AC:

Item No.

UNIVERSITY OF MUMBAI

Bachelor of Engineering

in

Computer Engineering

Second Year with Effect from AY 2020-21

Third Year with Effect from AY 2021-22

Final Year with Effect from AY 2022-23

(REV- 2019 'C' Scheme) from Academic Year 2019 – 20

Under

FACULTY OF SCIENCE & TECHNOLOGY

(As per AICTE guidelines with effect from the academic year 2019–2020)

AC:

Item No.

UNIVERSITY OF MUMBAI

Sr. No.	Heading	Particulars
1	Title of the Course	**Third Year Engineering (Computer Engineering)**
2	Eligibility for Admission	**After Passing Second Year Engineering as per the Ordinance 0.6243**
3	Passing Marks	**40%**
4	Ordinances / Regulations (if any)	**Ordinance 0.6243**
5	No. of Years / Semesters	**8 Semester**
6	Level	~~P.G.~~ / **U.G.**/ ~~Diploma / Certificate~~ (Strike out which is not applicable)
7	Pattern	~~Yearly~~ / **Semester** (Strike out which is not applicable)
8	Status	~~**New**~~ / Revised (Strike out which is not applicable)
9	To be implemented from Academic Year	**With effect from Academic Year: 2021-2022**

Dr. S. K. Ukarande
Associate Dean
Faculty of Science and Technology
University of Mumbai

Dr Anuradha Muzumdar
Dean
Faculty of Science and Technology
University of Mumbai

Preamble

To meet the challenge of ensuring excellence in engineering education, the issue of quality needs to be addressed, debated and taken forward in a systematic manner. Accreditation is the principal means of quality assurance in higher education. The major emphasis of accreditation process is to measure the outcomes of the program that is being accredited. In line with this Faculty of Science and Technology (in particular Engineering) of University of Mumbai has taken a lead in incorporating philosophy of outcome based education in the process of curriculum development.

Faculty resolved that course objectives and course outcomes are to be clearly defined for each course, so that all faculty members in affiliated institutes understand the depth and approach of course to be taught, which will enhance learner's learning process. Choice based Credit and grading system enables a much-required shift in focus from teacher-centric to learner-centric education since the workload estimated is based on the investment of time in learning and not in teaching. It also focuses on continuous evaluation which will enhance the quality of education. Credit assignment for courses is based on 15 weeks teaching learning process, however content of courses is to be taught in 13 weeks and remaining 2 weeks to be utilized for revision, guest lectures, coverage of content beyond syllabus etc.

There was a concern that the earlier revised curriculum more focused on providing information and knowledge across various domains of the said program, which led to heavily loading of students in terms of direct contact hours. In this regard, faculty of science and technology resolved that to minimize the burden of contact hours, total credits of entire program will be of 170, wherein focus is not only on providing knowledge but also on building skills, attitude and self learning. Therefore in the present curriculum skill based laboratories and mini projects are made mandatory across all disciplines of engineering in second and third year of programs, which will definitely facilitate self learning of students. The overall credits and approach of curriculum proposed in the present revision is in line with AICTE model curriculum.

The present curriculum will be implemented for Second Year of Engineering from the academic year 2021-22. Subsequently this will be carried forward for Third Year and Final Year Engineering in the academic years 2022-23, 2023-24, respectively.

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Incorporation and Implementation of Online Contents from NPTEL/ Swayam Platform

The curriculum revision is mainly focused on knowledge component, skill based activities and project based activities. Self learning opportunities are provided to learners. In the revision process this time in particular Revised syllabus of 'C' scheme wherever possible additional resource links of platforms such as NPTEL, Swayam are appropriately provided. In an earlier revision of curriculum in the year 2012 and 2016 in Revised scheme 'A' and 'B' respectively, efforts were made to use online contents more appropriately as additional learning materials to enhance learning of students.

In the current revision based on the recommendation of AICTE model curriculum overall credits are reduced to 171, to provide opportunity of self learning to learner. Learners are now getting sufficient time for self learning either through online courses or additional projects for enhancing their knowledge and skill sets.

The Principals/ HoD's/ Faculties of all the institute are required to motivate and encourage learners to use additional online resources available on platforms such as NPTEL/ Swayam. Learners can be advised to take up online courses, on successful completion they are required to submit certification for the same. This will definitely help learners to facilitate their enhanced learning based on their interest.

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Preface by Board of Studies in Computer Engineering

Dear Students and Teachers, we, the members of Board of Studies Computer Engineering, are very happy to present Third Year Computer Engineering syllabus effective from the Academic Year 2021-22 (REV-2019'C' Scheme). We are sure you will find this syllabus interesting, challenging, fulfill certain needs and expectations.

Computer Engineering is one of the most sought-after courses amongst engineering students. The syllabus needs revision in terms of preparing the student for the professional scenario relevant and suitable to cater the needs of industry in present day context. The syllabus focuses on providing a sound theoretical background as well as good practical exposure to students in the relevant areas. It is intended to provide a modern, industry-oriented education in Computer Engineering. It aims at producing trained professionals who can successfully acquainted with the demands of the industry worldwide. They obtain skills and experience in up-to-date the knowledge to analysis, design, implementation, validation, and documentation of computer software and systems.

The revised syllabus is finalized through a brain storming session attended by Heads of Departments or senior faculty from the Department of Computer Engineering of the affiliated Institutes of the Mumbai University. The syllabus falls in line with the objectives of affiliating University, AICTE, UGC, and various accreditation agencies by keeping an eye on the technological developments, innovations, and industry requirements.

The salient features of the revised syllabus are

1. Reduction in credits to 170 is implemented to ensure that students have more time for extra curricular activities, innovations, and research.
2. The department Optional Courses will provide the relevant specialization within the branch to a student.
3. Introduction of Skill Based Lab and Mini Project to showcase their talent by doing innovative projects that strengthen their profile and increases the chance of employability.
4. Students are encouraged to take up part of course through MOOCs platform SWAYAM

We would like to place on record our gratefulness to the faculty, students, industry experts and stakeholders for having helped us in the formulation of this syllabus.

Board of Studies in Computer Engineering

Prof. Sunil Bhirud	: Chairman
Prof. Sunita Patil	: Member
Prof. Leena Raga	: Member
Prof. Subhash Shinde	: Member
Prof. Meera Narvekar	: Member
Prof. Suprtim Biswas	: Member
Prof. Sudhir Sawarkar	: Member
Prof. Dayanand Ingle	: Member
Prof. Satish Ket	: Member

Program Structure for Third Year Computer Engineering

UNIVERSITY OF MUMBAI (With Effect from 2021-2022)

Semester V

Course Code	Course Name	Teaching Scheme (Contact Hours)		Credits Assigned		
		Theory	Pract.	Theory	Pract.	Total
CSC501	Theoretical Computer Science	3	--	3	--	3
CSC502	Software Engineering	3	--	3		3
CSC503	Computer Network	3	--	3	--	3
CSC504	Data Warehousing & Mining	3	--	3	--	3
CSDO501	Department Level Optional Course- 1	3	--	3	--	3
CSL501	Software Engineering Lab	--	2	--	1	1
CSL502	Computer Network Lab	--	2	--	1	1
CSL503	Data Warehousing & Mining Lab	--	2	--	1	1
CSL504	Business Comm. & Ethics II	--	2*+2	--	2	2
CSM501	Mini Project: 2 A	--	4$	--	2	2
Total		**15**	**14**	**15**	**07**	**22**

Course Code	Course Name	Examination Scheme							
		Theory					Term Work	Pract & Oral	Total
		Internal Assessment			End Sem Exam	Exam. Duration (in Hrs)			
		Test 1	Test 2	Avg					
CSC501	Theoretical Computer Science	20	20	20	80	3	25	--	125
CSC502	Software Engineering	20	20	20	80	3	--	--	100
CSC503	Computer Network	20	20	20	80	3	--	--	100
CSC504	Data Warehousing & Mining	20	20	20	80	3	--	--	100
CSDO501	Department Level Optional Course -1	20	20	20	80	3	--	--	100
CSL501	Software Engineering Lab	--	--	--	--	--	25	25	50
CSL502	Computer Network Lab	--	--	--	--	--	25	25	50
CSL503	Data Warehousing & Mining Lab	--	--	--	--	--	25	25	50
CSL504	Business Comm. & Ethics II	--	--	--	--	--	50	--	50
CSM501	Mini Project : 2A	--	--	--	--	--	25	25	50
Total		**--**	**--**	**100**	**400**	**--**	**175**	**100**	**775**

* Theory class to be conducted for full class and $ indicates workload of Learner (Not Faculty), students can form groups with minimum 2(Two) and not more than 4(Four). Faculty Load: 1hour per week per four groups.

Program Structure for Third Year Computer Engineering
UNIVERSITY OF MUMBAI (With Effect from 2021-2022)

Semester VI

Course Code	Course Name	Teaching Scheme (Contact Hours)		Credits Assigned		
		Theory	Pract. Tut.	Theory	Pract.	Total
CSC601	System Programming & Compiler Construction	3	--	3	--	3
CSC602	Cryptography & System Security	3	--	3		3
CSC603	Mobile Computing	3	--	3	--	3
CSC604	Artificial Intelligence	3	--	3	--	3
CSDO601	Department Level Optional Course -2	3	--	3	--	3
CSL601	System Programming & Compiler Construction Lab	--	2	--	1	1
CSL602	Cryptography & System Security Lab	--	2	--	1	1
CSL603	Mobile Computing Lab	--	2	--	1	1
CSL604	Artificial Intelligence Lab	--	2	--	1	1
CSL605	Skill base Lab Course: Cloud Computing	--	4	--	2	2
CSM601	Mini Project Lab: 2B	--	4[$]	--	2	2
Total		**15**	**16**	**15**	**08**	**23**

Course Code	Course Name	Examination Scheme							
		Theory					Term Work	Pract. Oral	Total
		Internal Assessment			End Sem Exam	Exam. Duration (in Hrs)			
		Test 1	Test 2	Avg					
CSC601	System Programming & Compiler Construction	20	20	20	80	3	--	--	100
CSC602	Cryptography & System Security	20	20	20	80	3	--	--	100
CSC603	Mobile Computing	20	20	20	80	3	--	--	100
CSC604	Artificial Intelligence	20	20	20	80	3	--	--	100
CSDO601	Department Level Optional Course -2	20	20	20	80	3	--	--	100
CSL601	System Programming & Compiler Construction Lab	--	--	--	--	--	25	25	50
CSL602	Cryptography & System Security Lab	--	--	--	--	--	25	--	25
CSL603	Mobile Computing Lab	--	--	--	--	--	25	-	25
CSL604	Artificial Intelligence Lab						25	25	50
CSL605	Skill base Lab Course: Cloud Computing	--	--	--	--	--	50	25	75
CSM601	Mini Project :2B	--	--	--	--	--	25	25	50
Total		**--**	**--**	**100**	**400**	**--**	**175**	**100**	**775**

Program Structure for Computer Engineering

UNIVERSITY OF MUMBAI (With Effect from 2021-2022)

Department Optional Courses

Department Optional Courses	Semester	Subject
Department Optional Course -1	V	Probabilistic Graphical Models Internet Programming Adv. Data Management System
Department Optional Course -2	VI	Internet of Things Digital Signal & Image Processing Quantitative Analysis

Course Code	Course Name	Credits
CSC501	Theoretical Computer Science	3

Prerequisite: Discrete Structures	
Course Objectives:	
1.	Acquire conceptual understanding of fundamentals of grammars and languages.
2.	Build concepts of theoretical design of deterministic and non-deterministic finite automata and push down automata.
3.	Develop understanding of different types of Turing machines and applications.
4.	Understand the concept of Undecidability.
Course Outcomes: At the end of the course, the students will be able to	
1.	Understand concepts of Theoretical Computer Science, difference and equivalence of DFA and NFA , languages described by finite automata and regular expressions.
2.	Design Context free grammer, pushdown automata to recognize the language.
3.	Develop an understanding of computation through Turing Machine.
4.	Acquire fundamental understanding of decidability and undecidability.

Module No.	Unit No.	Topics	Theory Hrs.
1.0		**Basic Concepts and Finite Automata**	**09**
	1.	Importance of TOC, Alphabets, Strings, Languages, Closure properties, Finite Automata (FA) and Finite State machine (FSM).	
	1.2	Deterministic Finite Automata (DFA) and Nondeterministic Finite Automata (NFA): Definitions, transition diagrams and Language recognizers, Equivalence between NFA with and without ε- transitions, NFA to DFA Conversion, Minimization of DFA, FSM with output: Moore and Mealy machines, Applications and limitations of FA.	
2.0		**Regular Expressions and Languages**	**07**
	2.1	Regular Expression (RE),Equivalence of RE and FA, Arden's Theorem, RE Applications	
	2.2	Regular Language (RL), Closure properties of RLs, Decision properties of RLs, Pumping lemma for RLs.	
3.0		**Grammars**	**08**
	3.1	Grammars and Chomsky hierarchy	
	3.2	Regular Grammar (RG), Equivalence of Left and Right linear grammar, Equivalence of RG and FA.	

	3.3	**Context Free Grammars (CFG)** Definition, Sentential forms, Leftmost and Rightmost derivations, Parse tree, Ambiguity, Simplification and Applications, Normal Forms: Chomsky Normal Forms (CNF) and Greibach Normal Forms (GNF), Context Free language (CFL) - Pumping lemma, Closure properties.	
4.0		**Pushdown Automata(PDA)**	**04**
	4.1	Definition, Language of PDA,PDA as generator, decider and acceptor of CFG, Deterministic PDA , Non-Deterministic PDA, Application of PDA.	
5.0		**Turing Machine (TM)**	**09**
	5.1	Definition, Design of TM as generator, decider and acceptor, Variants of TM: Multitrack, Multitape, Universal TM, Applications, Power and Limitations of TMs.	
6.0		**Undecidability**	**02**
	6.1	Decidability and Undecidability, Recursive and Recursively Enumerable Languages, Halting Problem, Rice's Theorem, Post Correspondence Problem.	
		Total	**39**

Text Books:	
1.	John E. Hopcroft, Rajeev Motwani, Jeffery D. Ullman, ***"Introduction to Automata Theory, Languages and Computation"***, 3rd Edition, Pearson Education, 2008.
2.	Michael Sipser, **Theory of Computation**, 3rd Edition Cengage Learning, 2012.
3.	Vivek Kulkarni, ***"Theory of Computation"***, Illustrated Edition Oxford University Press, (12 April 2013) India.
Reference Books:	
1.	J. C. Martin, ***"Introduction to Languages and the Theory of Computation"***, 4th Edition, Tata McGraw Hill Publication, 2013.
2.	Kavi Mahesh, ***"Theory of Computation: A Problem Solving Approach"***, Kindle Edition, Wiley-India, 2011.

Assessment:	
Internal Assessment:	
1.	Assessment consists of two class tests of 20 marks each.
2.	The first class test is to be conducted when approx. 40% syllabus is completed and second class test when additional 40% syllabus is completed.
3.	Duration of each test shall be one hour.
Term work:	
1.	Term Work should consist of at least 06 assignments (at least one assignment on each module).

