OUTCOMES:

Upon completion of this course, the student will be able to

CO1: Apply the fundamental concepts of material selection and acquire knowledge on testing.

CO2: Identify the suitable testing methods and process to attain the specified microstructural

changes in the metal.

CO3: Choose the different types of methods and testing on the basis of the material andmake use of them in their specific application areas.

CO4: Identify the different methods of materials, their properties, classifications andapplications and acquire knowledge to apply on the respective fields.

CO5: Select the various tests on different materials and know about the failure mechanism.

22MEOE02	**WELDING TECHNOLOGY**	**L**	**T**	**P**	**C**
		3	**0**	**0**	**3**

COURSE OBJECTIVES:

- To study the gas and arc welding processes.
- To learn the resistance welding processes.
- To understand the solid state welding processes.
- To study the special welding processes.
- To understanding of inspection methods of welded products and also helps to know the material considerations of this operation.

UNIT-I: GAS AND ARC WELDING PROCESSES **9**

Fundamental principles – Air Acetylene welding, Oxyacetylene welding, Carbon arc welding, Shielded metal arc welding, Submerged arc welding, TIG & MIG welding, Plasma arc welding and Electroslag welding processes - Advantages, Limitations and Applications.

UNIT-II: RESISTANCE WELDING PROCESSES **9**

Spot welding, Seam welding, Projection welding, Resistance Butt welding, Flash Butt welding, Percussion welding and High frequency resistance welding processes –Advantages, Limitations and Applications.

UNIT-III: SOLID STATE WELDING PROCESSES 9

Cold welding, Diffusion bonding, Explosive welding, Ultrasonic welding, Friction welding, Forge welding, Roll welding and Hot pressure welding processes - Advantages, Limitations and Applications.

UNIT-IV: OTHER WELDING PROCESSES 9

Thermit welding, Atomic hydrogen welding, Electron beam welding, Laser Beam welding, Friction stir welding, Under Water welding, Welding automation in aerospace, Nuclear and surface transport vehicles.

UNIT-V:DESIGN OF WELD JOINTS, WELDABILITY AND TESTING OF WELDMENTS 9

Various weld joint designs – Welding defects – Causes and remedies – Weldability of Aluminium, Copper, and Stainless steels. Destructive and non-destructive testing of weldments.

Contact periods:

Lecture: 45 Periods Tutorial: 0 Periods Practical: 0 Periods Total: 45 Periods

REFERENCES:

1. O.P.Khanna, “Welding Technology”, Dhanpat Rai and sons, 2011.
2. Davis A.C., “The Science and Practice of Welding”, Cambridge University Press, Cambridge, 2010.
3. Little R.L., “Welding and welding Technology”, Tata McGraw Hill Publishing Co., Ltd., New Delhi, 34th reprint, 2008.
4. Parmer R.S., “Welding Engineering and Technology”, 1st Edition, Khanna Publishers, New Delhi, 2008.
5. Nadkarni S.V., “Modern Arc Welding Technology”, South Asia Books, 2008.
6. Parmer R.S., “Welding Processes and Technology”, Khanna Publishers, New Delhi, 1992

COURSE OUTCOMES:

Upon completion of this course, the students will be able to

CO1: Understand the construction and working principles of gas and arc welding process.

CO2: Understand the construction and working principles of resistance welding process.

CO3: Understand the construction and working principles of various solid state welding process.

CO4: Understand the construction and working principles of various special welding processes.

CO5: Understand the concepts on weld joint design, Weldability and testing of weldments**.**

22MEOE03	INDUSTRIAL SAFETY ENGINEERING	L	T	P	C
		3	0	0	3

COURSE OBJECTIVES:

- To study about the safety concept Technical and Managerial roles in the Industries.
- To apply knowledge on investigation and reporting in the working environment.
- To use quality of safety education and training to foresee and solve issues in the industrial situations.
- To learn about the safety management associated with the agencies.
- To familiarize with safety audit and regulation.

UNIT I: SAFETY COPNCEPT **9**

Evolution of modern safety concept – History of safety movement –Influence of environmental safety – Hazards – Safety policy – Safety survey, Safety inspection safety culture and Behavioural safety.

