MAHENDRA ARTS & SCIENCE COLLEGE
(Autonomous)

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Kalippatti – 637 501, Namakkal (Dt), Tamil Nadu.

DEPARTMENT OF COMPUTER SCIENCE & APPLICATIONS

Number of Courses Focusing on Employability/ Entrepreneurship/ Skill Development

Programme : M.Sc Computer Science

S.No.	Year	Total No. of Courses	Employability (1)	Entrepreneurship (2)	Skill development (3)	Total No. of Courses (1+2+3)
1	2020-2021	28	11	-	10	21
2	2019-2020	27	11	-	8	19
3	2018-2019	28	12	1	11	24
4	2017-2018	28	12	1	11	24
5	2016-2017	17	5	1	8	14

M. Gunasekaran

Head of the Department

Head of the Department,
Department of Computer Science
Mahendra Arts & Science College
Kalippatti (PO.) Pin-637 501

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DEPARTMENT OF COMPUTER SCIENCE & APPLICATIONS

List of Courses Focusing on Employability/ Entrepreneurship/ Skill Development (Regulations – 2019)

Programme : M.Sc. CS

S.No.	Course Name	Course Code	Employability	Entrepreneurship	Skill development
1.	Design and Analysis of Algorithm	M19PCS01	✓	-	✓
2.	Advanced Web Technology	M19PCS02	✓	-	✓
3.	Advanced Data Base Management Systems	M19PCS03	✓	-	✓
4.	Compiler Design	M19PCS04	✓	-	✓
5.	Practical – I - Algorithm using C++	M19PCSP01	-	-	✓
6.	Practical – II - Advanced Web Technology	M19PCSP02	-	-	✓
7.	Elective-I - Mobile Computing	M19PCSE01	✓	-	✓
8.	Elective-I - Statistical Computing	M19PCSE02	✓	-	✓
9.	Elective-I - Object Oriented System Development	M19PCSE03	✓	-	✓
10.	Elective-I - Soft Computing	M19PCSE04	✓	-	✓
11.	Distributed Operating System– *	M19PCS05	✓	-	✓
12.	Advanced Java Programming	M19PCS06	✓	-	✓
13.	Cryptography and Network Security	M19PCS07	✓	-	✓
14.	Practical - III - Advanced Java	M19PCSP03	-	-	✓
15.	Elective – II - Data Science and Big Data Analytics	M19PCSE05	✓	-	✓
16.	Elective – II - Advanced Computer Networks	M19PCSE06	✓	-	✓
17.	Elective – III - Data Mining	M19PCSE07	✓	-	✓
18.	Elective – III- Web Services	M19PCSE08	✓	-	✓

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S.No.	Course Name	Course Code	Employability	Entrepreneurship	Skill development
19.	EDC: Fundamentals of Computers and Communications	M19ECS01	-	✓	-
20.	EDC: Principles of Information Technology	M19ECS02	-	✓	-
21.	Digital Image Processing	M19PCS08	✓	-	✓
22.	Internet of Things	M19PCS09	✓	-	✓
23.	Machine Learning	M19PCS10	✓	-	✓
24.	Practical – IV - Image Processing	M19PCSP04	-	-	✓
25.	Practical – V - Machine Learning / Mini Project	M19PCSP05	-	-	✓
26.	Elective – IV - Optimization Techniques	M19PCSE09	✓	-	✓
27.	Elective – IV - Cloud Computing	M19PCSE10	✓	-	✓
28.	Elective – V - WAP and XML	M19PCSE11	✓	-	✓
29.	Elective – V - Embedded Systems	M19PCSE12	✓	-	✓
30.	Elective – VI - Wireless Networks	M19PCSE13	✓	-	✓
31.	Elective – VI - Theory of Computation	M19PCSE14	✓	-	✓
32.	Elective – VII- Artificial Intelligence	M19PCSE15	✓	-	✓
33.	Elective – VII- Software Project Management	M19PCSE16	✓	-	✓

M. Sumathi

Head of the Department

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DEPARTMENT OF COMPUTER SCIENCE & APPLICATIONS

List of Courses Focusing on Employability/ Entrepreneurship/ Skill Development (Regulations – 2019)

Programme : M.Sc. CS

S.No.	Name of the Course	Course Code	Employability/ Entrepreneurship/ Skill development	Year of introduction (during the last five years)
1.	Design and Analysis of Algorithm	M19PCS01	Employability / Skill development	2019 - 2020
2.	Advanced Web Technology	M19PCS02	Employability/ Skill development	2019 - 2020
3.	Advanced Data Base Management Systems	M19PCS03	Employability/ Skill development	2019 - 2020
4.	Compiler Design	M19PCS04	Employability/ Skill development	2019 - 2020
5.	Practical – I - Algorithm using C++	M19PCSP01	Skill development	2019 - 2020
6.	Practical – II - Advanced Web Technology	M19PCSP02	Skill development	2019 - 2020
7.	Elective-I - Mobile Computing	M19PCSE01	Employability/ Skill development	2019 - 2020
8.	Elective-I - Statistical Computing	M19PCSE02	Employability/ Skill development	2019 - 2020
9.	Elective-I - Object Oriented System Development	M19PCSE03	Employability/ Skill development	2019 - 2020
10.	Elective-I - Soft Computing	M19PCSE04	Employability/ Skill development	2019 - 2020
11.	Distributed Operating System–*	M19PCS05	Employability/ Skill development	2019 - 2020
12.	Advanced Java Programming	M19PCS06	Employability/ Skill development	2019 - 2020
13.	Cryptography and Network Security	M19PCS07	Employability/ Skill development	2019 - 2020
14.	Practical - III - Advanced Java	M19PCSP03	Skill development	2019 - 2020
15.	Elective – II - Data Science and Big Data Analytics	M19PCSE05	Employability/ Skill development	2019 - 2020
16.	Elective – II - Advanced Computer Networks	M19PCSE06	Employability/ Skill development	2019 - 2020
17.	Elective – III - Data Mining	M19PCSE07	Employability/ Skill development	2019 - 2020

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S.No.	Name of the Course	Course Code	Employability/ Entrepreneurship/ Skill development	Year of introduction (during the last five years)
18.	Elective – III- Web Services	M19PCSE08	Employability/ Skill development	2019 - 2020
19.	EDC: Fundamentals of Computers and Communications	M19ECS01	Entrepreneurship	2019 - 2020
20.	EDC: Principles of Information Technology	M19ECS02	Entrepreneurship	2019 - 2020
21.	Digital Image Processing	M19PCS08	Employability/ Skill development	2019 - 2020
22.	Internet of Things	M19PCS09	Employability/ Skill development	2019 - 2020
23.	Machine Learning	M19PCS10	Employability/ Skill development	2019 - 2020
24.	Practical – IV - Image Processing	M19PCSP04	Skill development	2019 - 2020
25.	Practical – V - Machine Learning / Mini Project	M19PCSP05	Skill development	2019 - 2020
26.	Elective – IV - Optimization Techniques	M19PCSE09	Employability/ Skill development	2019 - 2020
27.	Elective – IV - Cloud Computing	M19PCSE10	Employability/ Skill development	2019 - 2020
28.	Elective – V - WAP and XML	M19PCSE11	Employability/ Skill development	2019 - 2020
29.	Elective – V - Embedded Systems	M19PCSE12	Employability/ Skill development	2019 - 2020
30.	Elective – VI - Wireless Networks	M19PCSE13	Employability/ Skill development	2019 - 2020
31.	Elective – VI - Theory of Computation	M19PCSE14	Employability/ Skill development	2019 - 2020
32.	Elective – VII- Artificial Intelligence	M19PCSE15	Employability/ Skill development	2019 - 2020
33.	Elective – VII- Software Project Management	M19PCSE16	Employability/ Skill development	2019 - 2020

M. Srimathi

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Kalippatti – 637 501, Namakkal (Dt), Tamil Nadu.