2.	Assignment (best 5 assignments)	20 marks
	Attendance	5 marks
3.	It is recommended to use JFLAP software (www.jflap.org) for better teaching and learning processes.	

End Semester Theory Examination:	
1.	Question paper will comprise of 6 questions, each carrying 20 marks.
2.	The students need to solve total 4 questions.
3.	Question No.1 will be compulsory and based on entire syllabus.
4.	Remaining questions (Q.2 to Q.6) will cover all the modules of syllabus.

Useful Links:	
1.	www.jflap.org
2.	https://nptel.ac.in/courses/106/104/106104028/
3.	https://nptel.ac.in/courses/106/104/106104148/

Course Code:	Course Title	Credit
CSC502	Software Engineering	3

Prerequisite: Object Oriented Programming with Java , Python Programming	
Course Objectives:	
1	To provide the knowledge of software engineering discipline.
2	To apply analysis, design and testing principles to software project development.
3	To demonstrate and evaluate real world software projects.
Course Outcomes: On successful completion of course, learners will be able to:	
1	Identify requirements & assess the process models.
2	Plan, schedule and track the progress of the projects.
3	Design the software projects.
4	Do testing of software project.
5	Identify risks, manage the change to assure quality in software projects.

Module		Content	Hrs
1		**Introduction To Software Engineering and Process Models**	7
	1.1	Software Engineering-process framework, the Capability Maturity Model (CMM), Advanced Trends in Software Engineering	
	1.2	Prescriptive Process Models: The Waterfall, Incremental Process Models, Evolutionary Process Models: RAD & Spiral	
	1.3	Agile process model: Extreme Programming (XP), Scrum, Kanban	
2		**Software Requirements Analysis and Modeling**	4
	2.1	Requirement Engineering, Requirement Modeling, Data flow diagram, Scenario based model	
	2.2	Software Requirement Specification document format(IEEE)	
3		**Software Estimation Metrics**	7
	3.1	Software Metrics, Software Project Estimation (LOC, FP, COCOMO II)	
	3.2	Project Scheduling & Tracking	
4		**Software Design**	7
	4.1	Design Principles & Concepts	
	4.2	Effective Modular Design, Cohesion and Coupling, Architectural design	
5		**Software Testing**	7
	5.1	Unit testing, Integration testing,Validation testing, System testing	
	5.2	Testing Techniques, white-box testing: Basis path, Control structure testing black-box testing: Graph based, Equivalence, Boundary Value	
	5.3	Types of Software Maintenance, Re-Engineering, Reverse Engineering	
6		**Software Configuration Management, Quality Assurance and Maintenance**	7
	6.1	Risk Analysis & Management: Risk Mitigation, Monitoring and Management Plan (RMMM).	
	6.2	Quality Concepts and Software Quality assurance Metrics, Formal Technical Reviews, Software Reliability	
	6.3	The Software Configuration Management (SCM) ,Version Control and Change Control	
			39

Textbooks:	
1	Roger Pressman, "***Software Engineering: A Practitioner's Approach"***, 9th edition , McGraw-Hill Publications, 2019
2	Ian Sommerville, ***"Software Engineering"***, 9th edition, Pearson Education, 2011
3	Ali Behfrooz and Fredeick J. Hudson, ***"Software Engineering Fundamentals"***, Oxford University Press, 1997
4	Grady Booch, James Rambaugh, Ivar Jacobson, ***"The unified modeling language user guide"***, 2nd edition, Pearson Education, 2005
References:	
1	Pankaj Jalote, ***"An integrated approach to Software Engineering"***, 3rd edition, Springer, 2005
2	Rajib Mall, ***"Fundamentals of Software Engineering"***, 5th edition, Prentice Hall India, 2014
3	Jibitesh Mishra and Ashok Mohanty, ***"Software Engineering"***, Pearson , 2011
4	Ugrasen Suman, ***"Software Engineering – Concepts and Practices"***, Cengage Learning, 2013
5	Waman S Jawadekar, ***"Software Engineering principles and practice"***, McGraw Hill Education, 2004

Assessment:	
Internal Assessment:	
Assessment consists of two class tests of 20 marks each. The first-class test is to be conducted when approx. 40% syllabus is completed and the second-class test when an additional 40% syllabus is completed. Duration of each test shall be one hour	
End Semester Theory Examination:	
1	Question paper will comprise a total of six questions.
2	All questions carries equal marks
3	Only Four questions needed to be solved.
4	In question paper weightage of each module will be proportional to number of respective lecture hours as mentioned in the syllabus.

Useful Links	
1	https://nptel.ac.in/courses/106/105/106105182/
2	https://onlinecourses.nptel.ac.in/noc19_cs69/preview
3	https://www.mooc-list.com/course/software-engineering-introduction-edx

Course Code:	Course Title	Credit
CSC503	Computer Network	3

Prerequisite: None	
Course Objectives:	
1	To introduce concepts and fundamentals of data communication and computer networks.
2	To explore the inter-working of various layers of OSI.
3	To explore the issues and challenges of protocols design while delving into TCP/IP protocol suite.
4	To assess the strengths and weaknesses of various routing algorithms.
5	To understand various transport layer and application layer protocols.
Course Outcomes: On successful completion of course, learner will be able to	
1	Demonstrate the concepts of data communication at physical layer and compare ISO - OSI model with TCP/IP model.
2	Explore different design issues at data link layer.
3	Design the network using IP addressing and sub netting / supernetting schemes.
4	Analyze transport layer protocols and congestion control algorithms.
5	Explore protocols at application layer

Module		Content	Hrs
1		**Introduction to Networking**	**4**
	1.1	Introduction to computer network, network application, network software and hardware component (Interconnection networking devices), Network topology, protocol hierarchies, design issues for the layers, connection oriented and connectionless services	
	1.2	Reference models: Layer details of OSI, TCP/IP models. Communication between layers.	
2		**Physical Layer**	**3**
	2.1	Introduction to Communication Electromagnetic Spectrum	
	2.2	Guided Transmission Media: Twisted pair, Coaxial, Fiber optics.	
3		**Data Link Layer**	**8**
	3.1	DLL Design Issues (Services, Framing, Error Control, Flow Control), Error Detection and Correction(Hamming Code, CRC, Checksum) , Elementary Data Link protocols , Stop and Wait, Sliding Window(Go Back N, Selective Repeat)	
	3.2	**Medium Access Control sublayer** Channel Allocation problem, Multiple access Protocol(Aloha, Carrier Sense Multiple Access (CSMA/CD)	
4		**Network layer**	**12**
	4.1	Network Layer design issues, Communication Primitives: Unicast, Multicast, Broadcast. IPv4 Addressing (classfull and classless), Subnetting, Supernetting design problems ,IPv4 Protocol, Network Address Translation (NAT), IPv6	
	4.2	**Routing algorithms :** Shortest Path (Dijkastra's), Link state routing, Distance Vector Routing	
	4.3	**Protocols** - ARP,RARP, ICMP, IGMP	

	4.4	**Congestion control algorithms:** Open loop congestion control, Closed loop congestion control, QoS parameters, Token & Leaky bucket algorithms	
5		**Transport Layer**	**6**
	5.1	**The Transport Service**: Transport service primitives, Berkeley Sockets, Connection management (Handshake), UDP, TCP, TCP state transition, TCP timers	
	5.2	TCP Flow control (sliding Window), TCP Congestion Control: Slow Start	
6		**Application Layer**	**6**
	6.1	DNS: Name Space, Resource Record and Types of Name Server. HTTP, SMTP, Telnet, FTP, DHCP	

Textbooks:	
1	A.S. Tanenbaum, **Computer Networks**,4th edition Pearson Education
2	B.A. Forouzan, **Data Communications and Networking**, 5th edition, TMH
3	James F. Kurose, Keith W. Ross, **Computer Networking, A Top-Down Approach Featuring the Internet**,6th edition, Addison Wesley
References:	
1	S.Keshav,**An Engineering Approach To Computer Networking**, Pearson
2	Natalia Olifer & Victor Olifer,**Computer Networks: Principles, Technologies & Protocols for Network Design**, Wiley India, 2011.
3	Larry L.Peterson, Bruce S.Davie, **Computer Networks: A Systems Approach**, Second Edition ,The Morgan Kaufmann Series in Networking

Assessment:
Internal Assessment:
Assessment consists of two class tests of 20 marks each. The first class test is to be conducted when approx. 40% syllabus is completed and second class test when additional 40% syllabus is completed. Duration of each test shall be one hour.
End Semester Theory Examination:
1 Question paper will comprise of total six questions.
2 All question carries equal marks
3 Questions will be mixed in nature (for example supposed Q.2 has part (a) from module 3 then part (b) will be from any module other than module 3)
4 Only Four question need to be solved.
5 In question paper weightage of each module will be proportional to number of respective lecture hours as mention in the syllabus.

Useful Links	
1	https://www.netacad.com/courses/networking/networking-essentials
2	https://www.coursera.org/learn/computer-networking
3	https://nptel.ac.in/courses/106/105/106105081
4	https://www.edx.org/course/introduction-to-networking

Course Code:	Course Title	Credit
CSC504	Data Warehousing and Mining	3

Prerequisite: Database Concepts	
Course Objectives:	
1.	To identify the significance of Data Warehousing and Mining.
2.	To analyze data, choose relevant models and algorithms for respective applications.
3.	To study web data mining.
4.	To develop research interest towards advances in data mining.
Course Outcomes: At the end of the course, the student will be able to	
1.	Understand data warehouse fundamentals and design data warehouse with dimensional modelling and apply OLAP operations.
2.	Understand data mining principles and perform Data preprocessing and Visualization.
3.	Identify appropriate data mining algorithms to solve real world problems.
4.	Compare and evaluate different data mining techniques like classification, prediction, clustering and association rule mining
5.	Describe complex information and social networks with respect to web mining.

Module	Content	Hrs
	Data Warehousing Fundamentals	**8**
	Introduction to Data Warehouse, Data warehouse architecture, Data warehouse versus Data Marts, E-R Modeling versus Dimensional Modeling, Information Package Diagram. Data Warehouse Schemas: Star Schema, Snowflake Schema, Factless Fact Table, Fact Constellation Schema. Update to the dimension tables. Major steps in ETL process, OLTP versus OLAP, OLAP operations: Slice, Dice, Rollup, Drilldown and Pivot.	
2	**Introduction to Data Mining, Data Exploration and Data Pre-processing**	**8**
	Data Mining Task Primitives, Architecture, KDD process, Issues in Data Mining, Applications of Data Mining, Data Exploration: Types of Attributes, Statistical Description of Data, Data Visualization, Data Preprocessing: Descriptive data summarization, Cleaning, Integration & transformation, Data reduction, Data Discretization and Concept hierarchy generation.	
3	**Classification**	**6**
	Basic Concepts, Decision Tree Induction, Naïve Bayesian Classification, Accuracy and Error measures, Evaluating the Accuracy of a Classifier: Holdout & Random Subsampling, Cross Validation, Bootstrap.	
4	**Clustering**	**6**
	Types of data in Cluster analysis, Partitioning Methods (*k*-Means, *k*-Medoids), Hierarchical Methods (Agglomerative, Divisive).	
5	**Mining frequent patterns and associations**	**6**
	Market Basket Analysis, Frequent Item sets, Closed Item sets, and Association Rule, Frequent Pattern Mining, Apriori Algorithm, Association Rule Generation, Improving the Efficiency of Apriori, Mining Frequent Itemsets without candidate generation, Introduction to Mining Multilevel Association Rules and Mining Multidimensional Association Rules.	

6	**Web Mining**	**5**
	Introduction, Web Content Mining: Crawlers, Harvest System, Virtual Web View, Personalization, Web Structure Mining: Page Rank, Clever, Web Usage Mining.	

Textbooks:	
1	Paulraj Ponniah, ***" Data Warehousing: Fundamentals for IT Professionals"***, Wiley India.
2	Han, Kamber, ***"Data Mining Concepts and Techniques"***, Morgan Kaufmann 2nd edition.
3	M.H. Dunham, ***"Data Mining Introductory and Advanced Topics"***, Pearson Education.
References:	
1	Reema Theraja, ***"Data warehousing"***, Oxford University Press 2009.
2	Pang-Ning Tan, Michael Steinbach and Vipin Kumar, ***"Introduction to Data Mining"***, Pearson Publisher 2nd edition.
3	Ian H. Witten, Eibe Frank and Mark A. Hall, ***"Data Mining"***, Morgan Kaufmann 3rd edition.

Assessment:	
Internal Assessment:	
Assessment consists of two class tests of 20 marks each. The first-class test is to be conducted when approx. 40% syllabus is completed and second-class test when additional 40% syllabus is completed. Duration of each test shall be one hour.	
End Semester Theory Examination:	
1	Question paper will comprise of total six questions
2	All question carries equal marks
3	Questions will be mixed in nature (for example, If Q.2 part (a) from module 3 then part (b) can be from any module other than module 3)
4	Only four questions need to be solved.
5	In question paper weightage of each module will be proportional to the number of respective lecture hours as mentioned in the syllabus.
Useful Links	
1	https://onlinecourses.nptel.ac.in/noc20_cs12/preview
2	https://www.coursera.org/specializations/data-mining

Course Code:	Course Title	Credit
CSDO501	**Probabilistic Graphical Models**	3

Prerequisite: Engineering Mathematics, Discrete Structure	
Course Objectives:	
1.	To give comprehensive introduction of probabilistic graphical models
2.	To make inferences, learning, actions and decisions while applying these models
3.	To introduce real-world trade offs when using probabilistic graphical models in practice
4.	To develop the knowledge and skills necessary to apply these models to solve real world problems.
Course Outcomes: On successful completion of course, learners will be able to	
1.	understand basic concepts of probabilistic graphical modelling
2.	model and extract inference from various graphical models like Bayesian Networks, Markov Models
3.	perform learning and make actions and decisions using probabilistic graphical models
4.	represent real world problems using graphical models, design inference algorithms and learn the structure of the graphical model from data.
5.	design real life applications using probabilistic graphical models.