UNIT II: ACCIDENT INVESTIGATION AND REPORTING **9**

Concept of an accident, Reportable and non reportable accidents – Principles of accident

prevention accident investigation and analysis – Documentation of accidents – Unsafe act and unsafe condition domino sequence – Role of safety committee and cost of accident.

UNIT III: SAFETY EDUCATION AND TRAINING 9

Importance of training – Training methods –Method of promoting safe practice – Motivation – Role of government agencies and private consulting agencies in safety training – Creating awareness – Safety posters, safety displays, safety pledge, safety incentive scheme, safety campaign.

UNIT IV: SAFETY MANAGEMENT 9

General concept of safety management – National Safety Council-OSHA, their roles in safety propagation – Evolution of modern safety concept – Planning for safety for optimization of productivity – Line and staff functions for safety – Safety sampling, fault tree analysis.

UNIT-V: SAFETY AUDIT AND SAFETY REGULATION 9

Components of safety audit, types of audit, audit methodology, non-conformity reporting (NCR), audit checklist and report – Review of inspection, safety measures in factories act, pollution control act for water, air, and land. OSHAS18001, ISO14001.

Contact periods:

Lecture: 45 Periods Tutorial: 0 Periods Practical: 0 Periods Total: 45 Periods

REFERENCES:

1.Vollman TE., "Manufacturing Planning and Control Systems", Galgotia Publications, 2002.

2.Elwood S. Buffa, and Rakesh K. Sarin, "Modern Production/Operation Management", 8th Edition, John Wiley & Sons, 2000.

3.Krishnan N.V, "Safety management in Industry",Jaico Publishing House,Bombay,1997.

4.Dan Petersen, "Techniques of Safety Management", Mc Graw-Hill Company,Tokyo, 1981.

5."Accident Prevention Manual for Industrial Operations", N.S.C Chicago, 1980.

6.Heinrich H.W, "Industrial accident Prevention", McGraw-Hill Company,New york,1980.

COURSE OUTCOMES:

Upon completion of this course, the student will be able to

CO1: Anticipate, identify, evaluate, and control workplace hazardous conditions and practices.

CO2: Develop effective safe operating procedures and comprehensive safety and health programs.

CO3: Address identified hazards, conditions, and practices in a cost effective manner.

CO4: Apply the general concept of safety management and planning for safety foroptimization of productivity.

CO5: Measure and evaluate occupational safety and health performance.

22MEOE04	MARKETING MANAGEMENT	L	T	P	C
		3	0	0	3

COURSE OBJECTIVES:

- To familiarize with the basic concepts, and techniques of salesmanship.
- To learn and behave about the quality of salesman.
- To create awareness of marketing Remuneration / Compensation.
- To analyse and solve marketing problems in the complex and fast changing business environment.
- To understand the behaviour of consumers.

UNIT I: SALESMANSHIP **9**

Meaning, Definition, Characteristics, Concept, Kinds, Nature – Evolution, and psychology in selling, Scope, Limitations and importance – Sales management: meaning, definition, Characteristics, Principles, Functions and importance, Difference between sales management and marketing management.

UNIT II: SALESMAN **9**

Types, Qualities, Objectives, Duties and responsibilities of good salesman, Recruitment, selection and training of salesman: Sources of recruitment, Principles of selection, Selection procedure, Meaning, Advantages, Disadvantages, Methods, Principles and limitation, Subject matter and Types of good training programme.

UNIT III: REMUNERATION/ COMPENSATION **9**

Essentials of Good Remuneration Plan, Objectives – Methods, Factors determining Remuneration Plan, Comparative study of various plans. Motivating sales force: Meaning, Definition, Objectives, Importance and methods.

UNIT IV: SALES PLANNING **9**

Meaning, Components, Elements, Types, Importance and limitations, Sales fields or territories: Meaning, Definition, Objectives, Factors determining Size, Allocation of sales territories, Steps in setting sales territories. Sales quota: Meaning, Definition, Objectives, Factors determining sales quota, Methods of determining sales quota, Types, Principles of successful sales quota, Advantages and disadvantages of sales quota.