MASTER OF SCIENCE

SYLLABUS FOR M.Sc. COMPUTER SCIENCE

OUTCOME BASED EDUCATION - CHOICE BASED CREDIT SYSTEM

For the students admitted from the Academic Year 2019-2020 onwards

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Department of Computer Science and Applications

PREAMBLE

- Bring a new approach to syllabus, not a revision of the existing syllabus.
- Create a unique identity for M.Sc.Computer Science distinct from similar degrees in other related subjects.
- Recommend provision for specialization in M.Sc. Computer Science degree.
- Offers focus on core Computer Science subjects.
- Incorporate advanced and most recent trends.

I- PROGRAMME EDUCATIONAL OBJECTIVES

Upon successful completion of a Major in M.Sc. Computer Science,students will be able to

- Demonstrate expertise through significant technical accomplishments and professional skills in industry.
- Exhibit continuous learning and research for the societal upliftment with human values and ethics.
- Demonstrate a breadth and depth of knowledge in the Discipline of Computer Science

II - PROGRAMME OUTCOMES

- Broad knowledge in core areas of computer science, current and emerging technologies in IT.
- Higher degree of technical skills in problem solving and application development.
- Reasoning skills required to learn advance in computer science and probing attitude and a search for deeper knowledge in science.
- Analytical and managerial skills to enhance employment potential.
- Holistic development with strong emphasis on values and ethics.

III - REGULATIONS

These regulations shall take effect from the academic year 2019-2020, i.e., for students who are to be admitted to the first year of the course during the academic year 2019-20 and thereafter.

1. **Objectives of the Course**

Computer Science to-day is penetrating all fields of human endeavor and therefore it is necessary to prepare the students to cope with the advanced

developments in various fields of Computer Science. The objectives of this course are the following:

(a) To import knowledge in advanced concepts and applications in various fields of Computer Science.

(b) To provide wide choice of elective subjects with updated and new areas in various branches of Computer Science to meet the needs of all students.

2. Eligibility for Admission

A candidate who has passed in B.Sc., Computer Science / BCA / B.Sc. Computer Technology / B.Sc. Information Science / B.Sc. Information Technology degree of this University or any of the Degree of any other university accepted by the syndicate as equivalent thereto.

3. Duration of the Course

The course of study for the M.Sc. Computer Science shall consist of two academic years divided into four semesters with 94 credits. Each Semester consist of90 working days.

4. Course of Study

The course of study for the M.Sc. Computer Science degree has been divided into the following five categories:

(i) Core Courses
(ii) Elective Courses
(iii) Extra Disciplinary Course
(iv) Project
(v) Enhancement Compulsory Courses

5. Examinations

The course of study shall be based on semester pattern with Internal Assessment under Choice Based Credit System.

The examinations for all the papers consist of both Internal (Continuous Internal Assessment - CIA) and External (End Semester) examinations. The theory/practical examinations shall be conducted for three hours duration at the end of each semester. The candidates failing in any subject(s) will be permitted to appear for the same in the subsequent semester examinations.

6. Structure of the Programme

SEMESTER: I

Course Category	Title of the Course	Course Code	Hrs / Week		No. of Credits	Max. Mark		
			L	P		Int.	Ext.	Total
CORE COURSE-I	Design and Analysis of Algorithm	M19PCS01	5	-	4	25	75	100
CORE COURSE-II	Advanced Web Technology	M19PCS02	5	-	4	25	75	100
CORE COURSE-III	Advanced Data Base Management Systems	M19PCS03	4	-	4	25	75	100
CORE COURSE-IV	Compiler Design	M19PCS04	4	-	4	25	75	100
CORE PRACTICAL-I	Practical – I - Algorithm using C++	M19PCSP01	-	4	2	40	60	100
CORE PRACTICAL-II	Practical – II - Advanced Web Technology	M19PCSP02	-	4	2	40	60	100
ELECTIVE COURSE-I	Elective-I		4	-	4	25	75	100
		Total	**22**	**8**	**24**	**205**	**495**	**700**

SEMESTER: II

Course Category	Title of the Course	Course Code	Hrs / Week		No. of Credits	Max. Mark		
			L	P		Int.	Ext.	Total
CORE COURSE-V	Distributed Operating System– *	M19PCS05	4	-	4	25	75	100
CORE COURSE-VI	Advanced Java Programming	M19PCS06	4	-	4	25	75	100
CORE COURSE-VII	Cryptography and Network Security	M19PCS07	4	-	4	25	75	100
CORE PRACTICAL-III	Practical - III - Advanced Java	M19PCSP03	-	4	2	40	60	100
ELECTIVE COURSE-II	Elective - II		4	-	4	25	75	100
ELECTIVE COURSE-III	Elective - III		4	-	4	25	75	100
EDC	EDC		4	-	4	25	75	100
ENHANCEMENT COMPULSORY COURSE	Human Rights	M19PHR01	2	-	2	25	75	100
COMPREHENSIVE EXAMINATION – I		M19PCSC01	-	-	1	100	-	100
		Total	**26**	**4**	**29**	**315**	**585**	**900**

Note: * - Open-Book Examination

SEMESTER: III

Course Category	Title of the Course	Course Code	Hrs / Week		No. of Credits	Max. Mark		
			L	P		Int.	Ext.	Total
CORE COURSE-VIII	Digital Image Processing	M19PCS08	5	-	4	25	75	100
CORE COURSE-IX	Internet of Things	M19PCS09	4	-	4	25	75	100
CORE COURSE-X	Machine Learning	M19PCS10	5	-	4	25	75	100
CORE PRACTICAL-IV	Practical – IV - Image Processing	M19PCSP04	-	4	2	40	60	100
CORE PRACTICAL-V	Practical – V - Machine Learning / Mini Project	M19PCSP05	-	4	2	40	60	100
ELECTIVE COURSE-IV	Elective - IV		4	-	4	25	75	100
ELECTIVE COURSE-V	Elective - V		4	-	4	25	75	100
Additional credit SWAYAM /MOOC			-	-	1	-	-	-
		Total	**22**	**8**	**25**	**205**	**495**	**700**