Module		Content	Hrs
1.		**Introduction to Probabilistic Graphical Modeling**	**5**
	1.1	Introduction to Probability Theory: Probability Theory, Basic Concepts in Probability, Random Variables and Joint Distribution, Independence and Conditional Independence, Continuous Spaces, Expectation and Variances	
	1.2	Introduction to Graphs: Nodes and Edges, Subgraphs, Paths and Trails, Cycles and Loops	
	1.3	Introduction to Probabilistic Graph Models: Bayesian Network, Markov Model, Hidden Markov Model	
	1.4	Applications of PGM	
2.		**Bayesian Network Model and Inference**	**10**

	2.1	Directed Graph Model: Bayesian Network-Exploiting Independence Properties, Naive Bayes Model, Bayesian Network Model, Reasoning Patterns, Basic Independencies in Bayesian Networks, Bayesian Network Semantics, Graphs and Distributions. Modelling: Picking variables, Picking Structure, Picking Probabilities, D-separation	
	2.2	Local Probabilistic Models: Tabular CPDs, Deterministic CPDs, Context Specific CPDs, Generalized Linear Models.	
	2.3	Exact inference variable elimination: Analysis of Complexity, Variable Elimination, Conditioning, Inference with Structured CPDs.	
3.		**Markov Network Model and Inference**	**8**
	3.1	**Undirected Graph Model :** Markov Model-Markov Network, Parameterization of Markov Network, Gibb's distribution, Reduced Markov Network, Markov Network Independencies, From Distributions to Graphs, Fine Grained Parameterization, Over Parameterization	
	3.2	Exact inference variable elimination: Graph Theoretic Analysis for Variable Elimination, Conditioning	
4.		**Hidden Markov Model and Inference**	**6**
	4.1	Template Based Graph Model : HMM- Temporal Models, Template Variables and Template Factors, Directed Probabilistic Models, Undirected Representation, Structural Uncertainty.	
5.		**Learning and Taking Actions and Decisions**	**6**
	5.1	Learning Graphical Models: Goals of Learning, Density Estimation, Specific Prediction Tasks, Knowledge Discovery. Learning as Optimization: Empirical Risk, Over fitting, Generalization, Evaluating Generalization Performance, Selecting a Learning Procedure, Goodness of fit, Learning Tasks. Parameter Estimation: Maximum Likelihood Estimation, MLE for Bayesian Networks	
	5.2	Causality: Conditioning and Intervention, Correlation and Causation, Causal Models, Structural Causal Identifiability, Mechanisms and Response Variables, Learning Causal Models. Utilities and Decisions: Maximizing Expected Utility, Utility Curves, Utility Elicitation. Structured Decision Problems: Decision Tree	
6.		**Applications**	**4**
	6.1	Application of Bayesian Networks: Classification, Forecasting, Decision Making	
	6.2	Application of Markov Models: Cost Effectiveness Analysis, Relational Markov Model and its Applications, Application in Portfolio Optimization	
	6.3	Application of HMM: Speech Recognition, Part of Speech Tagging, Bioinformatics.	

Textbooks:	
1.	Daphne Koller and Nir Friedman, **"Probabilistic Graphical Models: Principles and Techniques"**, Cambridge, MA: The MIT Press, 2009 (ISBN 978-0-262-0139-2).
2.	David Barber, **"Bayesian Reasoning and Machine Learning"**, Cambridge University Press, 1st edition, 2011.
References:	
1.	Finn Jensen and Thomas Nielsen, **"Bayesian Networks and Decision Graphs (Information Science and Statistics)**", 2nd Edition, Springer, 2007.
2.	Kevin P. Murphy, **"Machine Learning: A Probabilistic Perspective"**, MIT Press, 2012.
3.	Martin Wainwright and Michael Jordan, M., **"Graphical Models, Exponential Families, and Variational Inference"**, 2008.

Assessment:
Internal Assessment:
Assessment consists of two class tests of 20 marks each. The first class test is to be conducted when approx. 40% syllabus is completed and second class test when additional 40% syllabus is completed. Duration of each test shall be one hour.
End Semester Theory Examination:

1.	Question paper will comprise of total six questions.
2.	All question carries equal marks
3.	Questions will be mixed in nature (for example supposed Q.2 has part (a) from module 3 then part (b) will be from any module other than module 3)
4.	Only Four question need to be solved.
5.	In question paper weightage of each module will be proportional to number of respective lecture hours as mention in the syllabus.

Useful Links	
1.	https://www.coursera.org/specializations/probabilistic-graphical-models
2.	https://www.mooc-list.com/tags/probabilistic-graphical-models
3.	https://scholarship.claremont.edu/cgi/viewcontent.cgi?referer=https://www.google.com/&httpsredir=1&article=2690&context=cmc_theses
4.	https://www.upgrad.com/blog/bayesian-networks/

5.	https://www.utas.edu.au/__data/assets/pdf_file/0009/588474/TR_14_BNs_a_resource_guide.pdf
6.	https://math.libretexts.org/Bookshelves/Applied_Mathematics/Book%3A_Applied_Finite_Mathematics_(Sekhon_and_Bloom)/10%3A_Markov_Chains/10.02%3A_Applications_of_Markov_Chains/10.2.01%3A_Applications_of_Markov_Chains_(Exercises)
7.	https://link.springer.com/chapter/10.1007/978-3-319-43742-2_24
8.	https://homes.cs.washington.edu/~pedrod/papers/kdd02a.pdf
9.	https://core.ac.uk/download/pdf/191938826.pdf
10.	https://cs.brown.edu/research/pubs/theses/ugrad/2005/dbooksta.pdf
11.	https://web.ece.ucsb.edu/Faculty/Rabiner/ece259/Reprints/tutorial%20on%20hmm%20and%20applications.pdf
12.	https://mi.eng.cam.ac.uk/~mjfg/mjfg_NOW.pdf
13.	http://bioinfo.au.tsinghua.edu.cn/member/jgu/pgm/materials/Chapter3-LocalProbabilisticModels.pdf

Suggested List of Experiments	
Sr. No	**Experiment**
1.	Experiment on Probability Theory
2.	Experiment on Graph Theory
3.	Experiment on Bayesian Network Modelling
4.	Experiment on Markov Chain Modeling
5.	Experiment on HMM
6.	Experiment on Maximum Likelihood Estimation
7.	Decision Making using Decision Trees
8.	Learning with Optimization
** Laboratory work based on above syllabus can be incorporated along with mini project in CSM501: Mini-Project.	

Course Code:	Course Title	Credit
CSDO501	Internet Programming	3

Prerequisite: Data Structures	
Course Objectives:	
1	To get familiar with the basics of Internet Programming.
2	To acquire knowledge and skills for creation of web site considering both client and server-side programming
3	To gain ability to develop responsive web applications
4	To explore different web extensions and web services standards
5	To learn characteristics of RIA
6	To learn React js
Course Outcomes:	
1	Implement interactive web page(s) using HTML and CSS.
2	Design a responsive web site using JavaScript
3	Demonstrate database connectivity using JDBC
4	Demonstrate Rich Internet Application using Ajax
5	Demonstrate and differentiate various Web Extensions.
6	Demonstrate web application using Reactive Js

Module		Content	Hrs
1		**Introduction to Web Technologies**	**10**
	1.1	**Web Essentials**: Clients, Servers and Communication, The Internet, Basic Internet Protocols, World wide web, HTTP Request Message, HTTP Response Message, Web Clients, Web Servers **HTML5** – fundamental syntax and semantics, Tables, Lists, Images, HTML5 control elements, Semantic elements, Drag and Drop, Audio – Video controls **CSS3** – Inline, embedded and external style sheets – Rule cascading, Inheritance, Backgrounds, Border Images, Colors, Shadows, Text, Transformations, Transitions, Animation, Basics of Bootstrap.	
2		**Front End Development**	**7**
	2.1	Java Script: An introduction to JavaScript–JavaScript DOM Model-Date and Objects-Regular Expressions- Exception Handling-Validation-Built-in objects-Event Handling, DHTML with JavaScript-JSON introduction – Syntax – Function Files – Http Request –SQL.	
3.		**Back End Development**	**7**
	3.1	**Servlets**: Java Servlet Architecture, Servlet Life Cycle, Form GET and POST actions, Session Handling, Understanding Cookies, Installing and Configuring Apache Tomcat Web Server, **Database Connectivity**: JDBC perspectives, JDBC program example **JSP:** Understanding Java Server Pages, JSP Standard Tag Library (JSTL), Creating HTML forms by embedding JSP code.	
4		**Rich Internet Application (RIA)**	**4**
	4.1	Characteristics of RIA, **Introduction to AJAX**: AJAX design basics, AJAX vs Traditional Approach, Rich User Interface using Ajax, jQuery framework with AJAX.	
5		**Web Extension: PHP and XML**	**6**

	5.1	XML –DTD (Document Type Definition), XML Schema, Document Object Model, Presenting XML, Using XML Parsers: DOM and SAX, XSL-eXtensible Stylesheet Language	
	5.2	**Introduction to PHP**- Data types, control structures, built in functions, building web applications using PHP- tracking users, PHP and MySQLdatabase connectivity with example.	
6		**React js**	**5**
	6.1	Introduction, React features, App "Hello World" Application, Introduction to JSX, Simple Application using JSX.	
			39

Textbooks:	
1	Ralph Moseley, M.T. Savliya, "Developing Web Applications", Willy India, Second Edition, ISBN: 978-81-265-3867-6
2	"Web Technology Black Book", Dremtech Press, First Edition, 978-7722-997
3	Robin Nixon, "Learning PHP, MySQL, JavaScript, CSS & HTML5" Third Edition, O'REILLY, 2014. (http://www.ebooksbucket.com/uploads/itprogramming/javascript/Learning_PHP_MySQL_Javascript_CSS_HTML5__Robin_Nixon_3e.pdf)
4	Dana Moore, Raymond Budd, Edward Benson,Professional Rich Internet Applications: AJAX and Beyond Wiley publications. https://ebooks-it.org/0470082801-ebook.htm
5.	Alex Banks and Eve Porcello, Learning React Functional Web Development with React and Redux,OREILLY, First Edition
References:	
1	Harvey & Paul Deitel& Associates, Harvey Deitel and Abbey Deitel, Internet and World Wide Web - How To Program, Fifth Edition Pearson Education 2011.
2	Achyut S Godbole and Atul Kahate, —Web Technologies Second Edition Tata McGraw Hill, 2012.
3	Thomas A Powell, Fritz Schneider, —JavaScript: The Complete Reference, Third Edition, Tata McGraw Hill, 2013
4	David Flanagan, —JavaScript: The Definitive Guide, Sixth Edition, O'Reilly Media, 2011
5	Steven Holzner —The Complete Reference - PHP, Tata McGraw Hill, 2008
6	Mike Mcgrath—PHP & MySQL in easy Steps, Tata McGraw Hill, 2012.

Assessment:	
Internal Assessment:	
Assessment consists of two class tests of 20 marks each. The firstclass test is to be conducted when approx. 40% syllabus is completed and the secondclass test when an additional 40% syllabus is completed. Duration of each test shall be one hour.	
End Semester Theory Examination:	
1	Question paper will comprise a total of six questions.
2	All question carries equal marks
3	Questions will be mixed in nature (for example supposed Q.2 has part (a) from module 3 then part (b) will be from any module other than module 3)
4	Only Four questions need to be solved.
5	In question paper weightage of each module will be proportional to number of respective lecture hours as mentioned in the syllabus.

Useful Links	
1	https://books.goalkicker.com/ReactJSBook/
2	https://www.guru99.com/reactjs-tutorial.html
3	www.nptelvideos.in

4	www.w3schools.com
5	https://spoken-tutorial.org/
6	www.coursera.org
The following list can be used as a guideline for mini project:	
1	Create Simple web page using HTML5
2	Design and Implement web page using CSS3 and HTML5
3	Form Design and Client-Side Validation using: a. Javascript and HTML5, b. Javascript and Jquery
4	Develop interactive web pages using HTML 5 with JDBC database connectivity
5	Develop simple web page using PHP
6	Develop interactive web pages using PHP with database connectivity MYSQL
7	Develop XML web page using DTD, XSL
8	Implement a web page using Ajax and PHP
9	Case study based on Reactive js
10	Installation of the React DOM library.
*** Laboratory work based on above syllabus is incorporated as mini project in CSM501: Mini-Project.**	

Course Code:	Course Title	Credit
CSDO501	Advance Database Management System	3

Prerequisite: Database Management System	
Course Objectives:	
1	To provide insights into distributed database designing
2	To specify the various approaches used for using XML and JSON technologies.
3	To apply the concepts behind the various types of NoSQL databases and utilize it for Mongodb
4	To learn about the trends in advance databases
Course Outcomes: After the successful completion of this course learner will be able to:	
1	Design distributed database using the various techniques for query processing
2	Measure query cost and perform distributed transaction management
3	Organize the data using XML and JSON database for better interoperability
4	Compare different types of NoSQL databases
5	Formulate NoSQL queries using Mongodb
6	Describe various trends in advance databases through temporal, graph based and spatial based databases

Module		Content	Hrs
1		**Distributed Databases**	**3**
	1.1	Introduction, Distributed DBMS Architecture, Data Fragmentation, Replication and Allocation Techniques for Distributed Database Design.	
2		**Distributed Database Handling**	**8**
	2.1	Distributed Transaction Management – Definition properties, types, architecture Distributed Query Processing - Characterization of Query Processors, Layers/ phases of query processing.	
	2.2	Distributed Concurrency Control- Taxonomy, Locking based, Basic TO algorithm, Recovery in Distributed Databases: Failures in distributed database, 2PC and 3PC protocol.	
3		**Data interoperability – XML and JSON**	**6**
	3.1	XML Databases: Document Type Definition, XML Schema, Querying and Transformation: XPath and XQuery.	
	3.2	Basic JSON syntax, (Java Script Object Notation),JSON data types, Stringifying and parsing the JSON for sending & receiving, JSON Object retrieval using key-value pair and JQuery, XML Vs JSON	
4		**NoSQL Distribution Model**	**10**
	4.1	NoSQL database concepts: NoSQL data modeling, Benefits of NoSQL, comparison between SQL and NoSQL database system.	
	4.2	Replication and sharding, Distribution Models Consistency in distributed data, CAP theorem, Notion of ACID Vs BASE, handling Transactions, consistency and eventual consistency	
	4.3	Types of NoSQL databases: Key-value data store, Document database and Column Family Data store, Comparison of NoSQL databases w.r.t CAP theorem and ACID properties.	
5		**NoSQL using MongoDB**	**6**

	5.1	NoSQL using MongoDB: Introduction to MongoDB Shell, Running the MongoDB shell, MongoDB client, Basic operations with MongoDB shell, Basic Data Types, Arrays, Embedded Documents	
	5.2	Querying MongoDB using find() functions, advanced queries using logical operators and sorting, simple aggregate functions, saving and updating document. MongoDB Distributed environment: Concepts of replication and horizonal scaling through sharding in MongoDB	
6		**Trends in advance databases**	**6**
	6.1	**Temporal database:** Concepts, time representation, time dimension, incorporating time in relational databases.	
	6.2	**Graph Database:** Introduction, Features, Transactions, consistency, Availability, Querying, Case Study Neo4J	
	6.3	**Spatial database:** Introduction, data types, models, operators and queries	
			39

Textbooks:	
1	Korth, Siberchatz,Sudarshan, "Database System Concepts", 6th Edition, McGraw Hill
2	Elmasri and Navathe, "Fundamentals of Database Systems", 5th Edition, Pearson Education
3	Ozsu, M. Tamer, Valduriez, Patrick, "Principles of distributed database systems",3rd Edition, Pearson Education, Inc.
4	PramodSadalge, Martin Fowler, NoSQL Distilled: A Brief Guide to the Emerging World of Polyglot Persistence, Addison Wesely/ Pearson
5	Jeff Friesen , Java XML and JSON,Second Edition, 2019, après Inc.
Reference	
1	Peter Rob and Carlos Coronel,Database Systems Design, Implementation and Management, Thomson Learning, 5th Edition.
2	Dr. P.S. Deshpande, SQL and PL/SQL for Oracle 10g, Black Book, Dreamtech Press.
3	Adam Fowler, NoSQL for dummies, John Wiley & Sons, Inc.
4	Shashank Tiwari, Professional NOSQL, John Willy & Sons. Inc
5	Raghu Ramkrishnan and Johannes Gehrke, Database Management Systems, TMH
6	MongoDB Manual : https://docs.mongodb.com/manual

Assessment:	
Internal Assessment:	
Assessment consists of two class tests of 20 marks each. The first-class test is to be conducted when approx. 40% syllabus is completed and second class test when additional 40% syllabus is completed. Duration of each test shall be one hour.	
End Semester Theory Examination:	
1	Question paper will comprise of total six questions.
2	All question carries equal marks
3	Questions will be mixed in nature (for example supposed Q.2 has part (a) from module 3 then part (b) will be from any module other than module 3)
4	Only Four question need to be solved.
5	In question paper weightage of each module will be proportional to number of respective lecture hours as mention in the syllabus.
NOTE: Mini Projects (CSM501) can include NoSQL databases for implementation as a backend.	