UNIT-V: CONSUMER BEHAVIOUR **9**

Meaning, Definition, Variables and factors affecting Consumer behaviour – Buying Motives: Meaning, Kinds, Chief buying motives – Different types of consumers – Behaviour and customer service.

Contact periods:

Lecture: 45 Periods Tutorial: 0 Periods Practical: 0 Periods Total: 45 Periods

REFERENCES:

1.Santoki, “Sales Management”, Kalyani Publisher 2010.
2.Gupta S L., “Sales and Distribution Management”, Excel Books, New Delhi, 2008.
3.Still R and Richard, “Sales Management”, Pearson Prentice Hall, Delhi 2007.
4.Schiffman, Kanuk and Kumar, “Consumer Behaviour”, Pearson, 10th Edition 2005.
5.Kotler and Keller, “Marketing Management”, Pearson Publication 2004.

COURSE OUTCOMES:

Upon completion of this course, the student will be able to

CO1: Understand the concepts for salesmanship.
CO2: Developed knowledge of salesman responsibilities.
CO3: Understand the concepts forremuneration and compensation methods.
CO4: Developed knowledge of sales planning techniques.
CO5: Understand the use of consumer behaviour concepts.

22MEOE05	MAINTENANCE ENGINEERING	L	T	P	C
		3	0	0	3

COURSE OBJECTIVES:

- To study the principles, functions and practices adapted in industry for the successful management of maintenance activities.
- To identify the different maintenance categories like Preventive maintenance and Total Productive Maintenance.
- To illustrate some of the simple instruments used for condition monitoring in industry.
- To learn the fundamental components of mechanical systems functions and predict the faulty locations.
- To study the appropriate repair methods and maintaining records.

UNIT I: PRINCIPLES AND PRACTICES OF MAINTENANCE PLANNING 9

Basic principles of maintenance planning – Objectives and principles of planned maintenance – Importance and benefits of sound maintenance systems – Reliability and machine availability – MTBF, MTTR and MWT – Factors of availability – Maintenance organization – Maintenance

economics.

UNIT II: MAINTENANCE POLICIES – PREVENTIVE MAINTENANCE 9

Maintenance categories – Comparative merits of each category – Preventive maintenance, maintenance schedules, Repair cycle – Principles and methods of lubrication – TPM.

UNIT III: CONDITION MONITORING 9

Condition monitoring – Cost comparison with and without CM – On-load testing and off-load testing – Methods and instruments for CM – Temperature sensitive tapes – Pistol thermometers – Wear debris analysis.

UNIT IV: REPAIR METHODS FOR BASIC MACHINE ELEMENTS 9

Repair methods for beds, slide ways, Spindles, Gears, Lead screws and bearings – Failure analysis – Failures and their development – Logical fault location methods – Sequential fault location.

UNIT-V: REPAIR METHODS FOR MATERIAL HANDLING EQUIPMENT 9

Repair methods for material handling equipment – Equipment records – Job order systems –Use of computers in maintenance.

Contact periods:

Lecture: 45 Periods Tutorial: 0 Periods Practical: 0 Periods Total: 45 Periods

REFERENCES:

1.Bhattacharya S N., "Installation, Servicing and Maintenance", S. Chand and Co., 2013.
2.Venkataraman K., "Maintenance Engineering and Management", PHI Learning Pvt. Ltd. 2010.
3.Srivastava S.K., "Industrial Maintenance Management", - S. Chand and Co., 2006.
4.Higgins L R., Maintenance Engineering Hand book", McGraw Hill, 5th Edition, 1994.
5.White E N., "Maintenance Planning", I Documentation, Gower Press, 1979.
6.Garg M R., "Industrial Maintenance", S. Chand & Co., 1987.

COURSE OUTCOMES:

Upon completion of this course, the student will be able to

CO1: Explain basic principle of maintenance and practices the maintenance in organization and economics.

CO2: Practice the various maintenance policies and the various preventive maintenances.

CO3: Describe various aspects of condition monitoring and able to perform estimationAnalysis.

CO4: Practice various repairs and able to predict the faulty locations.

CO5: Familiarize various methods of repairing material handling equipments.