SEMESTER: IV

Course Category	Title of the Course	Course Code	Hrs / Week		No. of Credits	Max. Mark		
			L	P		Int.	Ext.	Total
ELECTIVE COURSE-VI	Elective – VI		5	-	4	25	75	100
ELECTIVE COURSE-VII	Elective– VII–*		5	-	4	25	75	100
CORE PROJECT	Dissertation and Viva - Voce (Industry/Research	M19PCSPR1	-	5	5	40	60	100
COMPREHENSIVE EXAMINATION – II		M19PCSC02	-	-	1	100	-	100
	Total		**10**	**5**	**14**	**190**	**210**	**400**
	TOTAL		**80**	**25**	**92**	**915**	**1785**	**2700**

Note:* - Open-Book Examination

Summary of Credits, Hours and Mark Distribution

Course Category	Credits				Total Credits	Total Hours	No. of Courses	Max. Marks
	I	II	III	IV				
Major	16	12	12	-	40	44	10	1000
Elective	4	8	8	8	28	30	07	700
Practical	4	2	4	-	10	20	05	500
EDC	-	4	-	-	04	04	01	100
Project	-	-	-	5	05	05	01	100
Enhancement Compulsory Courses	-	2	-	-	02	02	01	100
Comprehensive Exam	-	1	-	1	02	-	02	200
SWAYAM /MOOC	-	-	1	-	01	-	-	-
Cumulative Total	**24**	**29**	**25**	**14**	**92**	**105**	**27**	**2700**

ELECTIVE SUBJECTS

(Students can choose any one course from the given list)

SEMESTER	ELECTIVE – I		
I	**S.No.**	**Course Title**	**Course Code**
	1.	Mobile Computing	M19PCSE01
	2.	Statistical Computing	M19PCSE02
	3.	Object Oriented System Development	M19PCSE03
	4.	Soft Computing	M19PCSE04
SEMESTER	**ELECTIVE – II**		
II	**S.No.**	**Course Title**	**Course Code**
	1.	Data Science and Big Data Analytics	M19PCSE05
	2.	Advanced Computer Networks	M19PCSE06
	ELECTIVE – III		
	1.	Data Mining	M19PCSE07
	2.	Web Services	M19PCSE08

SEMESTER	ELECTIVE – IV		
III	S.No.	Course Title	Course Code
	1.	Optimization Techniques	M19PCSE09
	2.	Cloud Computing	M19PCSE10
	ELECTIVE – V		
	1.	WAP and XML	M19PCSE11
	2.	Embedded Systems	M19PCSE12
SEMESTER	ELECTIVE – VI		
IV	S.No.	Course Title	Course Code
	1.	Wireless Networks	M19PCSE13
	2.	Theory of Computation	M19PCSE14
	ELECTIVE – VII		
	1	Artificial Intelligence	M19PCSE15
	2.	Software Project Management	M19PCSE16

EXTRA DISCIPLINARY COURSES OFFERED FOR OTHER DEPARTMENT STUDENTS

Semester	S.No.	Course Title	Course Code
II	1.	Fundamentals of Computers and Communications	M19ECS01
	2.	Principles of Information Technology	M19ECS02

SCHEME OF EXAMINATIONS

1. Question Paper Pattern for Theory Papers

Time: Three Hours Maximum Marks: 75

Part A: (10 x 1 = 10)
Answer ALL Questions
(Objective Type - Two Questions from each unit)

Part B: (5 x 2 = 10)
Answer ALL Questions
(One Question from each unit)

Part C: (5 x 5 = 25)
Answer ALL Questions
(One Question from each unit with internal choice)

Part D: (3 x 10 = 30)

Answer Any Three out of Five Questions
(One Question from each unit)

2. Question Paper Pattern for Practical Papers

QUESTION PATTERN

Time: Three Hours Maximum Marks: 60

Answer ALL Questions

1. One compulsory question from the given list of practical's - 30 Marks
2. One either or type question from the list of practical's – 30 Marks

For each Practical question the marks should be awarded as follows (External)

- Algorithm / Flowchart – 20%
- Writing the program in the main answer book – 30%
- Test and debug the programs – 30%
- Printing the correct output – 20%

(Marks may be proportionately reduced for the error committed in each of the above)

3. Distribution of Marks

The following are the distribution of marks for external and internal for End Semester Examinations and continuous internal assessment and passing minimum marks for Theory/Practical / Project papers of M.Sc. Computer Science programmes.

ESE	EA Total	Passing Minimum for EA	CIA Total	Passing Minimum for CIA	Total Marks Allotted	Passing Minimum (ESE)
Theory	75	38	25	12	100	50
Practical	60	30	40	20	100	50
Project	60	30	40	20	100	50

The following are the distribution of marks for the continuous Internal Assessment in Theory / Practical papers of M.Sc. Computer Science programmes.

THEORY

EVALUATION OF INTERNAL ASSESSMENT

Test	: 10 Marks
Seminar	: 05 Marks
Assignment	: 05 Marks
Attendance	: 05 Marks

Total	: 25 Marks

The passing minimum shall be 50% (12 Marks)out of 25 Marks

PRACTICAL

EVALUATION OF INTERNAL ASSESSMENT

Preparation of Record and submission : 15 Marks
Internal Practical Examinations : 25 Marks

Total : 40 Marks

The passing minimum shall be 50% (20 Marks) out of 40 Marks

PROJECT

EVALUATION OF INTERNAL ASSESSMENT

Review 1	:	10 Marks
Review 2	:	10 Marks
Review 3	:	10 Marks
Pre-Viva	:	10 Marks
Total	:	40 Marks

The passing minimum shall be 50% (20 Marks) out of 40 Marks

4. Passing Minimum

The Candidates shall be declared to have passed the examinations if he/she secures not less than 50 Marks in total (CIA mark + Theory Exam mark) with minimum of 12 Marks in the CIA and 38 marks in the End Semester Theory Examinations.

The Candidates shall be declared to have passed the examination if he/she secures not less than 50 Marks in total (CIA mark + Practical Exam mark) with minimum of 20 Marks in the CIA and 30 Marks in the End Semester Practical Examinations.

Failed Candidates in the internal assessment are permitted to improve their internal assessment marks in the subsequent semesters (2 Chances will be given) by written test and by assignment submission.

5. Submission of Record Note Books for Practical Examinations

Candidates appearing for practical examinations should submit a record note books prescribed for practical examinations. The candidates failed to submit the record book shall not be permitted to appear for the practical examinations.

6. Project

The following guidelines to be followed for the project with Viva-voce:

1. The project report should be evaluated for 60 Marks by an external examiner; however the Viva-Voce examination should be conducted by both the external examiner appointed by the college and the internal examiner / guide concerned.

2. The project report may consist of a minimum 75 pages.

3. The candidate has to submit the project report before 20 days of the commencement of IV Semester Examinations.

4. A candidate who fails in the Project or is an absent may resubmit the report, on the same topic,with concern of internal guide with necessary modifications / corrections / improvements in the subsequent Even Semester Examinations for evaluation and shall undergo viva-voce Examinations.

7. Note

a) SWAYAM / MOOC – Free Online Education

SWAYAM / MOOC are an instrument for self-actualization providing opportunities for a life-long learning. Here the student can choose from hundreds of courses, virtually every course taught at the college level, offered by the best teachers in India and elsewhere.