Useful Links

1	https://cassandra.apache.org
2	https://www.mongodb.com
3	https://riak.com
4	https://neo4j.com
5	https://martinfowler.com/articles/nosql-intro-original.pdf

Lab Code	Lab Name	Credit
CSL501	Software Engineering Lab	1

Prerequisite: Object Oriented Programming with Java , Python Programming	
Lab Objectives:	
1	To solve real life problems by applying software engineering principles
2	To impart state-of-the-art knowledge on Software Engineering
Lab Outcomes: On successful completion of laboratory experiments, learners will be able to :	
1	Identify requirements and apply software process model to selected case study.
2	Develop architectural models for the selected case study.
3	Use computer-aided software engineering (CASE) tools.

Suggested List of Experiments - Assign the case study/project as detail statement of problem to a group of two/three students. Laboratory work will be based on course syllabus with minimum 10 experiments. Open source computer-aided software engineering (CASE) tools can be used for performing the experiment.

Sr. No.	Title of Experiment
1	Application of at least two traditional process models.
2	Application of the Agile process models.
3	Preparation of software requirement specification (SRS) document in IEEE format.
4	Structured data flow analysis.
5	Use of metrics to estimate the cost.
6	Scheduling & tracking of the project.
7	Write test cases for black box testing.
8	Write test cases for white box testing.
9	Preparation of Risk Mitigation, Monitoring and Management Plan (RMMM).
10	Version controlling of the project.

Term Work:	
1	Term work should consist of 10 experiments.
2	Journal must include at least 2 assignments on content of theory and practical of "Software Engineering"
3	The final certification and acceptance of term work ensures that satisfactory performance of laboratory work and minimum passing marks in term work.
4	Total 25 Marks (Experiments: 15-marks, Attendance Theory & Practical: 05-marks, Assignments: 05-marks)
Oral & Practical exam	
	Based on the entire syllabus of CSC502 and CSL501 syllabus

Lab Code	Lab Name	Credit
CSL502	Computer Network Lab	1

Prerequisite: None	
Lab Objectives:	
1	To practically explore OSI layers and understand the usage of simulation tools.
2	To analyze, specify and design the topological and routing strategies for an IP based networking infrastructure.
3	To identify the various issues of a packet transfer from source to destination, and how they are resolved by the various existing protocols
Lab Outcomes: On successful completion of lab, learner will be able to	
1	Design and setup networking environment in Linux.
2	Use Network tools and simulators such as NS2, Wireshark etc. to explore networking algorithms and protocols.
3	Implement programs using core programming APIs for understanding networking concepts.

Suggested List of Experiments	
Sr. No.	**Title of Experiment**
1.	Study of RJ45 and CAT6 Cabling and connection using crimping tool.
2.	Use basic networking commands in Linux (ping, tracert, nslookup, netstat, ARP, RARP, ip, ifconfig, dig, route)
3.	Build a simple network topology and configure it for static routing protocol using packet tracer. Setup a network and configure IP addressing, subnetting, masking.
4.	Perform network discovery using discovery tools (e.g. Nmap, hrtg)
5.	Use Wireshark to understand the operation of TCP/IP layers: • Ethernet Layer: Frame header, Frame size etc. • Data Link Layer: MAC address, ARP (IP and MAC address binding) • Network Layer: IP Packet (header, fragmentation), ICMP (Query and Echo) • Transport Layer: TCP Ports, TCP handshake segments etc. • Application Layer: DHCP, FTP, HTTP header formats
6.	Use simulator (Eg. NS2) to understand functioning of ALOHA, CSMA/CD.
7.	Study and Installation of Network Simulator (NS3)
8.	a. Set up multiple IP addresses on a single LAN. b. Using nestat and route commands of Linux, do the following: • View current routing table • Add and delete routes • Change default gateway c. Perform packet filtering by enabling IP forwarding using IPtables in Linux.
9	Design VPN and Configure RIP/OSPF using Packet tracer.
10.	Socket programming using TCP or UDP
11.	Perform File Transfer and Access using FTP
12.	Perform Remote login using Telnet server

Term Work:	
1	Term work should consist of 10 experiments.
2	Journal must include at least 2 assignments on content of theory and practical of "Computer Network"
3	The final certification and acceptance of term work ensures that satisfactory performance of

	laboratory work and minimum passing marks in term work.
4	Total 25 Marks (Experiments: 15-marks, Attendance Theory& Practical: 05-marks, Assignments: 05-marks)
Oral & Practical exam	
	Based on the entire syllabus of CSC503: Computer Network

Useful Links	
1	https://www.netacad.com/courses/packet-tracer/introduction-packet-tracer
2	https://www.coursera.org/projects/data-forwarding-computer-networks
3	https://www.edx.org/course/ilabx-the-internet-masterclass

Lab Code	Lab Name	Credit
CSL503	Data Warehousing and Mining Lab	1

Prerequisite: Database Concepts	
Lab Objectives:	
1.	Learn how to build a data warehouse and query it.
2.	Learn about the data sets and data preprocessing.
3.	Demonstrate the working of algorithms for data mining tasks such Classification, clustering, Association rule mining & Web mining
4.	Apply the data mining techniques with varied input values for different parameters.
5.	Explore open source software (like WEKA) to perform data mining tasks.
Lab Outcomes: At the end of the course, the student will be able to	
1.	Design data warehouse and perform various OLAP operations.
2.	Implement data mining algorithms like classification.
3.	Implement clustering algorithms on a given set of data sample.
4.	Implement Association rule mining & web mining algorithm.

Suggested List of Experiments	
Sr. No.	**Title of Experiment**
1	One case study on building Data warehouse/Data Mart • Write Detailed Problem statement and design dimensional modelling (creation of star and snowflake schema
	Implementation of all dimension table and fact table based on experiment's case study
	Implementation of OLAP operations: Slice, Dice, Rollup, Drill down and Pivot based on experiment's case study
4	Implementation of Bayesian algorithm
5	Implementation of Data Discretization (any one) & Visualization (any one)
6	Perform data Pre-processing task and demonstrate Classification, Clustering, Association algorithm on data sets using data mining tool (WEKA/R tool)
7	Implementation of Clustering algorithm (K-means/K-medoids)
8	Implementation of any one Hierarchical Clustering method
9	Implementation of Association Rule Mining algorithm (Apriori)
10	Implementation of Page rank/HITS algorithm

Term Work:	
1	Term work should consist of 10 experiments.
2	Journal must include at least 1 assignment on content of theory and practical of "Data Warehousing and Mining"
3	The final certification and acceptance of term work ensures that satisfactory performance of laboratory work and minimum passing marks in term work.
4	Total 25 Marks (Experiments: 15-marks, Attendance (Theory & Practical): 05-marks, Assignments: 05-marks)
Oral & Practical exam	
	Based on the entire syllabus of CSC504 : Data Warehousing and Mining

Course Code	Course Name	Credits
CSL504	Business Communication & Ethics	02
Course Rationale	This curriculum is designed to build up a professional and ethical approach, effective oral and written communication with enhanced soft skills. Through practical sessions, it augments student's interactive competence and confidence to respond appropriately and creatively to the implied challenges of the global Industrial and Corporate requirements. It further inculcates the social responsibility of engineers as technical citizens.	
Course Objectives		
1	To discern and develop an effective style of writing important technical/business documents.	
2	To investigate possible resources and plan a successful job campaign.	
3	To understand the dynamics of professional communication in the form of group discussions, meetings, etc. required for career enhancement.	
4	To develop creative and impactful presentation skills.	
5	To analyze personal traits, interests, values, aptitudes and skills.	
6	To understand the importance of integrity and develop a personal code of ethics.	
Course Outcomes: At the end of the course, the student will be able to		
1	plan and prepare effective business/ technical documents which will in turn provide solid foundation for their future managerial roles.	
2	strategize their personal and professional skills to build a professional image and meet the demands of the industry.	
3	emerge successful in group discussions, meetings and result-oriented agreeable solutions in group communication situations.	
4	deliver persuasive and professional presentations.	
5	develop creative thinking and interpersonal skills required for effective professional communication.	
6	apply codes of ethical conduct, personal integrity and norms of organizational behaviour.	

Module	Contents	Hours
1	**ADVANCED TECHNICAL WRITING: PROJECT/PROBLEM BASED LEARNING (PBL)**	**06**
	Purpose and Classification of Reports: **Classification on the basis of:** Subject Matter (Technology, Accounting, Finance, Marketing, etc.), Time Interval (Periodic, One-time, Special), Function (Informational, Analytical, etc.), Physical Factors (Memorandum, Letter, Short & Long) **Parts of a Long Formal Report:** Prefatory Parts (Front Matter), Report Proper (Main Body), Appended Parts (Back Matter) **Language and Style of Reports:** Tense, Person & Voice of Reports, Numbering Style of Chapters, Sections, Figures, Tables and Equations, Referencing Styles in APA & MLA Format, Proofreading through Plagiarism Checkers **Definition, Purpose & Types of Proposals:** Solicited (in conformance with RFP) & Unsolicited Proposals, Types (Short and Long proposals) **Parts of a Proposal:** Elements, Scope and Limitations, Conclusion **Technical Paper Writing:** Parts of a Technical Paper (Abstract, Introduction, Research Methods, Findings and Analysis, Discussion, Limitations, Future	

	Scope and References), Language and Formatting, Referencing in IEEE Format	
2	**EMPLOYMENT SKILLS**	**06**
	Cover Letter & Resume: Parts and Content of a Cover Letter, Difference between Bio-data, Resume & CV, Essential Parts of a Resume, Types of Resume (Chronological, Functional & Combination) **Statement of Purpose:** Importance of SOP, Tips for Writing an Effective SOP **Verbal Aptitude Test:** Modelled on CAT, GRE, GMAT exams **Group Discussions:** Purpose of a GD, Parameters of Evaluating a GD, Types of GDs (Normal, Case-based & Role Plays), GD Etiquettes **Personal Interviews:** Planning and Preparation, Types of Questions, Types of Interviews (Structured, Stress, Behavioural, Problem Solving & Case-based), Modes of Interviews: Face-to-face (One-to one and Panel) Telephonic, Virtual	
3	**BUSINESS MEETINGS**	**02**
	Conducting Business Meetings: Types of Meetings, Roles and Responsibilities of Chairperson, Secretary and Members, Meeting Etiquette **Documentation:** Notice, Agenda, Minutes	
4	**TECHNICAL/ BUSINESS PRESENTATIONS**	**02**
	Effective Presentation Strategies: Defining Purpose, Analyzing Audience, Location and Event, Gathering, Selecting &Arranging Material, structuring a Presentation, Making Effective Slides, Types of Presentations Aids, Closing a Presentation, Platform skills **Group Presentations:** Sharing Responsibility in a Team, Building the contents and visuals together, Transition Phases	
5	**INTERPERSONAL SKILLS**	**08**
	Interpersonal Skills: Emotional Intelligence, Leadership & Motivation, Conflict Management & Negotiation, Time Management, Assertiveness, Decision Making **Start-up Skills:** Financial Literacy, Risk Assessment, Data Analysis (e.g. Consumer Behaviour, Market Trends, etc.)	
6	**CORPORATE ETHICS**	**02**
	Intellectual Property Rights: Copyrights, Trademarks, Patents, Industrial Designs, Geographical Indications, Integrated Circuits, Trade Secrets (Undisclosed Information) **Case Studies:** Cases related to Business/ Corporate Ethics	

List of assignments: (In the form of Short Notes, Questionnaire/ MCQ Test, Role Play, Case Study, Quiz, etc.)

Sr. No.	Title of Experiment
1	Cover Letter and Resume
2	Short Proposal
3	Meeting Documentation
4	Writing a Technical Paper/ Analyzing a Published Technical Paper
5	Writing a SOP
6	IPR
7	Interpersonal Skills

Note:

1	The Main Body of the project/book report should contain minimum 25 pages (excluding Front and Back matter).
2	The group size for the final report presentation should not be less than 5 students or exceed 7 students.
3	There will be an end–semester presentation based on the book report.
Assessment:	
Term Work:	
1	Term work shall consist of minimum 8 experiments.
2	The distribution of marks for term work shall be as follows: Assignment : 10 Marks Attendance : 5 Marks Presentation slides : 5 Marks Book Report (hard copy) : 5 Marks
3	The final certification and acceptance of term work ensures the satisfactory performance of laboratory work and minimum passing in the term work.
Internal oral: **Oral Examination will be based on a GD & the Project/Book Report presentation.**	
	Group Discussion : 10 marks Project Presentation : 10 Marks Group Dynamics : 5 Marks
Books Recommended: Textbooks and Reference books	
1	Arms, V. M. (2005). *Humanities for the engineering curriculum: With selected chapters from Olsen/Huckin Technical writing and professional communication, second edition*. Boston, MA: McGraw-Hill.
2	Bovee, C. L., & Thill, J. V. (2021). *Business communication today*. Upper Saddle River, NJ: Pearson.
3	Butterfield, J. (2017). *Verbal communication: Soft skills for a digital workplace*. Boston, MA: Cengage Learning.
4	Masters, L. A., Wallace, H. R., & Harwood, L. (2011). *Personal development for life and work*. Mason: South-Western Cengage Learning.
5	Robbins, S. P., Judge, T. A., & Campbell, T. T. (2017). *Organizational behaviour*. Harlow, England: Pearson.
6	Meenakshi Raman, Sangeeta Sharma (2004) Technical Communication, Principles and Practice. Oxford University Press
7	Archana Ram (2018) Place Mentor, Tests of Aptitude for Placement Readiness. Oxford University Press
8	Sanjay Kumar &PushpLata (2018). Communication Skills a workbook, New Delhi: Oxford University Press.