The students can choose an online SWAYAM / MOOC course during their period of study which will earn an extra credit and it will be transferred to the academic records of the students.

b) Comprehensive Examination

This examination is conducted at the end of every year. Mode of the examination is online. The questions are of objective type and they cover the entire year's syllabus.

c) Open Book Examination

- For Open Book Examination students can bring their own book materials for the exam.
- Electronic gadgets are not allowed.

SEMESTER - I

Core Course - I	M.Sc. Computer Science	2019 - 2020
M19PCS01	DESIGN AND ANALYSIS OF ALGORITHM	
Credit: 4		

Objectives

This course covers the fundamental techniques for designing and analysing algorithms, including, Trees, graphs, divide and conquer algorithms and recurrences. It also presents effective search methods, graph algorithms and randomized algorithms.

CourseOutcomes

On the successful completion of the course, students will be able to

CO	Statement	Knowledge Level
CO1	Remember the basics and data structures of algorithm	K2
CO2	Understand data structures and the concepts of algorithms for searching, sorting	K2
CO3	Understand the Knapsack problem and greedy method	K1
CO4	Apply appropriate algorithms and data structures for various applications	K3
CO5	Analyze the backtracking method and branch and bound	K4

UNITI

Introduction: Algorithm Definition – Algorithm Specification – Performance Analysis. Elementary Data Structures: Stacks and Queues – Trees – Dictionaries – Priority Queues – Sets and Disjoint Set Union – Graphs

UNITII

Divide and Conquer: The General Method – Defective Chessboard – Binary Search – Finding the Maximum and Minimum – Merge Sort – Quick Sort – Selection - Stassen's Matrix Multiplication.

UNITIII

The Greedy Method: General Method - Container Loading - Knapsack Problem - Tree Vertex Splitting – Job Sequencing With Deadlines - Minimum Cost Spanning Trees - Optimal Storage On Tapes – Optimal Merge Patterns - Single Source Shortest Paths.

UNITIV

Dynamic Programming: The General Method – Multistage Graphs – All-Pairs Shortest Paths – Single-Source Shortest Paths - Optimal Binary Search Trees - String Editing - 0/1 Knapsack - Reliability Design - The Traveling Salesperson Problem - Flow Shop Scheduling. Basic Traversal and Search Techniques: Techniques for Binary Trees – Techniques for Graphs – Connected Components and Spanning Trees – Bi-connected Components and DFS.

UNITV

Backtracking: The General Method – The 8-Queens Problem – Sum of Subsets – Graph Coloring – Hamiltonian Cycles – Knapsack Problem Branch and Bound: The Method - 0/1 Knapsack Problem.

Text Book

S.No.	AUTHOR	TITLE OF THE BOOK	PUBLISHERS	YEAR OF PUBLICATION
1.	Ellis Horowitz, SatrajSahni and Sanguthevar Rajasekaran	Fundamentals ofComputerAlgorithms	Universities Press Private Limited, India	2th Edition 2009

Reference Books

1.	Langsam, Augenstien, Tenenbaum	Data Structures Using C	Tata McGraw-Hill International Edition	2nd Edition 2008
2.	V.Aho, Hopcropft, Ullman	Data Structures and Algorithms	LPE	1st Edition
3.	S.E. Goodman, ST. Hedetniem	Introduction to design and Analysis of Algorithms	Prentice Hall, New Delhi	1st Edition

Mapping with ProgrammeOutcomes

Cos	PO1	PO2	PO3	PO4	PO5
CO1	S	M	S	S	M
CO2	M	M	S	M	S
CO3	S	S	M	S	S
CO4	M	M	S	M	M
CO5	S	M	S	M	S

S- Strong; M-Medium

SEMESTER - I

Core Course - II	M.Sc. Computer Science	2019 - 2020
M19PCS02	ADVANCED WEB TECHNOLOGY	
Credit: 4		

Objectives

This course explores the backbone of web page creation by developing .NET skill and to enrich knowledge about HTML control and web control classes, to provide depth knowledge about ADO.NET. Also to understand the need of usability, evaluation methods for web services.

CourseOutcomes

On the successful completion of the course, students will be able to

CO	Statement	Knowledge Level
CO1	Understand the overview of ASP.NET and web control classes	K2
CO2	Understand about developing ASP.NET Applications	K2
CO3	Remember the ADO.NET and SQL basics	K1
CO4	Apply ADO control and creating web services	K3
CO5	Evaluate the data list and data grid control in accessing data.	K5

UNIT I

Overview of ASP.NET : The .NET framework – Learning the .NET languages Data types – Declaring variables- Scope and AccessibilityVariable operations- Object Based manipulation- Conditional Structures- Loop Structures- Functions and Subroutines. Types, Objects and Namespaces: The Basics about Classes- Value types and Reference types- Advanced class programming- Understanding name spaces and assemblies. Setting Up ASP.NET and IIS.

UNIT II

Developing ASP.NET Applications - ASP.NET Applications: ASP.NET applications– Code behind- The Global.asax application file Understanding ASP.NET Classes- ASP.NET Configuration. Web Form fundamentals: A simple page applet- Improving the currency converter- HTML control classes- The page class- Accessing HTML server controls. Web controls: Web Control Classes – Auto PostBack and Web Control events- Accessing web controls. Using Visual Studio.NET: Starting a Visual Studio.NET Project- Web form DesignerWriting code- Visual studio.NET debugging. Validation and Rich Controls: Validation- A simple Validation example- Understanding regular expressions- A validated customer form. State management -Tracing, Logging, and Error Handling.

UNIT III

Working with Data - Overview of ADO.NET - ADO.NET and data management- Characteristics of ADO.NET-ADO.NET object model. ADO.NET data access : SQL basics– Select , Update, Insert, Delete statements- Accessing data- Creating a connection- Using a command with a DataReader - Accessing Disconnected data - Selecting multiple tables – Updating Disconnected data. Data binding: Single value Data Binding- Repeated value data binding- Data binding with data bases. Data list – Data grid – Repeater – Files, Streams and Email – Using XML

UNIT IV

Web Services - Web services Architecture: Internet programming then and now- WSDL–SOAP- Communicating with a web service-Web service discovery and UDDI. Creating Web services: Web service basics- The StockQuote web service – Documenting the web service Testing the web service- Web service Data types- ASP.NET intrinsic objects. Using web services: Consuming a web service- Using the proxy class- An example with TerraService.

UNIT V

Advanced ASP.NET - Component Based Programming: Creating a simple component – Properties and state- Database components Using COM components. Custom controls: User Controls- Deriving Custom controls. Caching and Performance Tuning: Designing and scalability– Profiling- Catching- Output catching- Data catching. Implementing security: Determining security requirements- The ASP.NET security model- Forms authentication- Windows authentication.

Text Book

S.No	AUTHOR	TITLE OF THE BOOK	PUBLISHERS	YEAR OF PUBLICATION
1.	Mathew Mac Donald	ASP.NET Complete Reference	Tata McGraw-Hill International Edition	2005

Reference Books

1.	Crouch Matt J	ASP.NET andVB.NET WebProgramming	Addison Wesley	2002
2.	Liberty, D.Hurwitz	Programming ASP.NET	O'REILLY	3rd Edition 2006

Mapping with ProgrammeOutcomes

Cos	PO1	PO2	PO3	PO4	PO5
CO1	M	S	M	S	S
CO2	M	M	S	M	M
CO3	S	S	M	S	S
CO4	M	M	S	M	M
CO5	S	M	S	M	S

S- Strong; M-Medium

SEMESTER - I

Core Course - III	M.Sc. Computer Science	2019 - 2020
M19PCS03	ADVANCED DATABASE MANAGEMENT SYSTEMS	
Credit: 4		

Objectives

This course presents the advanced concepts of Database Management Systems and various databases like parallel, distributed and object oriented database management systems.

Course Outcomes

On the successful completion of the course, students will be able to

CO	Statement	Knowledge Level
CO1	Remember the concepts of ER model and Normalization	K1
CO2	Understand the Object based databases and data types	K2
CO3	Remember various data's in spatial database	K1
CO4	Apply the XML databases in various process	K3
CO5	Analyze the multimedia databases and broadcast data	K4

UNITI

Relational and parallel Database Design: Basics, Entity Types, Relationship Types, ER Model, ER-to-Relational Mapping algorithm. **Normalization:** Functional Dependency, 1NF, 2NF, 3NF, BCNF, 4NF and 5NF. Architecture,I/O Parallelism, Interquery Parallelism, Intraquery Parallelism, Intraoperation Parallelism, Interoperation Parallelism.

UNITII

Distributed and Object based Databases: Architecture, Distributed data storage, Distributed transactions, Commit protocols, Concurrency control, Query Processing. Complex Data Types, Structured Types and Inheritance, Table Inheritance, array and Multiset, Object Identity and Reference Types, Object Oriented versus Object Relational.

UNITIII

Spatial Database: Spatial Database Characteristics, Spatial Data model, Spatial Database Queries, Techniques of Spatial Database Query. **Logic based Databases:** Introduction, Overview, Propositional Calculus, Predicate calculus, Deductive Database Systems, Recursive Query Processing.

UNITIV

XML Databases: XML Hierarchical data model, XML Documents, DTD, XML Schema, XML Querying, XHTML, and Illustrative Experiments.

UNITV

Temporal Databases: Introduction, Intervals, Packing and Unpacking Relations, Generalizing the relational Operators, Database Design, Integrity Constraints. **Multimedia Databases:** Multimedia Sources, Multimedia Database Queries, Multimedia Database Applications.

Text Books

S.No	AUTHOR	TITLE OF THE BOOK	PUBLISHERS	YEAR OF PUBLICATION
1.	Abraham Silberschatz, Henry F Korth , S Sudarshan	Database System Concepts	McGraw-Hill International Edition	6th edition 2011
2.	C.J.Date, A.Kannan, S.Swamynathan	An Introduction to Database Systems	8th Edition, Pearson Education	Reprint 2016

Reference Books

1.	RamezElmasri, Shamkant B Navathe	Fundamental of Database Systems	Pearson Education	7th Edition 2016
2.	Thomas Connolly, Carolyn Begg.	Database Systems a practical approach to Design implementation and Management	Pearson Education	2014

Mapping with ProgrammeOutcomes

Cos	PO1	PO2	PO3	PO4	PO5
CO1	M	S	M	M	S
CO2	M	S	S	M	M
CO3	S	M	M	S	S
CO4	M	S	S	M	S
CO5	S	S	M	S	M

S- Strong; M-Medium

SEMESTER - I

Core Course - IV	M.Sc. Computer Science	2019 - 2020
M19PCS04	COMPILER DESIGN	
Credit: 4		

Objectives

This course presents the advanced concepts of Compiler Designtechniques that can be used to construct various phases of compiler.

Course Outcomes

On the successful completion of the course, students will be able to

CO	Statement	Knowledge Level
CO1	Remember acquire knowledge about finite automata and regular expressions	K1
CO2	Evaluate context free grammars, compiler parsing techniques	K5
CO3	Apply knowledge about syntax directed definitions and translation scheme	K3
CO4	Analyze the Intermediate code generation of compiler	K4
CO5	Understand intermediate machine representations and actual code generation	K2

UNITI

Lexical Analysis: Language Processors, The Structure of a Compiler, Parameter passing mechanism – Symbol table - The role of the lexical analyzer - Input buffering - Specification of tokens - Recognition of tokens – Finite automata - Regular expression to automata.

UNITII

Syntax Analysis: The role of the parser - Context-free grammars - Writing a grammar - Top down Parsing - Bottom-up Parsing - LR parsers- LALR parsers.

UNITIII

Semantic Analysis: Inherited and Synthesized attributes – Dependency graphs – Ordering the evaluation of attributes – S-attributed definitions – L-attributed definitions – Applications of Syntax Directed translation – Syntax Directed translations schemes - Storage organization – Stack allocation of space.

UNITIV

Intermediate Code Generation: Variants of Syntax trees – Three Address code – Types and Declarations - Translation of Expressions – Type checking - Control flow - Back patching - Switch Statements - Procedure calls.

UNITV

Code Generation and Code Optimization: Issues in the design of a code generator - The target language – Address in the Target Code – Basic Block and Flow graphs – Optimization of Basic Blocks - A simple code generator – Peephole Optimization.

Text Book

S.No	AUTHOR	TITLE OF THE BOOK	PUBLISHERS	YEAR OF PUBLICATION
1.	Alfred V. Aho, Monica S.Lam, Ravi Sethi and Jeffrey D. Ullman	Compilers Principles and Tools	Pearson Education Asia	2nd edition 2009

Reference Books

1.	A.V. Aho, Ravi Sethi, J.D. Ullman	Compilers - Principles, Techniques and Tools	Addison- Wesley	2003
2.	Fischer, Leblanc	Crafting a Compiler (Benjamin Cummings)	Menlo Park	1988
3.	Kennath C.Louden	Compiler Construction Principles and Practice	Vikas publishing House	2004
4.	Allen I. Holub	Compiler Design in C	Prentice Hall of India	2001
5.	S.Godfrey Winster, S.Aruna Devi, R.Sujatha	Compiler Design	Yesdee Publishers	Third Reprint 2019

Mapping with ProgrammeOutcomes

Cos	PO1	PO2	PO3	PO4	PO5
CO1	M	S	M	M	S
CO2	M	S	S	M	S
CO3	S	M	M	S	M
CO4	M	S	S	M	S
CO5	S	S	M	S	M

S- Strong; M-Medium

SEMESTER - I

Core Practical - I	M.Sc. Computer Science	2019 - 2020
M19PCSP01	PRACTICAL I - ALGORITHM USING C++	
Credit: 2		

Objectives

This course covers the fundamental techniques for designing and analysing algorithms, including performance analysis, stack and queue divide and conquer algorithms and recurrences, dynamic programming, backtracking. It also presents effective search methods, graph algorithms and randomized algorithms