Course code	Course Name	Credits
CSM501	Mini Project 2A	02

Objectives	
1	To understand and identify the problem
2	To apply basic engineering fundamentals and attempt to find solutions to the problems.
3	Identify, analyze, formulate and handle programming projects with a comprehensive and systematic approach
4	To develop communication skills and improve teamwork amongst group members and inculcate the process of self-learning and research.
Outcome: Learner will be able to…	
1	Identify societal/research/innovation/entrepreneurship problems through appropriate literature surveys
2	Identify Methodology for solving above problem and apply engineering knowledge and skills to solve it
3	Validate, Verify the results using test cases/benchmark data/theoretical/ inferences/experiments/simulations
4	Analyze and evaluate the impact of solution/product/research/innovation /entrepreneurship towards societal/environmental/sustainable development
5	Use standard norms of engineering practices and project management principles during project work
6	Communicate through technical report writing and oral presentation. ● The work may result in research/white paper/ article/blog writing and publication ● The work may result in business plan for entrepreneurship product created ● The work may result in patent filing.
7	Gain technical competency towards participation in Competitions, Hackathons, etc.
8	Demonstrate capabilities of self-learning, leading to lifelong learning.
9	Develop interpersonal skills to work as a member of a group or as leader
Guidelines for Mini Project	
1	Mini project may be carried out in one or more form of following: Product preparations, prototype development model, fabrication of set-ups, laboratory experiment development, process modification/development, simulation, software development, integration of software (frontend-backend) and hardware, statistical data analysis, creating awareness in society/environment etc.
2	Students shall form a group of 3 to 4 students, while forming a group shall not be allowed less than three or more than four students, as it is a group activity.
3	Students should do survey and identify needs, which shall be converted into problem statement for mini project in consultation with faculty supervisor or head of department/internal committee of faculties.
4	Students shall submit an implementation plan in the form of Gantt/PERT/CPM chart, which will cover weekly activity of mini projects.
5	A logbook may be prepared by each group, wherein the group can record weekly work progress, guide/supervisor can verify and record notes/comments.
6	Faculty supervisors may give inputs to students during mini project activity; however, focus shall be on self-learning.
7	Students under the guidance of faculty supervisor shall convert the best solution into a working model using various components of their domain areas and demonstrate.
8	The solution to be validated with proper justification and report to be compiled in standard format of University of Mumbai. Software requirement specification (SRS) documents, research papers, competition certificates may be submitted as part of

	annexure to the report.
9	With the focus on self-learning, innovation, addressing societal/research/innovation problems and entrepreneurship quality development within the students through the Mini Projects, it is preferable that a single project of appropriate level and quality be carried out in two semesters by all the groups of the students. i.e. Mini Project 2 in semesters V and VI.
10	However, based on the individual students or group capability, with the mentor's recommendations, if the proposed Mini Project adhering to the qualitative aspects mentioned above, gets completed in odd semester, then that group can be allowed to work on the extension of the Mini Project with suitable improvements/modifications or a completely new project idea in even semester. This policy can be adopted on a case by case basis.

Term Work		
The review/ progress monitoring committee shall be constituted by the heads of departments of each institute. The progress of the mini project to be evaluated on a continuous basis, based on the SRS document submitted. minimum two reviews in each semester.		
In continuous assessment focus shall also be on each individual student, assessment based on individual's contribution in group activity, their understanding and response to questions.		
Distribution of Term work marks for both semesters shall be as below:		**Marks 25**
1	Marks awarded by guide/supervisor based on logbook	10
2	Marks awarded by review committee	10
3	Quality of Project report	05
Review / progress monitoring committee may consider following points for assessment based on either one year or half year project as mentioned in general guidelines		
One-year project:		
1	In one-year project (sem V and VI), first semester the entire theoretical solution shall be made ready, including components/system selection and cost analysis. Two reviews will be conducted based on a presentation given by a student group. □ First shall be for finalization of problem □ Second shall be on finalization of proposed solution of problem.	
2	In the second semester expected work shall be procurement of component's/systems, building of working prototype, testing and validation of results based on work completed in an earlier semester. □ First review is based on readiness of building working prototype to be conducted. □ Second review shall be based on poster presentation cum demonstration of working model in the last month of the said semester.	
Half-year project:		
1	In this case in one semester students' group shall complete project in all aspects including, □ Identification of need/problem □ Proposed final solution □ Procurement of components/systems □ Building prototype and testing	
2	Two reviews will be conducted for continuous assessment, □ First shall be for finalization of problem and proposed solution □ Second shall be for implementation and testing of solution.	

Mini Project shall be assessed based on following points	
1	Clarity of problem and quality of literature Survey for problem identification
2	Requirement Gathering via SRS/ Feasibility Study
3	Completeness of methodology implemented
4	Design, Analysis and Further Plan
5	Novelty, Originality or Innovativeness of project
6	Societal / Research impact
7	Effective use of skill set : Standard engineering practices and Project management standard
8	Contribution of an individual's as member or leader
9	Clarity in written and oral communication
10	Verification and validation of the solution/ Test Cases
11	Full functioning of working model as per stated requirements
12	Technical writing /competition/hackathon outcome being met

In one year project (sem V and VI), first semester evaluation may be based on first 10 criteria and remaining may be used for second semester evaluation of performance of students in mini projects.
In case of half year projects (completing in V sem) all criteria in generic may be considered for evaluation of performance of students in mini projects.

Guidelines for Assessment of Mini Project Practical/Oral Examination:	
1	Report should be prepared as per the guidelines issued by the University of Mumbai.
2	Mini Project shall be assessed through a presentation and demonstration of working model by the student project group to a panel of Internal and External Examiners preferably from industry or research organizations having experience of more than five years approved by the head of Institution.
3	Students shall be motivated to publish a paper/participate in competition based on the work in Conferences/students competitions.

Course Code:	Course Title	Credit
CSC601	System Programming and Compiler Construction	3

Prerequisite: Theoretical computer science, Operating system. Computer Organization and Architecture .	
Course Objectives:	
1	To understand the role and functionality of various system programs over application programs.
2	To understand basic concepts, structure and design of assemblers, macro processors, linkers and loaders.
3	To understand the basic principles of compiler design, its various constituent parts, algorithms and data structures required to be used in the compiler.
4	To understand the need to follow the syntax in writing an application program and to learn how the analysis phase of compiler is designed to understand the programmer 's requirements without ambiguity
5	To synthesize the analysis phase outcomes to produce the object code that is efficient in terms of space and execution time
Course Outcomes: On successful completion of course, learner will be able to	
1	Identify the relevance of different system programs.
2	Explain various data structures used for assembler and microprocessor design.
3	Distinguish between different loaders and linkers and their contribution in developing efficient user applications.
4	Understand fundamentals of compiler design and identify the relationships among different phases of the compiler.

Module		Content	Hrs
1		**Introduction to System Software**	**2**
	1.1	Concept of System Software, Goals of system software, system program and system programming, Introduction to various system programs such as Assembler, Macro processor, Loader, Linker, Compiler, Interpreter, Device Drivers, Operating system, Editors, Debuggers.	
2		**Assemblers**	7
	2.1	Elements of Assembly Language programming, Assembly scheme, pass structure of assembler, Assembler Design: Two pass assembler Design and single pass Assembler Design for X86 processor, data structures used.	
3		**Macros and Macro Processor**	6
	3.1	Introduction, Macro definition and call, Features of Macro facility: Simple, parameterized, conditional and nested. Design of Two pass macro processor, data structures used.	
4		**Loaders and Linkers**	**6**
	4.1	Introduction, functions of loaders, Relocation and Linking concept, Different loading schemes: Relocating loader, Direct Linking Loader, Dynamic linking and loading.	
5		**Compilers: Analysis Phase**	**10**
	5.1	Introduction to compilers, Phases of compilers: **Lexical Analysis**- Role of Finite State Automata in Lexical Analysis, Design of Lexical analyzer, data structures used.	

		Syntax Analysis- Role of Context Free Grammar in Syntax analysis, Types of Parsers: Top down parser- LL(1), Bottom up parser- SR Parser, Operator precedence parser, SLR. **Semantic Analysis**, Syntax directed definitions.	
6		**Compilers: Synthesis phase**	**8**
	6.1	**Intermediate Code Generation**: Types of Intermediate codes: Syntax tree, Postfix notation, three address codes: Triples and Quadruples, indirect triple. **Code Optimization**: Need and sources of optimization, Code optimization techniques: Machine Dependent and Machine Independent. **Code Generation:** Issues in the design of code generator, code generation algorithm. Basic block and flow graph.	

Textbooks:	
1	D. M Dhamdhere: *Systems programming and Operating Systems*, Tata McGraw Hill, Revised Second Edition
2	A. V. Aho, R. Shethi, Monica Lam, J.D. Ulman: *Compilers Principles, Techniques and Tools*, Pearson Education, Second Edition.
3	J. J. Donovan: *Systems Programming* Tata McGraw Hill, Edition 1991
References:	
1	John R. Levine, Tony Mason & Doug Brown, *Lex & YACC*, O 'Reilly publication, second Edition
2	D, M .Dhamdhere ,*Compiler construction* 2e, Macmillan publication, second edition .
3	Kenneth C. Louden ,*Compiler construction: principles and practices*, Cengage Learning
4	Leland L. Beck, *System software: An introduction to system programming*, Pearson publication, Third Edition
Useful Links for E-resources:	
1	http://www.nptel.ac.in/courses/106102012/1-introduction/compiler-design.html
2	https://www.coursera.org/lecture/compilers/lexical-and2tetri.../unit-4-1-syntax-analysis-5p...2Z

Assessment:	
Internal Assessment:	
Assessment consists of two class tests of 20 marks each. The first -class test is to be conducted when approx. 40% syllabus is completed and the second-class test when an additional 40% syllabus is completed. Duration of each test shall be one hour.	
End Semester Theory Examination:	
1	Question paper will comprise a total of six questions.
2	All question carries equal marks
3	Questions will be mixed in nature (for example supposed Q.2 has part (a) from module 3 then part (b) will be from any module other than module 3)
4	Only Four questions need to be solved.
5	In question paper weightage of each module will be proportional to number of respective lecture hours as mentioned in the syllabus.

Course Code:	Course Title	Credit
CSC602	Cryptography & System Security	3

Prerequisite: Computer Networks	
Course Objectives:	
1	To introduce classical encryption techniques and concepts of modular arithmetic and number theory.
2	To explore the working principles and utilities of various cryptographic algorithms including secret key cryptography, hashes and message digests, and public key algorithms
3	To explore the design issues and working principles of various authentication protocols, PKI standards and various secure communication standards including Kerberos, IPsec, and SSL/TLS.
4	To develop the ability to use existing cryptographic utilities to build programs for secure communication
Course Outcomes:	
1	Understand system security goals and concepts, classical encryption techniques and acquire fundamental knowledge on the concepts of modular arithmetic and number theory
2	Understand, compare and apply different encryption and decryption techniques to solve problems related to confidentiality and authentication
3	Apply different message digest and digital signature algorithms to verify integrity and achieve authentication and design secure applications
4	Understand network security basics, analyse different attacks on networks and evaluate the performance of firewalls and security protocols like SSL, IPSec, and PGP
5	Analyse and apply system security concept to recognize malicious code

Module		Content	Hrs
1		**Introduction - Number Theory and Basic Cryptography**	**8**
	1.1	Security Goals, Attacks, Services and Mechanisms, Techniques. Modular Arithmetic: Euclidean Algorithm, Fermat's and Euler's theorem	
	1.2	Classical Encryption techniques, Symmetric cipher model, mono-alphabetic and polyalphabetic substitution techniques: Vigenere cipher, playfair cipher, Hill cipher, transposition techniques: keyed and keyless transposition ciphers	
2		**Symmetric and Asymmetric key Cryptography and key Management**	**11**
	2.1	Block cipher principles, block cipher modes of operation, DES, Double DES, Triple DES, Advanced Encryption Standard (AES), Stream Ciphers: RC4 algorithm.	
	2.2	Public key cryptography: Principles of public key cryptosystems- The RSA Cryptosystem, The knapsack cryptosystem	
	2.3	Symmetric Key Distribution: KDC, Needham-schroeder protocol. Kerberos: Kerberos Authentication protocol, Symmetric key agreement: Diffie Hellman, Public key Distribution: Digital Certificate: X.509, PKI	
3		**Cryptographic Hash Functions**	**3**
	3.1	Cryptographic hash functions, Properties of secure hash function, MD5, SHA-1, MAC, HMAC, CMAC.	
4		**Authentication Protocols & Digital Signature Schemes**	**5**
	4.1	User Authentication, Entity Authentication: Password Base, Challenge Response Based	

	4.2	Digital Signature, Attacks on Digital Signature, Digital Signature Scheme: RSA	
5		**Network Security and Applications**	**9**
	5.1	Network security basics: TCP/IP vulnerabilities (Layer wise), Network Attacks: Packet Sniffing, ARP spoofing, port scanning, IP spoofing	
	5.2	Denial of Service: DOS attacks, ICMP flood, SYN flood, UDP flood, Distributed Denial of Service	
	5.3	Internet Security Protocols: PGP, SSL, IPSEC. Network security: IDS, Firewalls	
6		**System Security**	**3**
	6.1	Buffer Overflow, malicious Programs: Worms and Viruses, SQL injection	

Textbooks:	
1	William Stallings, ***"Cryptography and Network Security, Principles and Practice"***, 6th Edition, Pearson Education, March 2013
2	Behrouz A. Ferouzan, ***"Cryptography & Network Security"***, Tata McGraw Hill
3	Behrouz A. Forouzan & Debdeep Mukhopadhyay, ***"Cryptography and Network Security"*** 3rd Edition, McGraw Hill

Referecebooks:	
1	Bruce Schneier, ***"Applied Cryptography, Protocols Algorithms and Source Code in C",*** Second Edition, Wiley.
2	Atul Kahate, ***"Cryptography and Network Security",*** Tata McGraw-Hill Education, 2003.
3	Eric Cole, ***"Network Security Bible",*** Second Edition, Wiley, 2011.

Assessment:	
Internal Assessment:	
Assessment consists of two class tests of 20 marks each. The first class test is to be conducted when approx. 40% syllabus is completed and second class test when additional 40% syllabus is completed. Duration of each test shall be one hour.	
End Semester Theory Examination:	
1	Question paper will comprise of total six questions.
2	All question carries equal marks
3	Questions will be mixed in nature (for example supposed Q.2 has part (a) from module 3 then part (b) will be from any module other than module 3)
4	Only Four question need to be solved.
5	In question paper weightage of each module will be proportional to number of respective lecture hours as mention in the syllabus.

Useful Links	
1	https://github.com/cmin764/cmiN/blob/master/FII/L3/SI/book/W.Stallings%20-%20Cryptography%20and%20Network%20Security%206th%20ed.pdf
2	https://docs.google.com/file/d/0B5F6yMKYDUbrYXE4X1ZCUHpLNnc/view

Course Code:	Course Title	Credit
CSC603	Mobile Computing	3

Prerequisite: Computer Networks	
Course Objectives:	
1	To introduce the basic concepts and principles in mobile computing. This includes major techniques involved, and networks & systems issues for the design and implementation of mobile computing systems and applications.
2	To explore both theoretical and practical issues of mobile computing.
3	To provide an opportunity for students to understand the key components and technologies involved and to gain hands-on experiences in building mobile applications.
Course Outcomes: On successful completion of course, learner will be able to	
1	To identify basic concepts and principles in computing, cellular architecture.
2	To describe the components and functioning of mobile networking.
3	To classify variety of security techniques in mobile network.
4	To apply the concepts of WLAN for local as well as remote applications.
5	To describe Long Term Evolution (LTE) architecture and its interfaces.