CourseOutcomes

On the successful completion of the course, students will be able to

CO	Statement	Knowledge Level
CO1	Understand data structures and the concepts of Stack and Queue	K2
CO2	Remember the Algorithm for Binary Search and Selection Sort	K1
CO3	Apply the major algorithms for Kruskal algorithm and single source shortest path	K3
CO4	Understand the concept of Knapsack and dynamic programming	K2
CO5	Analyse the backtracking method	K4

List of Practical's

1. Program for stack Implementation
2. Develop a program for priority Queue
3. To implement a program for binary search
4. Write a program for selection sort
5. To find minimum cost spanning tree usingKruskal's algorithm
6. Implement a program for single source shortest path
7. Using dynamic programming develop a knapsack problem
8. Develop a travelling salesman problem using dynamic Programming method
9. To implement 8 queen's problem using backtracking
10. Write a program for graph coloring using backtracking

Mapping with ProgrammeOutcomes

Cos	PO1	PO2	PO3	PO4	PO5
CO1	S	M	S	M	S
CO2	S	M	S	M	S
CO3	M	S	M	S	M
CO4	M	S	M	S	M
CO5	S	M	S	M	S

S- Strong; M-Medium

SEMESTER - I

Core Practical II	M.Sc. Computer Science	2019 - 2020
M19PCSP02	PRACTICAL – II ADVANCED WEB TECHNOLOGY	
Credit: 2		

Objectives

This course introduces the concepts of Dot net Programming. It provides technical skill, basic concepts like data items, lists, dictionaries and tuples and develops various applications

CourseOutcomes

On the successful completion of the course, students will be able to

CO	Statement	Knowledge Level
CO1	Remember the fundamental concept of Web Programming	K1
CO2	Understand the concepts of Objects and Controls used for web development	K2
CO3	Apply how the Information passing between websites.	K3
CO4	Apply the in-depth knowledge of data process.	K3
CO5	Analyze the data process in various real time applications.	K4

List of Practical's

1. Change the background color of web page using .NET color properties
2. Execute Currency convertor in ASP.NET.
3. Demonstrate Auto Post back Event Tracking in ASP.NET
4. Generate a table dynamically in ASP.NET.
5. Write a program in ASP.NET to demonstrate the use of file uploading control
6. Generate Online greeting card in ASP.NET
7. Write a program in ASP.NET to demonstrate calendar control properties
8. Design a web page in ASP.NET that make use of Ad Rotator control
9. Create a registration form using validation controls in ASP.NET
10. Design a ASP.NET program to demonstrate Session State management.
11. Develop a program in ASP.NET to demonstrate Application State management
12. Design a web form and write a program to get information using Query String from the form.
13. Write a program to demo Cookies in ASP.NET
14. Develop an application in ASP.NET to access data using Data Grid control
15. Write a program in ASP.NET to access data using Data List control
16. Construct a database application to store and retrieve student data using ADO.NET control.
17. Make use of ADO.NET control to generate electricity bill.

Mapping with ProgrammeOutcomes

Cos	PO1	PO2	PO3	PO4	PO5
CO1	S	M	S	M	S
CO2	M	S	M	S	M
CO3	S	M	S	M	S
CO4	M	S	M	S	M
CO5	S	M	S	M	S

S- Strong; M-Medium

SEMESTER - II

Core Course – V	M.Sc. Computer Science	2019 - 2020
M19PCS05	DISTRIBUTED OPERATING SYSTEM	
Credit: 4		

Objectives

This course introduces the architecture of distributed operating system concepts. It also includes hardware, software and communication in distributed OS. To learn the distributed resource management components, and program the principles of OS.

Course Outcomes

On the successful completion of the course, students will be able to

CO	Statement	Knowledge Level
CO1	Remember the concept of distributed operating system	K1
CO2	Knowledge on mutual exclusion and deadlock detection of distributed operating system	K2
CO3	Apply the concept of design issues, algorithm	K3
CO4	Understand the recovery approaches, to implement fault tolerance issues and commit protocols	K2
CO5	Analyze effective synchronization process and various operating system to run a task in a distributed system.	K4

UNIT I

Introduction – Operating System Definition – Functions of Operating System – Types of Advanced Operating System – Design Approaches – Synchronization Mechanisms – concepts of a Process – Critical Section Problem – Process Deadlock – Models of Deadlock – Conditions for Deadlock – System with single-unit requests, Consumable Resources , Reusable Resources.

UNIT II

Distributed Operating Systems: Introduction- Issues – Communication Primitives – Inherent Limitations –Lamport's Logical Clock , Vector Clock, Global State , Cuts – Termination Detection – Distributed Mutual Exclusion – Non Token Based Algorithms – Lamport's Algorithm - Token Based Algorithms –Distributed Deadlock Detection – Distributed Deadlock Detection Algorithms – Agreement Protocols.

UNIT III

Distributed Resource Management – Distributed File Systems – Architecture – Mechanisms – Design Issues – Distributed shared Memory – Architecture – Algorithm – Protocols – Design Issues – Distributed Scheduling – Issues – Components – Algorithms.

UNIT IV

Failure Recovery and Fault Tolerance – Concepts – Failure Classifications – Approaches to Recovery – Recovery in Concurrent Systems – Synchronous and Asynchronous Check pointing and Recovery –Check pointing in Distributed Database Systems – Fault Tolerance Issues – Two-Phase and Non-blocking Commit Protocols – Voting Protocols – Dynamic Voting Protocols.

UNIT V

Multiprocessor and Database Operating Systems –Structures – Design Issues – Threads – Process Synchronization – Processor Scheduling – Memory management – Reliability/Fault Tolerance – Database Operating Systems – concepts – Features of Android OS, Ubuntu, Google Chrome OS and Linux operating systems.

Text Books

S.No	AUTHOR	TITLE OF THE BOOK	PUBLISHERS	YEAR OF PUBLICATION
1.	MukeshSinghalN. G.Shivaratri	Advanced Concepts in Operating Systems	McGraw Hill	2000
2.	Andrew S. Tanenbaum	Distributed Operating System	PHI	-

Reference Books

1.	Abraham Silberschatz, Peter B.Galvin, G.Gagne	Operating Concepts	Addison Wesley publications	6th Edition 2003
2.	Andrew S.Tanenbaum	Modern Operating Systems	Addison Wesley	2nd Edition 2001

Mapping with Programme Outcomes

Cos	PO1	PO2	PO3	PO4	PO5
CO1	M	M	S	S	S
CO2	S	S	M	M	S
CO3	M	M	S	S	M
CO4	M	S	M	M	S
CO5	S	M	S	S	M

S- Strong; M-Medium

SEMESTER - II

Core Course –VI	M.Sc. Computer Science	2019 - 2020
M19PCS06 Credit: 4	ADVANCED JAVA PROGRAMMING	

Objectives

This course introduces advance concepts such as networking, AWT controls and Java Beans. It covers concepts such as Applet, Swing, Servlet and Event Handling methods. It provides technical skills to design and develop various internet applications.