Module		Content	Hrs
1		**Introduction to Mobile Computing**	**4**
	1.1	Introduction to Mobile Computing, Telecommunication Generations, Cellular systems,	
	1.2	Electromagnetic Spectrum, Antenna, Signal Propagation, Signal Characteristics, Multiplexing, Spread Spectrum: DSSS & FHSS, Co-channel interference	
2		**GSM Mobile services**	**8**
	2.1	GSM Mobile services, System Architecture, Radio interface, Protocols, Localization and Calling, Handover, security (A3, A5 & A8)	
	2.2	GPRS system and protocol architecture	
	2.3	UTRAN, UMTS core network; Improvements on Core Network,	
3		**Mobile Networking**	**8**
	3.1	Medium Access Protocol, Internet Protocol and Transport layer	
	3.2	Mobile IP: IP Packet Delivery, Agent Advertisement and Discovery, Registration, Tunneling and Encapsulation, Reverse Tunneling.	
	3.3	Mobile TCP: Traditional TCP, Classical TCP Improvements like Indirect TCP, Snooping TCP & Mobile TCP, Fast Retransmit/ Fast Recovery, Transmission/Timeout Freezing, Selective Retransmission	
4		**Wireless Local Area Networks**	**6**
	4.1	**Wireless Local Area Networks:** Introduction, Infrastructure and ad-hoc network	
	4.2	**IEEE 802.11:**System architecture , Protocol architecture , Physical layer, Medium access control layer, MAC management, 802.11a, 802.11b standard	
	4.3	Wi-Fi security : WEP ,WPA, Wireless LAN Threats , Securing Wireless Networks	

	4.4	Bluetooth: Introduction, User Scenario, Architecture, protocol stack	
5		**Mobility Management**	**6**
	5.1	**Mobility Management :** Introduction, IP Mobility, Optimization, IPv6	
	5.2	Macro Mobility : MIPv6, FMIPv6	
	5.3	Micro Mobility: CellularIP, HAWAII, HMIPv6	
6		**Long-Term Evolution (LTE) of 3GPP**	**7**
	6.1	**Long-Term Evolution (LTE) of 3GPP :** LTE System Overview, Evolution from UMTS to LTE	
	6.2	LTE/SAE Requirements, SAE Architecture	
	6.3	EPS: Evolved Packet System, E-UTRAN, Voice over LTE (VoLTE), Introduction to LTE-Advanced	
	6.4	Self Organizing Network (SON-LTE), SON for Heterogeneous Networks (HetNet), Comparison between Different Generations (2G, 3G, 4G and 5G), Introduction to 5G	

Textbooks:	
1	Jochen Schilller, "**Mobile Communication**", Addision wisely, Pearson Education
2	William Stallings "**Wireless Communications & Networks**", Second Edition, Pearson Education
3	Christopher Cox, "**An Introduction to LTE: LTE, LTE-Advanced, SAE and 4G Mobile Communications**", Wiley publication
4	Raj Kamal, **"Mobile Computing"**, 2/e, Oxford University Press-New
Reference	
1	Seppo Hamalainen, Henning Sanneck , Cinzia Sartori, **"LTE Self-Organising Networks (SON): Network Management Automation for Operational Efficiency",** Wiley publications
2	Ashutosh Dutta, Henning Schulzrinne **"Mobility Protocols and Handover Optimization: Design, Evaluation and Application",** IEEE Press, Wiley Publication
3	Michael Gregg, **"Build your own security lab",** Wiley India edition
4	Dipankar Raychaudhuri, Mario Gerla, **"Emerging Wireless Technologies and the Future Mobile Internet",** Cambridge
5	Andreas F. Molisch, **"Wireless Communications",** Second Edition, Wiley Publication

Assessment:	
Internal Assessment:	
Assessment consists of two class tests of 20 marks each. The first class test is to be conducted when approx. 40% syllabus is completed and second class test when additional 40% syllabus is completed. Duration of each test shall be one hour.	
End Semester Theory Examination:	
1	Question paper will comprise of total six questions.
2	All question carries equal marks
3	Questions will be mixed in nature (for example supposed Q.2 has part (a) from module 3 then part (b) will be from any module other than module 3)
4	Only Four question need to be solved.
5	In question paper weightage of each module will be proportional to number of respective lecture hours as mention in the syllabus.

Useful Links	
1	https://www.coursera.org/learn/smart-device-mobile-emerging-technologies

Course Code:	Course Title	Credit
CSC604	Artificial Intelligence	3

Prerequisite: Discrete Mathematics, Data Structures	
Course Objectives:	
1	To conceptualize the basic ideas and techniques underlying the design of intelligent systems.
2	To make students understand and Explore the mechanism of mind that enables intelligent thought and action.
3	To make students understand advanced representation formalism and search techniques.
4	To make students understand how to deal with uncertain and incomplete information.
Course Outcomes: At the end of the course, the students will be able to	
1	Ability to develop a basic understanding of AI building blocks presented in intelligent agents.
2	Ability to choose an appropriate problem solving method and knowledge representation technique.
3	Ability to analyze the strength and weaknesses of AI approaches to knowledge– intensive problem solving.
4	Ability to design models for reasoning with uncertainty as well as the use of unreliable information.
5	Ability to design and develop AI applications in real world scenarios.

Module		Content	Hrs
1		**Introduction to Artificial Intelligence**	**4**
	1.1	Introduction, History of Artificial Intelligence, Intelligent Systems: Categorization of Intelligent System, Components of AI Program, Foundations of AI, Sub-areas of AI, Applications of AI, Current trends in AI.	
2		**Intelligent Agents**	**4**
	2.1	Agents and Environments, The concept of rationality, The nature of environment, The structure of Agents, Types of Agents, Learning Agent.	
	2.2	Solving problem by Searching: Problem Solving Agent, Formulating Problems, Example Problems.	
3		**Problem solving**	**10**
	3.1	Uninformed Search Methods: Breadth First Search (BFS), Depth First Search (DFS), Depth Limited Search, Depth First Iterative Deepening (DFID), Informed Search Methods: Greedy best first Search, A* Search, Memory bounded heuristic Search.	
	3.2	Local Search Algorithms and Optimization Problems: Hill climbing search Simulated annealing, Genetic algorithms.	
	3.3	**Adversarial Search:** Game Playing, Min-Max Search, Alpha Beta Pruning	
4		**Knowledge and Reasoning**	**12**
	4.1	Knowledge based Agents, Brief Overview of propositional logic, First Order Logic: Syntax and Semantic, Inference in FOL, Forward chaining, backward Chaining.	
	4.2	Knowledge Engineering in First-Order Logic, Unification, Resolution	

	4.3	Uncertain Knowledge and Reasoning: Uncertainty, Representing knowledge in an uncertain domain, The semantics of belief network, Simple Inference in belief network	
5		**Planning and Learning**	**5**
	5.1	The planning problem, Planning with state space search, Partial order planning, Hierarchical planning, Conditional Planning.	
	5.2	Learning: Forms of Learning, Theory of Learning, PAC learning. Introduction to statistical learning (Introduction only) Introduction to reinforcement learning: Learning from Rewards, Passive Reinforcement Learning, Active reinforcement Learning	
6		**AI Applications**	**4**
	6.1	1. Introduction to NLP- Language models, Grammars, Parsing 2. Robotics - Robots, Robot hardware, Problems Robotics can solve 3. AI applications in Healthcare, Retail, Banking	

Textbooks:	
1	Stuart J. Russell and Peter Norvig, "***Artificial Intelligence: A Modern Approach***", Fourth Edition" Pearson Education, 2020.
2	Saroj Kaushik, "***Artificial Intelligence***", Cengage Learning, First edition, 2011
3	George F Luger, "***Artificial Intelligence***" Low Price Edition, Fourth edition, Pearson Education.,2005
References:	
1	Nils J. Nilsson, Principles of Artificial Intelligence, Narosa Publication
2	Deepak Khemani, A First Course in Artificial Intelligence, McGraw Hill Publication
3	Patrick H. Winston, Artificial Intelligence, 3rd edition, Pearson Education
4	Elaine Rich and Kevin Knight, "***Artificial Intelligence***", Third Edition, McGraw Hill Education,2017.

Assessment:	
Internal Assessment:	
Assessment consists of two class tests of 20 marks each. The first class test is to be conducted when approx. 40% syllabus is completed and the second class test when an additional 40% syllabus is completed. Duration of each test shall be one hour.	
End Semester Theory Examination:	
1	Question paper will comprise a total of six questions.
2	All question carries equal marks
3	Questions will be mixed in nature (for example supposed Q.2 has part (a) from module 3 then part (b) will be from any module other than module 3)
4	Only Four questions need to be solved.
5	In question paper weightage of each module will be proportional to number of respective lecture hours as mentioned in the syllabus.

Useful Links	
1	https://nptel.ac.in/courses/106/105/106105078/
2	https://thestempedia.com/blog/simple-ai-and-machine-learning-projects-for-students-and-beginners/
3	https://nptel.ac.in/courses/106/105/106105079/

Course Code:	Course Title	Credit
CSDO601	Internet of Things	3

Prerequisite: C Programming, Digital Logic and Computer Architecture, Microprocessor, Computer Networks.	
Course Objectives:	
1	To equip students with the fundamental knowledge and basic technical competence in the field of Internet of Things (IoT).
2	To emphasize on core IoT functional Stack to build assembly language programs. To learn the Core IoT Functional Stack.
3	To understand the different common application protocols for IoT and apply IoT knowledge to key industries that IoT is revolutionizing.
4	To examines various IoT hardware items and software platforms used in projects for each platform that can be undertaken by a beginner, hobbyist, student, academician, or researcher to develop useful projects or products.
Course Outcomes: On the completion of the course, learners will be able to:	
1	Understand the concepts of IoT and the Things in IoT.
2	Emphasize core IoT functional Stack and understand application protocols for IoT.
3	Apply IoT knowledge to key industries that IoT is revolutionizing.
4	Examines various IoT hardware items and software platforms used in projects.

Module		Content	Hrs
1		**Introduction to Internet of Things (IoT)**	7
	1.1	What is IoT? IoT and Digitization	
	1.2	IoT Impact – Connected Roadways, Connected Factory, Smart Connected Buildings, Smart Creatures	
	1.3	Convergence of IT and OT, IoT Challenges	
	1.4	The oneM2M IoT Standardized Architecture	
	1.5	The IoT World Forum (IoTWF) Standardized Architecture	
	1.6	IoT Data Management and Compute Stack – Design considerations and Data related problems, Fog Computing, Edge Computing, The Hierarchy of Edge, Fog and Cloud	
2		**Things in IoT**	7
	2.1	Sensors/Transducers – Definition, Principles, Classifications, Types, Characteristics and Specifications	
	2.2	Actuators – Definition, Principles, Classifications, Types, Characteristics and Specifications	
	2.3	Smart Object – Definition, Characteristics and Trends	
	2.4	Sensor Networks – Architecture of Wireless Sensor Network, Network Topologies	
	2.5	Enabling IoT Technologies - Radio Frequency Identification Technology, Micro-Electro-Mechanical Systems (MEMS), NFC (Near Field Communication), Bluetooth Low Energy (BLE), LTE-A (LTE Advanced), IEEE 802.15.4–Standardization and Alliances, ZigBee.	
3		**The Core IoT Functional Stack**	6
	3.1	Layer 1 – Things: Sensors and Actuators Layer	

	3.2	Layer 2 – Communications Network Layer, Access Network Sublayer, Gateways and Backhaul Sublayer, Network Transport Sublayer, IoT Network Management Sublayer	
	3.3	Layer 3 – Applications and Analytics Layer, Analytics Vs. Control Applications, Data Vs. Network Analytics, Data Analytics Vs. Business Benefits, Smart Services	
4		**Application Protocols for IoT**	**7**
	4.1	The Transport Layer	
	4.2	IoT Application Transport Methods	
	4.3	Application Layer Protocol Not Present	
	4.4	SCADA - Background on SCADA, Adapting SCADA for IP, Tunneling Legacy SCADA over IP Networks, SCADA Protocol Translation, SCADA Transport over LLNs with MAP-T,	
	4.5	Generic Web-Based Protocols	
	4.6	IoT Application Layer Protocols – CoAP and MQTT	
5		**Domain Specific IoTs**	**6**
	5.1	Home Automation – Smart Lighting, Smart Appliances, Intrusion Detection, Smoke/Gas Detectors	
	5.2	Cities – Smart Parking, Smart Lighting, Smart Roads, Structural Health Monitoring, Surveillance	
	5.3	Environment – Weather Monitoring, Air Pollution Monitoring, Noise Pollution Monitoring, Forest Fire Detection, River Floods Detection	
	5.4	Energy – Smart Grids, Renewable Energy Systems, Prognostics	
	5.5	Retail – Inventory Management, Smart Payments, Smart Vending Machines	
	5.6	Logistics – Route Generation & Scheduling, Fleet Tracking, Shipment Monitoring	
	5.7	Agriculture – Smart Irrigation, Green House Control	
	5.8	Industry – Machine Diagnostics & Prognosis, Indoor Air Quality Monitoring	
	5.9	Health & Lifestyle – Health & Fitness Monitoring, Wearable Electronics	
6		**Create your own IoT**	**6**
	6.1	IoT Hardware - Arduino, Raspberry Pi, ESP32, Cloudbit/Littlebits, Particle Photon, Beaglebone Black.	
	6.2	IoT Software - languages for programming IoT hardware, for middleware applications and API development, for making front ends, REST and JSON-LD	
	6.3	A comparison of IoT boards and platforms in terms of computing	
	6.4	A comparison of IoT boards and platforms in terms of development environments and communication standards	
	6.5	A comparison of boards and platforms in terms of connectivity	
	6.6	A comparison of IoT software platforms	

Textbooks:	
1	David Hanes, Gonzalo Salgueiro, Patrick Grossetete, Rob Barton, Jerome Henry, ***"IoT Fundamentals – Networking Technologies, Protocols, and Use Cases for the Internet of Things",*** 1st Edition, Published by Pearson Education, Inc, publishing as Cisco Press, 2017.

2	Hakima Chaouchi, ***"The Internet of Things - Connecting Objects to the Web",*** 1st Edition, Wiley, 2010.
3	Perry Lea, ***"Internet of things For Architects",*** 1st Edition, Packt Publication, 2018
4	Arshdeep Bahga, Vijay Madisetti, ***"Internet of Things – Hands-On Approach",*** 2nd Edition, Universities Press, 2016.
References:	
1	Adrian McEwen & Hakim Cassimally, ***"Designing the Internet of Things",*** 1st Edition, Wiley, 2014.
2	Donald Norris, ***"Raspberry Pi – Projects for the Evil Genius",*** 2nd Edition, McGraw Hill, 2014.
3	Anand Tamboli ,***"Build Your Own IoT Platform",*** 1st Edition, Apress, 2019.

Assessment:	
Internal Assessment:	
Assessment consists of two class tests of 20 marks each. The first-class test is to be conducted when approx. 40% syllabus is completed and second-class test when additional 40% syllabus is completed. Duration of each test shall be one hour.	
End Semester Theory Examination:	
1	Question paper will comprise of total six questions.
2	All question carries equal marks
3	Questions will be mixed in nature (for example supposed Q.2 has part (a) from module 3 then part (b) will be from any module other than module 3)
4	Only Four question need to be solved.
5	In question paper weightage of each module will be proportional to number of respective lecture hours as mention in the syllabus.