CourseOutcomes

On the successful completion of the course, students will be able to

CO	Statement	Knowledge Level
CO1	Understand the basic concepts of Design patterns and collections.	K2
CO2	Remember the basic APPLETT, AWT and SWING concepts.	K1
CO3	Apply the basic operations of JDBC and My SQL server.	K3
CO4	Analyze the techniques of SERVLETS and JSB.	K4
CO5	Understand the concept of Web development using Java script with using query framework.	K2

UNIT I

Design Patterns: Introduction to Design patterns - Catalogue for Design Pattern - Factory Method Pattern, Prototype Pattern, Singleton Pattern - Adapter Pattern- Proxy Pattern-Decorator Pattern Command Pattern - Template Pattern- Mediator Pattern-Collection Framework – Array List class – Linked List class – Array List vs. Linked List - List Iterator interface - Hash Set class - Linked Hash Set class - Tree Set class Priority Queue class - Map interface - Hash Map class - Linked Hash Map class – Tree Map class - Comparable interface -Comparator interface - Comparable vs. Comparator.

UNIT II

Applet Fundamentals : Applet Class - Applet lifecycle - Steps for Developing Applet Programs - Passing Values through Parameters - Graphics in Applets - GUI Application - Dialog Boxes - Creating Windows - Layout Managers – AWT Component classes – Swing component classes - Borders – Event handling with AWT components - AWT Graphics classes - File Choosers - Color Choosers – Tree – Table – Tabbed panels – Progressive bar - Sliders.

UNIT III

JDBC: Introduction - JDBC Architecture - JDBC Classes and Interfaces – Database Access with MySQL - Steps in Developing JDBC application - Creating a New Database and Table with JDBC - Working with Database Metadata; Java Networking Basics of Networking - Networking in Java - Socket Program using TCP/IP - Socket Program using UDP - URL and Inet address classes..

UNIT IV

Servlet : Advantages over Applets - Servlet Alternatives - Servlet Strengths - Servlet Architecture - Servlet Life Cycle – Generic Servlet, Http Servlet - First Servlet - Invoking Servlet - Passing Parameters to Servlets - Retrieving Parameters - Server-Side Include – Cookies- JSP Engines - Working with JSP - JSP and Servlet - Anatomy of a JSP Page – Database connectivity using Servlets and JSP.

UNIT V

Lambda Expressions: Method Reference- Functional Interface- Streams API, Filters- Optional Class- Nashorn- Base 64 Encode Decode- JShell(RPEL)- Collection Factory Methods- Private Interface Methods- Inner Class Diamond Operator- Multiresolution Image API.

Text Books

S.No	AUTHOR	TITLE OF THE BOOK	PUBLISHERS	YEAR OF PUBLICATION
1.	Bert Bates, Karthy Sierra , Eric Freeman, Elisabeth Robson	Head First Design Patterns	O'REILLY Media-- Publishers	1st-Unit
2.	Herbert Schild	Java: A Beginner Guide	Oracle Pres- Seventh Edition	(2nd and 3rd Unit)
3.	Murach's	Java Servlets and JSP	Mike Murach & Associates Publishers	2nd Edition, 3rd Edition (4th Unit)

4.	Warburton Richard	Java 8 Lambdas	Shroff Publishers & Distributors Pvt. Ltd	-- (5^{th} Unit)

Reference Books

1.	Paul Deitel and Harvey Deitel	Java: How to Program	Prentice Hall Publishers	-- 9^{th} Edition
2.	Jan Graba	An Introduction to Network Programming with Java-Java 7 Compatible	Springer	-- 3^{rd} Edition

Mapping with ProgrammeOutcomes

Cos	PO1	PO2	PO3	PO4	PO5
CO1	S	M	S	M	S
CO2	M	S	M	S	M
CO3	S	M	S	M	S
CO4	S	S	M	S	M
CO5	M	S	M	M	S

S- Strong; M-Medium

SEMESTER – II

Core Course - VII	M.Sc. Computer Science	2019 - 2020
M19PCS07	CRYPTOGRAPHY AND NETWORK SECURITY	
Credit: 4		

Objectives

This course provides the technology behind the network security, methods of Encryption, web security, IP security. And also learn about intruders,malicious software's and firewalls.

CourseOutcomes

On the successful completion of the course, students will be able to

CO	Statement	Knowledge Level
CO1	Understand the basic concepts of Information security basics and encryption techniques	K2
CO2	Remember the Concept symmetric encryption and public key cryptography	K1
CO3	Apply to authentication application and E-mail security.	K3
CO4	Apply to IP security, web security and network management security	K3
CO5	Analysis the concept of intruders, malicious software and firewalls	K4

UNIT I

Introduction: Security trends – Legal, Ethical and Professional Aspects of Security - Need for Security at Multiple levels - Security Policies – Model of network security – Security attacks, services and mechanisms – OSI security architecture **– Classical encryption techniques:** Substitution techniques -Transposition techniques – Steganography. **Foundations of modern cryptography:** Perfect security – information theory – product cryptosystem – cryptanalysis.

UNIT II

Symmetric Encryption and Message Confidentiality: Symmetric Encryption Principles - Symmetric Block Encryption Algorithms - Stream Ciphers and RC4 - Chipher Block Modes of Operation - Location of Encryption Devices - Key Distribution**. Public-key Cryptography and Message Authentication**: Approaches to Message Authentication - Secure Hash Functions and HMAC - Public-Key Cryptography Principles - Public-Key Cryptography Algorithms - Digital Signatures - Key Management.

UNIT III

Authentication Applications: Kerberos - x.509 Authentication Service - Public-Key Infrastructure. **Electronic Mail Security:** Pretty Good Privacy (PGP) - S/MIME.

UNIT IV

IP Security: IP Security Overview - IP Security Architecture - Authentication Header - Encapsulating Security Payload - Combining Security Associations. **Web Security:** Web Security Considerations - Secure Socket Layer (SSL) and Transport Layer Security(TLS) - Secure Electronic Transaction(SET). **Network Management Security:** Basic Concepts of SNMP - SNMPv1 Community Facility - SNMPv3.

UNIT V

Intruders: Intruders - Intrusion Detection - Password Management.**Malicious Software:** Virus and Related Threats - Virus Countermeasures - Distributed Denial of Service Attacks. **Firewalls:** Firewall Design Principles - Trusted Systems - Common Criteria for Information Technology Security Evaluation.