Useful Links	
1	https://nptel.ac.in/courses/106/105/106105166/
2	https://nptel.ac.in/courses/108/105/108105098/
3	https://nptel.ac.in/courses/106/105/106105195/
4	https://www.coursera.org/specializations/IoT

Course Code:	Course Title	Credit
CSDO601	Digital Signal & Image Processing	3

Prerequisite: Applied Engineering Mathematics	
Course Objectives:	
1	To understand the fundamental concepts of digital signal processing and Image processing
2	To explore DFT for 1-D and 2-D signal and FFT for 1-D signal
3	To apply processing techniques on 1-D and Image signals
4	To apply digital image processing techniques for edge detection
Course Outcomes: On successful completion of course, learners will be able to:	
1	Understand the concept of DT Signal and DT Systems
2	Classify and analyze discrete time signals and systems
3	Implement Digital Signal Transform techniques DFT and FFT
4	Use the enhancement techniques for digital Image Processing
5	Apply image segmentation techniques

Module No.	Unit No.	Topic details	Hrs.
1.0		**Discrete-Time Signal and Discrete-Time System**	**10**
	1.1	Introduction to Digital Signal Processing, Sampling and Reconstruction, Standard DT Signals, Concept of Digital Frequency, Representation of DT signal using Standard DT Signals, Signal Manipulations (shifting, reversal, scaling, addition, multiplication).	
	2	Classification of Discrete-Time Signals, Classification of Discrete Systems	
	1.3	Linear Convolution formulation for 1-D signal (without mathematical proof), Circular Convolution (without mathematical proof), Linear convolution using Circular Convolution. Auto and Cross Correlation formula evaluation, Concept of LTI system, Output of DT system using Time Domain Linear Convolution.	
2.0		**Discrete Fourier Transform**	**05**
	2.1	Introduction to DTFT, DFT, Relation between DFT and DTFT, IDFT	
	2.2	Properties of DFT without mathematical proof (Scaling and Linearity, Periodicity, Time Shift and Frequency Shift, Time Reversal, Convolution Property and Parseval's Energy Theorem). DFT computation using DFT properties.	
	2.3	Convolution of long sequences, Introduction to 2-D DFT	
3.0		**Fast Fourier Transform**	**04**
	3.1	Need of FFT, Radix-2 DIT-FFT algorithm,	
	3.2	DIT-FFT Flow graph for N=4 and 8, Inverse FFT algorithm.	
	3.3	Spectral Analysis using FFT	
4.0		**Digital Image Fundamentals**	**05**
	4.1	Introduction to Digital Image, Digital Image Processing System, Sampling and Quantization	
	4.2	Representation of Digital Image, Connectivity	
	4.3	Image File Formats: BMP, TIFF and JPEG.	
5.0		**Image Enhancement in Spatial domain**	**09**
	5.1	Gray Level Transformations, Zero Memory Point Operations,	
	5.2	Histogram Processing, Histogram equalization.	

	5.3	Neighborhood processing, Image averaging, Image Subtraction, Smoothing Filters - Low pass averaging, Sharpening Filters-High Pass Filter, High Boost Filter, Median Filter for reduction of noise	
6.0		**Image Segmentation**	**06**
	6.1	Fundamentals, Segmentation based on Discontinuities and Similarities	
	6.2	Point, line and Edge Detection, Image edge detection using Robert, Prewitt and Sobel masks, Image edge Detection using Laplacian mask	
	6.3	Region based segmentation: Region Growing, Region Splitting and Merging	
		Total	**39**

Textbooks:	
1	John G. Proakis, Dimitris and G .Manolakis, **"Digital Signal Processing: Principles, Algorithms, and Applications"**, 4th Edition, Pearson Education, 2007
2	A. Anand Kumar, **"Digital Signal Processing"**, 2nd Edition, PHI Learning Pvt. Ltd. 2014.
3	Rafel C. Gonzalez and Richard E. Woods, **"Digital Image Processing"**, Pearson Education Asia, 4th Edition, 2018.
4	S. Sridhar, **"Digital Image Processing"**, 2nd Edition, Oxford University Press, 2012.
References:	
1	Sanjit Mitra, **"Digital Signal Processing: A Computer Based Approach"**, 4th Edition, Tata McGraw Hill, 2013
2	S. Salivahanan, A. Vallavaraj, and C. Gnanapriya, **"Digital Signal Processing"**, 2nd Edition, Tata McGraw Hill Publication, 2011
3	S. Jayaraman, S. Esakkirajan and T. Veerkumar, **"Digital Image Processing"**, 3rd Edition, Tata McGraw Hill Education Private Ltd, 2009.
4	Anil K. Jain, **"Fundamentals of Digital Image Processing"**, 4th Edition, Prentice Hall of India Private Ltd,.1989
Assessment:	
Internal Assessment:	
Assessment consists of two class tests of 20 marks each. The first class test is to be conducted when approx. 40% syllabus is completed and second class test when additional 50% syllabus is completed. Duration of each test shall be one hour.	
End Semester Theory Examination:	
1	Question paper will comprise of total six questions.
2	All question carries equal marks
3	Questions will be mixed in nature (for example supposed Q.2 has part (a) from module 3 then part (b) will be from any module other than module 3)
4	Only Four question need to be solved.
5	In question paper weightage of each module will be proportional to number of respective lecture hours as mention in the syllabus.

Useful Links	
1	https://nptel.ac.in/courses/
2	https://swayam.gov.in

Course Code:	Course Title	Credit
CSDO601	Quantitative Analysis	3

Prerequisite: Applied Mathematics	
Course Objectives:	
1	Introduction to the basic concepts in Statistics
2	Understand concept of data collection & sampling methods.
3	Introduction to Regression, Multiple Linear Regression
4	Draw interference using Statistical inference methods
5	Tests of hypotheses
Course Outcomes:	
1	Recognize the need of Statistics and Quantitative Analysis
2	Apply the data collection and the sampling methods.
3	Analyze using concepts of Regression, Multiple Linear Regression
4	Formulate Statistical inference drawing methods.
5	Apply Testing of hypotheses

Module	Content	Hrs
1	**Introduction to Statistics**	6
	Functions – Importance – Uses and Limitations of Statistics. Statistical data– Classification, Tabulation, Diagrammatic & Graphic representation of data	
2	**Data Collection & Sampling Methods**	6
	Primary & Secondary data – Sources of data, Methods of collection data. Sampling – Census & Sample methods –Methods of sampling, Probability Sampling and Non-Probability Sampling	
3	**Introduction to Regression**	8
	Mathematical and Statistical Equation – Meaning of Intercept and Slope – Error term – Measure for Model Fit –R2 – MAE – MAPE.	
4	**Introduction to Multiple Linear Regression**	8
	Multiple Linear Regression Model, Partial Regression Coefficients, Testing Significance overall significance of Overall fit of the model, Testing for Individual Regression Coefficients	
5	**Statistical inference**	6
	Random sample -Parametric point estimation unbiasedness and consistence - method of moments and method of maximum likelihood.	
6	**Tests of hypotheses**	5
	Null and Alternative hypotheses. Types of errors. Neyman-Pearson lemma-MP and UMP tests.	

Textbooks:	
1	Agarwal, B.L. (2006):-Basic Statistics. Wiley Eastern Ltd., New Delhi
2	Gupta, S. P. (2011):-Statistical Methods. Sultanchand&Sons, New Delhi
3	Sivathanupillai, M &Rajagopal, K. R. (1979):-Statistics for Economics Students.
4	Hogg ,R.V. and Craig, A.T.(2006), An introduction to mathematical statistics, Amerind publications.
References:	

1	Arora, P.N., SumeetArora, S. Arora (2007):- Comprehensive Statistical Methods. Sultan Chand, New Delhi
2	Montgomery,D.C. ,Peck E.A, & Vining G.G.(2003). Introduction to Linear Regression Analysis. John Wiley and Sons,Inc.NY
3	Mood AM, Graybill FA, and Boes, D.C.(1985), Introduction to the theory of statistics, McGrawhill Book Company, New Delhi.
4	Kapur, J.N. and Saxena,H.C.(1970), Mathematical statistics, Sultan Chand & company, New Delhi..

Assessment:	
Internal Assessment:	
Assessment consists of two class tests of 20 marks each. The first class test is to be conducted when approx. 40% syllabus is completed and second class test when additional 40% syllabus is completed. Duration of each test shall be one hour.	
End Semester Theory Examination:	
1	Question paper will comprise of total six questions.
2	All question carries equal marks
3	Questions will be mixed in nature (for example supposed Q.2 has part (a) from module 3 then part (b) will be from any module other than module 3)
4	Only Four question need to be solved.
5	In question paper weightage of each module will be proportional to number of respective lecture hours as mention in the syllabus.

Lab Code	Lab Name	Credit
CSL601	**System Programming and Compiler Construction Lab**	**1**

Prerequisite: Theoretical computer science, Operating system. Computer Organization and Architecture

Lab Outcomes: At the end of the course, the students will be able to

1	Generate machine code by implementing two pass assemblers.
2	Implement Two pass macro processor.
3	Parse the given input string by constructing Top down/Bottom-up parser.
4	Identify and Validate tokens for given high level language and Implement synthesis phase of compiler.
5	Explore LEX & YACC tools.

Suggested List of Experiments

Sr. No.	Title of Experiment
1	Implementations of two pass Assembler.
2	Implementation of Two pass Macro Processor.
3	Implementation of Lexical Analyzer.
4	Implementation of Parser (Any one).
5	Implementation of Intermediate code generation phase of compiler.
6	Implementation of code generation phase of compiler.
7	Study and implement experiments on LEX, YACC.

Reference Books:

1	Andrew W. Appel Princeton University Jens Palsberg *Modern Compiler. Implementation in Java*, Second Edition. Purdue University. CAMBRIDGE University press @2002.
2	Charles N. Fischer, Richard J. LeBlanc *Crafting a compiler with C , pearson Education 2007*

Term Work:

1	Term work should consist of experiments based on suggested experiment list.
2	Journal must include at least 2 assignments on content of theory and practical of "System Programming and Compiler Construction"
3	The final certification and acceptance of term work ensures that satisfactory performance of laboratory work and minimum passing marks in term work.
4	The distribution of marks for term work shall be as follows: Laboratory work (experiments/case studies): .....(15) Marks. Assignment: ..... (05) Marks. Attendance ..... (05) Marks TOTAL: ..... (25) Marks.

Oral & Practical exam will be based on the above and CSC601 syllabus.

Lab Code	Lab Name	Credit
CSL602	Cryptography & System Security Lab	1

Prerequisite: Computer Network	
Lab Objectives:	
1	To apply various encryption techniques
2	To study and implement various security mechanism
3	To explore the network security concept and tools
Lab Outcomes: At the end of the course, the students will be able to	
1	apply the knowledge of symmetric and asymmetric cryptography to implement simple ciphers.
2	explore the different network reconnaissance tools to gather information about networks.
3	explore and use tools like sniffers, port scanners and other related tools for analysing packets in a Network.
4	set up firewalls and intrusion detection systems using open-source technologies and to explore email security.
5	explore various attacks like buffer-overflow and web application attack.

Suggested List of Experiments	
Sr. No	**Title of Experiment**
1	Design and Implementation of a product cipher using Substitution and Transposition ciphers.
2	Implementation and analysis of RSA crypto system.
3	Implementation of Diffie Hellman Key exchange algorithm
4	For varying message sizes, test integrity of message using MD 5, SHA-1, and analyse the performance of the two protocols. Use crypt APIs
5	Study the use of network reconnaissance tools like WHOIS, dig, traceroute, ns lookup to gather information about networks and domain registrars.
6	Study of packet sniffer tools: wireshark,: 1. Download and install wireshark and capture icmp, tcp, and http packets in promiscuous mode. 2. Explore how the packets can be traced based on different filters.
7	Download and install nmap. Use it with different options to scan open ports, perform OS fingerprinting, do a ping scan, tcp port scan, udp port scan, xmas scan etc.
8	Detect ARP spoofing using nmap and/or open-source tool ARPWATCH and wireshark. Use arping tool to generate gratuitous arps and monitor using wireshark
9	Simulate DOS attack using Hping, hping3 and other tools
10	Simulate buffer overflow attack using Ollydbg, Splint, Cpp check etc
11	a. Set up IPSEC under LINUX. b. Set up Snort and study the logs.
12	Setting up personal Firewall using iptables
13	Explore the GPG tool of linux to implement email security
14	SQL injection attack, Cross-Cite Scripting attack simulation
15	Case Study /Seminar: Topic beyond syllabus related to topics covered.

Term Work:	
1	Term work should consist of 10 experiments.
2	Journal must include at least 2 assignments on content of theory and practical of

	"Cryptography and System Security "
3	The final certification and acceptance of term work ensures that satisfactory performance of laboratory work and minimum passing marks in term work.
4	The distribution of marks for term work shall be as follows: Lab Performance 15 Marks Assignments 05 Marks Attendance (Theory & practical) 05 Marks

Lab Code	Lab Name	Credit
CSL603	Mobile Computing Lab	1

Prerequisite: Computer Networks	
Lab Objectives:	
1	To learn the mobile computing tools and software for implementation.
2	To understand the security algorithms in mobile networks
3	To learn security concepts
Lab Outcomes: At the end of the course, the students will be able to	
1	develop and demonstrate mobile applications using various tools
2	articulate the knowledge of GSM, CDMA & Bluetooth technologies and demonstrate it.
3	Students will able to carry out simulation of frequency reuse, hidden/exposed terminal problem
4	implement security algorithms for mobile communication network
5	demonstrate simulation and compare the performance of Wireless LAN

Suggested List of Experiments

The softwares like Android Studio, J2ME, NS2, NS3 and any other software which is suitable are recommended for performing the practical.

Sr. No.	Title of Experiment
1	Implementation a Bluetooth network with application as transfer of a file from one device to another.
2	To implement a basic function of Code Division Multiple Access (CDMA).
3	Implementation of GSM security algorithms (A3/A5/A8)
4	Illustration of Hidden Terminal/Exposed terminal Problem. Consider two Wi-fi base stations (STA) and an access point (AP) located along the x-axis. All the nodes are fixed. The AP is situated at the middle of the two STA, the distance of separation being 150 m. [variable]. Node #0 and node #1 are the hidden terminals. Both are transmitting some data to the AP (almost at same rate) at the same time. The loss across the wireless link between each STA and the AP is fixed at 50 dB irrespective of the distance of separation. To study how RTS/CTS helps in wireless networks, 1. No RTS/CTS is being sent. 2. Nodes do exchange RTS/CTS packets. **Compare the no. of packet retransmissions required in both the cases (as obtained in the output) and compare the results.**
5	To setup & configuration of Wireless Access Point (AP). Analyze the Wi-Fi communication range in the presence of the access point (AP) and the base station (BS). Consider BS and AP are static. Find out the maximum distance to which two way communications is possible. Try multiple iterations by adjusting its distance in the code and test it.
6	Study of security tools (like Kismet,Netstumbler)
7	Develop an application that uses GUI components.
8	Write an application that draws basic graphical primitives on the screen.
9	Develop an application that makes use of database.
10	Develop a native application that uses GPS location information.
11	Implement an application that creates an alert upon receiving a message.

12	Implementation of income tax/loan EMI calculator and deploy the same on real devices (Implementation of any real time application)

Term Work:	
1	Term work should consist of 10 experiments.
2	Journal must include at least 2 assignments on content of theory and practical of " Mobile Computing"
3	The final certification and acceptance of term work ensures that satisfactory performance of laboratory work and minimum passing marks in term work.
4	Total 25 Marks (Experiments: 15-marks, Attendance Theory& Practical: 05-marks, Assignments: 05-marks)

Useful Links	
1	https://nptel.ac.in/courses/106/106/106106147/

Lab Code	Lab Name	Credit
CSL604	Artificial Intelligence Lab	1

Prerequisite: Discrete Mathematics, Data Structure	
Lab Objectives:	
1	To realize the basic techniques to build intelligent systems
2	To apply appropriate search techniques used in problem solving
3	To create knowledge base for uncertain data
Lab Outcomes: At the end of the course, the students will be able to	
1	Identify languages and technologies for Artificial Intelligence
2	Understand and implement uninformed and informed searching techniques for real world problems.
3	Create a knowledge base using any AI language.
4	Design and implement expert systems for real world problems.

Suggested List of Experiments (programming in python)	
Sr. No.	**Title of Experiment**
1	One case study on AI applications published in IEEE/ACM/Springer or any prominent journal.
2	Assignments on State space formulation and PEAS representation for various AI applications
3	Program on uninformed search methods.
4	Program on informed search methods.
5	Program on Game playing algorithms.
6	Program for first order Log
7	Planning Programming
8	Implementation for Bayes Belief Network
Note: Any other practical covering the syllabus topics and subtopics can be conducted.	
The programming assignment for First order logics could be in the form of a mini project	

Term Work:	
1	Term work should consist of a minimum of 8 experiments.
2	Journal must include at least 2 assignments on content of theory and practical of "Artificial Intelligence"
3	The final certification and acceptance of term work ensures that satisfactory performance of laboratory work and minimum passing marks in term work.
4	Total 25 Marks (Experiments: 15-marks, Attendance Theory & Practical: 05-marks, Assignments: 05-marks)
Oral & Practical exam: Based on the entire syllabus of CSC604: Artificial Intelligence	

Lab Code	Lab Name	Credit
CSL605	Cloud Computing	2

Prerequisite: Computer Networks

Lab Objectives: The course has following objectives

1	To make students familiar with key concepts of virtualization.
2	To make students familiar with various deployment models of cloud such as private, public, hybrid and community so that they star using and adopting appropriate type of cloud for their application.
3	To make students familiar with various service models such as IaaS, SaaS, PaaS, Security as a Service (SECaaS) and Database as a Service.
4	To make students familiar with security and privacy issues in cloud computing and how to address them.

Lab Outcomes: At the end of the course, the students will be able to

1	Implement different types of virtualization techniques.
2	Analyze various cloud computing service models and implement them to solve the given problems.
3	Design and develop real world web applications and deploy them on commercial cloud(s).
4	Explain major security issues in the cloud and mechanisms to address them.
5	Explore various commercially available cloud services and recommend the appropriate one for the given application.
6	Implement the concept of containerization

Module	Detailed Contents	Hours	LO
01	**Title:** Introduction and overview of cloud computing. **Objective:** To understand the origin of cloud computing, cloud cube model, NIST model, characteristics of cloud, different deployment models, service models, advantages and disadvantages.	2	2
02	**Title:** To study and implement Hosted Virtualization using VirtualBox& KVM. **Objective:** To know the concept of Virtualization along with their types, structures and mechanisms. This experiment should have demonstration of creating and running Virtual machines inside hosted hypervisors like VirtualBox and KVM with their comparison based on various virtualization parameters.	2	1
03	**Title:** To study andImplement Bare-metal Virtualization using Xen, HyperV or VMware Esxi. **Objective:** To understand the functionality of Bare-metal hypervisors and their relevance in cloud computing platforms. This experiment should have demonstration of install, configure and manage Bare Metal hypervisor along with instructions to create and run virtual machines inside it. It should also emphasize on accessing VMs in different environments along with additional services provided by them like Load balancing, Auto-Scaling, Security etc.	4	1

04	**Title:** To study andImplement Infrastructure as a Service using AWS/Microsoft Azure. **Objective:** To demonstrate the steps to create and run virtual machines inside Public cloud platform. This experiment should emphasize on creating and running Linux/Windows Virtual machine inside Amazon EC2 or Microsoft Azure Compute and accessing them using RDP or VNC tools.	4	2
05	**Title:** To study andImplement Platform as a Service using AWS Elastic Beanstalk/ Microsoft Azure App Service. **Objective:** To demonstrate the steps to deploy Web applications or Web services written in different languages on AWS Elastic Beanstalk/ Microsoft Azure App Service.	4	2
06	**Title:** To study andImplementStorage as a Service using Own Cloud/ AWS S3, Glaciers/ Azure Storage. **Objective:** To understand the concept of Cloud storage and to demonstrate the different types of storages like object storage, block level storages etc. supported by Cloud Platforms like Own Cloud/ AWS S3, Glaciers/ Azure Storage.	4	2
07	**Title:** To study andImplementDatabase as a Service on SQL/NOSQL databases like AWS RDS, AZURE SQL/ MongoDB Lab/ Firebase. **Objective:** To know the concept of Database as a Service running on cloud and to demonstrate the CRUD operations on different SQL and NOSQL databases running on cloud like AWS RDS, AZURE SQL/ MongoDB Lab, Firebase.	2	2
08	**Title:** To study and ImplementSecurity as a Service on AWS/Azure **Objective:** To understand the Security practices available in public cloud platforms and to demonstrate various Threat detection, Data protection and Infrastructure protection services in AWS and Azure.	3	4
09	**Title:** To study and implement Identity and Access Management (IAM) practices on AWS/Azure cloud. **Objective:** To understand the working of Identity and Access Management IAM in cloud computing and to demonstrate the case study based on Identity and Access Management (IAM) on AWS/Azure cloud platform.	2	2
10	**Title:** To study and Implement Containerization using Docker **Objective:** To know the basic differences between Virtual machine and Container. It involves demonstration of creating, finding, building, installing, and running Linux/Windows application containers inside local machine or cloud platform.	4	6

11	**Title:** To study and implement container orchestration using Kubernetes **Objective:** To understand the steps to deploy Kubernetes Cluster on local systems, deploy applications on Kubernetes, creating a Service in Kubernetes, develop Kubernetes configuration files in YAML and creating a deployment in Kubernetes using YAML,	4	6
12	**Mini-project:** Design a Web Application hosted on public cloud platform [It should cover the concept of IaaS, PaaS, DBaaS, Storage as a Service, Security as a Service etc.]	4	3, 5

Sr. No.	Suggested Assignment List (Any two)	LO
1	Assignment based on selection of suitable cloud platform solution based on requirement analysis considering given problem statement	5
2	Assignment on recent trends in cloud computing and related technologies	5
3	Assignment on comparative study of different computing technologies [Parallel, Distributed, Cluster, Grid, Quantum)	5
4	Comparative study of different hosted and bare metal Hypervisors with suitable parameters along with their use in public/private cloud platform	1
5	Assignment on explore and compare the similar type of services provided by AWS and Azure [Any ten services]	5

Digital Material:		
Sr. No.	**Topic**	**Link**
1	Introduction and overview of cloud computing	https://www.nist.gov/system/files/documents/itl/cloud/NIST_SP-500-291_Version-2_2013_June18_FINAL.pdf
2	Hosted Virtualization using KVM	https://phoenixnap.com/kb/ubuntu-install-kvm\
3	Baremetal Virtualization using Xen	https://docs.citrix.com/en-us/xenserver/7-1/install.html
4	IaaS, PaaS, STaaS, DbaaS, IAM and Security as a Service on AWS and Azure	1) AWS https://docs.aws.amazon.com/ 2) MS Azure https://docs.microsoft.com/en-us/azure
5	Docker	https://docs.docker.com/get-started/

6	Kubernetes	https://kubernetes.io/docs/home/

Textbooks:	
1	Bernard Golden, “Amazon Web Services for Dummies”, John Wiley & Sons, Inc.
2	Michael Collier, Robin Shahan, “Fundamentals of Azure, Microsoft Azure Essentials”, Microsoft Press.
3	RajkumarBuyya, Christian Vecchiola, S ThamaraiSelvi, “Mastering Cloud Computing”, Tata McGraw-Hill Education.
4	Barrie Sosinsky, “Cloud Computing Bible”, Wiley publishing.
5	John Paul Mueller, “AWS for Admins for Developers”, John Wiley & Sons, Inc.
6	Ken Cochrane, Jeeva S. Chelladhurai, NeependraKhare , “Docker Cookbook - Second Edition”, Packt publication
7	Jonathan Baier, “Getting Started with Kubernetes-Second Edition”, Packt Publication.

Term Work:	
1	Term work should consist of 10 experiments and a mini project.
2	Journal must include at least 2 assignments.
3	The final certification and acceptance of term work ensures that satisfactory performance of laboratory work and minimum passing marks in term work.
4	Total 50 Marks (Experiments: 15-marks, Mini project (Implementation) 15 marks, Mini Project Presentation & Report [for deployment, utilization, monitoring and billing] 10 Marks, Attendance 05-marks, Assignments: 05-marks)
Oral examination will be based on Laboratory work, mini project and above syllabus.	

Course code	Course Name	Credits
CSM601	Mini Project 2B	02

Objectives	
1	To understand and identify the problem
2	To apply basic engineering fundamentals and attempt to find solutions to the problems.
3	Identify, analyze, formulate and handle programming projects with a comprehensive and systematic approach
4	To develop communication skills and improve teamwork amongst group members and inculcate the process of self-learning and research.
Outcome: Learner will be able to…	
1	Identify societal/research/innovation/entrepreneurship problems through appropriate literature surveys
2	Identify Methodology for solving above problem and apply engineering knowledge and skills to solve it
3	Validate, Verify the results using test cases/benchmark data/theoretical/ inferences/experiments/simulations
4	Analyze and evaluate the impact of solution/product/research/innovation /entrepreneurship towards societal/environmental/sustainable development
5	Use standard norms of engineering practices and project management principles during project work
6	Communicate through technical report writing and oral presentation. • The work may result in research/white paper/article/blog writing and publication • The work may result in business plan for entrepreneurship project created • The work may result in patent filing.
7	Gain technical competency towards participation in Competitions/Hackathons etc.
8	Demonstrate capabilities of self-learning, leading to lifelong learning.
9	Develop interpersonal skills to work as a member of a group or a leader
Guidelines for Mini Project	
1	Mini project may be carried out in one or more form of following: Product preparations, prototype development model, fabrication of set-ups, laboratory experiment development, process modification/development, simulation, software development, integration of software (frontend-backend) and hardware, statistical data analysis, creating awareness in society/environment etc.
2	Students shall form a group of 3 to 4 students, while forming a group shall not be allowed less than three or more than four students, as it is a group activity.
3	Students should do survey and identify needs, which shall be converted into problem statement for mini project in consultation with faculty supervisor/head of department/internal committee of faculties.
4	Students shall submit an implementation plan in the form of Gantt/PERT/CPM chart, which will cover weekly activity of mini projects.
5	A logbook may be prepared by each group, wherein the group can record weekly work progress, guide/supervisor can verify and record notes/comments.
6	Faculty supervisors may give inputs to students during mini project activity; however, focus shall be on self-learning.
7	Students under the guidance of faculty supervisor shall convert the best solution into a working model using various components of their domain areas and demonstrate.
8	The solution to be validated with proper justification and report to be compiled in standard format of University of Mumbai. Software requirement specification (SRS) documents, research papers, competition certificates may be submitted as part of annexure to the report.

9	With the focus on self-learning, innovation, addressing societal/research/innovation problems and entrepreneurship quality development within the students through the Mini Projects, it is preferable that a single project of appropriate level and quality be carried out in two semesters by all the groups of the students. i.e. Mini Project 2 in semesters V and VI.
10	However, based on the individual students or group capability, with the mentor's recommendations, if the proposed Mini Project adhering to the qualitative aspects mentioned above, gets completed in odd semester, then that group can be allowed to work on the extension of the Mini Project with suitable improvements/modifications or a completely new project idea in even semester. This policy can be adopted on a case by case basis.

Term Work

The review/ progress monitoring committee shall be constituted by the heads of departments of each institute. The progress of the mini project to be evaluated on a continuous basis, based on the SRS document submitted. minimum two reviews in each semester.

In continuous assessment focus shall also be on each individual student, assessment based on individual's contribution in group activity, their understanding and response to questions.

	Distribution of Term work marks for both semesters shall be as below:	**Marks 25**
1	Marks awarded by guide/supervisor based on logbook	10
2	Marks awarded by review committee	10
3	Quality of Project report	05

Review / progress monitoring committee may consider following points for assessment based on either one year or half year project as mentioned in general guidelines

One-year project:

1	In the first semester the entire theoretical solution shall be made ready, including components/system selection and cost analysis. Two reviews will be conducted based on a presentation given by a student group. □ First shall be for finalization of problem □ Second shall be on finalization of proposed solution of problem.
2	In the second semester expected work shall be procurement of components/systems, building of working prototype, testing and validation of results based on work completed in an earlier semester. □ First review is based on readiness of building working prototype to be conducted. □ Second review shall be based on poster presentation cum demonstration of working model in the last month of the said semester.

Half-year project:

1	In this case in one semester students' group shall complete project in all aspects including, □ Identification of need/problem □ Proposed final solution □ Procurement of components/systems □ Building prototype and testing
2	Two reviews will be conducted for continuous assessment, □ First shall be for finalization of problem and proposed solution □ Second shall be for implementation and testing of solution.

Mini Project shall be assessed based on following points

1	Clarity of problem and quality of literature Survey for problem identification
2	Requirement gathering via SRS/ Feasibility Study
3	Completeness of methodology implemented

4	Design, Analysis and Further Plan
5	Novelty, Originality or Innovativeness of project
6	Societal / Research impact
7	Effective use of skill set : Standard engineering practices and Project management standard
8	Contribution of an individual's as member or leader
9	Clarity in written and oral communication
10	**Verification and validation of the solution/ Test Cases**
11	**Full functioning of working model as per stated requirements**
12	**Technical writing /competition/hackathon outcome being met**

In one year project (sem V and VI), first semester evaluation may be based on first 10 criteria and remaining may be used for second semester evaluation of performance of students in mini projects.
In case of half year projects (completing in VI sem) all criteria's in generic may be considered for evaluation of performance of students in mini projects.

	Guidelines for Assessment of Mini Project Practical/Oral Examination:
1	Report should be prepared as per the guidelines issued by the University of Mumbai.
2	Mini Project shall be assessed through a presentation and demonstration of working model by the student project group to a panel of Internal and External Examiners preferably from industry or research organizations having experience of more than five years approved by the head of Institution.
3	Students shall be motivated to publish a paper/participate in competition based on the work in Conferences/students competitions.