Text Books

S.No	AUTHOR	TITLE OF THE BOOK	PUBLISHERS	YEAR OF PUBLICATION
1.	Behrouz A. Ferouzan	Cryptography & Network Security	Tata McGraw Hill	2007
2.	Stallings William	Cryptography and Network Security - Principles and Practice	--	2017
3.	William Stallings	Network Security Essentials Applications and Standards	Pearson Education	Third Edition 2008

Reference Books

1.	Man Young Rhee	Internet security: Cryptographic Principles,Algorithms and Protocols	Wiley publications	2003
2.	Charles Pfleeger	Security in computing	Prentice Hall of India	4th Edition 2006
3.	Ulysess Black	Internet Security Protocols	Pearson Education Asia	2000
4.	Charlie Kaufman andRadia Perlman, Mike Speciner	Network Security	Private Communication in Public World PHI	Second Edition 2002
5.	Bruce Schneier andNeils Ferguson	Practical Cryptography	First Edition, Wiley Dreamtech India Pvt. Ltd,	2003.
6.	Douglas R Simson	Cryptography Theory And Practice	CRC Press	First Edition 1995
7.	HTTP://Nptel.ac.in/			

Mapping with ProgrammeOutcomes

Cos	PO1	PO2	PO3	PO4	PO5
CO1	S	M	S	M	S
CO2	M	S	M	S	M
CO3	S	M	S	M	S
CO4	S	S	M	S	M
CO5	M	S	M	M	S

S- Strong; M-Medium

SEMESTER - II

Core Practical - III	M.Sc. Computer Science	2019 - 2020
M19PCSP03	PRACTICAL III - ADVANCED JAVA	
Credit: 2		

Objectives

This course introduces the concepts of Java programming. It provides technical skill, advanced concepts like Java bean, Networking, Servlet, Applet and JDBC connectivity.

CourseOutcomes

On the successful completion of the course, students will be able to

CO	Statement	Knowledge Level
CO1	Remember the basic java classes and methods	K1
CO2	Understand the fundamental programming concepts	K2
CO3	Apply the programming technique to analyze software problems	K3
CO4	Apply the concepts to develop a simple graphics and records	K3
CO5	Analyze and develop the internet application	K4

List of Programs

1. Collections using Set, List and Map interfaces
2. Applet programs
3. AWT & SWING Controls
4. CRUD operation Using JDBC
5. Displaying Query Results in a Table
6. TCP Socket
7. UDP Socket
8. Web application using Servlet and JDBC
9. Cookies and Session tracking
10. Client-Side and Server-Side programming

Mapping with ProgrammeOutcomes

Cos	PO1	PO2	PO3	PO4	PO5
CO1	S	M	S	M	M
CO2	M	S	S	S	S
CO3	S	M	M	S	M
CO4	M	S	S	M	M
CO5	S	M	M	M	S

S- Strong; M-Medium

SEMESTER - III

Core Course – VIII	M.Sc. Computer Science	2019 - 2020
M19PCS08	DIGITAL IMAGE PROCESSING	
Credit: 4		

Objectives

To provide Complete Knowledge on Digital Image Processing Methods, such as image processing methods in Spatial domain and Frequency domain, Edge detection, Compression, Segmentation and Morphological concepts which enable the students to understand the concepts and implement them empirically.

CourseOutcomes

On the successful completion of the course, students will be able to

CO	Statement	Knowledge Level
CO1	Review the Fundamental concepts of a digital image processing system	K1
CO2	Analyze images in the Frequency domain using various transforms	K3
CO3	Analyze the various types of Edge detection techniques	K3
CO4	Apply appropriate Image Compression Standards and Interpret image Segmentation and representation techniques	K4
CO5	Evaluate the results Region-based Segmentation	K5

UNIT I

Fundamentals: Image Sensing and Acquisition, Image Sampling and Quantization, relationship between Pixels; Random noise; Gaussian Markov Random Field, σ-field, Linear and Non-linear Operations; Image processing models: Causal, Semi-causal, Non-causal models.

Color Models: Color Fundamentals, Color Models, Pseudo-color Image Processing, Full Color Image Processing, Color Transformation, Noise in Color Images.

UNIT II

Spatial Domain: Enhancement in spatial domain: Point processing; Mask processing; Smoothing Spatial Filters; Sharpening Spatial Filters; Combining Spatial Enhancement Methods.

Frequency Domain: Image transforms: FFT, DCT, Karhunen – Loeve transform, Hotlling's T^2 transform, Wavelet transforms and their properties. Image filtering in frequency domain.

UNIT III

Edge Detection: Types of edges; threshold; zero-crossing; Gradient operators: Roberts, Prewitt, and Sobel operators; residual analysis based technique; Canny edge detection. Edge features and their applications.

UNIT IV

Image Compression: Fundamentals, Image Compression Models, Elements of Information Theory. Error Free Compression: Huff-man coding; Arithmetic coding; Wavelet transform based coding; Lossy Compression: FFT; DCT; KLT; DPCM; MRFM based compression; Wavelet transform based; Image Compression standards.

UNIT V

Image Segmentation: Detection and Discontinuities: Edge Linking and Boundary Deduction; Threshold; Region-Based Segmentation. Segmentation by Morphological watersheds. The use of motion in segmentation, Image Segmentation based on Color.

Morphological Image Processing: Erosion and Dilation, Opening and Closing, Hit-Or-Miss Transformation, Basic Morphological Algorithms, Gray-Scale Morphology.

Text Books

S.No	AUTHOR	TITLE OF THE BOOK	PUBLISHERS	YEAR OF PUBLICATION
1.	Rafael C.Gonazalez, Richard E. Woods	Digital Image Processing	PHI/Pearson Education .	4th Edition,2013
2.	A. K. Jain	Fundamentals of Image Processing	PHI	2nd Edition 2015

Reference Books

S.No	AUTHOR	TITLE OF THE BOOK	PUBLISHERS	YEAR OF PUBLICATION
1.	B.Chanda, D.Dutta Majumder	Digital Image Processing and Analysis	PHI	2003
2.	NickEfford	DigitalImageProcessing apracticalintroducingusingJava	Pearson Education	2004
3.	Todd R.Reed	Digital Image Sequence Processing Compression, and Analysis	CRC Press	2015
4.	L.Prasad, S.S.Iyengar	Wavelet Analysis with Applications to Image Processing	CRC Press	2015

Mapping with ProgrammeOutcomes

Cos	PO1	PO2	PO3	PO4	PO5
CO1	S	M	M	S	S
CO2	M	M	M	S	M
CO3	S	S	M	M	S
CO4	M	M	S	S	M
CO5	S	S	S	M	S

S- Strong; M-Medium

SEMESTER III

Core Course- IX	M.Sc. Computer Science	2019 - 2020
M19PCS09	INTERNET OF THINGS	
Credit: 4		

Objectives

This course gain knowledge on bases of Internet of Things (IoT),IoT Architecture, and the Protocols related to IoT, and understand the concept of the Web of Thing and the relationship between IoT and WoT.

CourseOutcomes

On the successful completion of the course, students will be able to

CO	Statement	Knowledge Level
CO1	Understand the IoTEnabling Technologies	K2
CO2	Remember the IoT reference model and IoT architecture	K1
CO3	Analyze applications of IoT in real time scenario	K3
CO4	Apply web services to access /control IoT devices	K4
CO5	Analyze IoT application and connect to the cloud	K3

UNIT I

INTRODUCTION TO IoT: Internet of Things - Physical Design- Logical Design- IoT Enabling Technologies - IoT Levels and Deployment Templates - Domain Specific IoTs - IoT and M2M - IoT System Management with NETCONF-YANG- IoT Platforms Design Methodology

UNIT II

IoT ARCHITECTURE: M2M high-level ETSI architecture - IETF architecture for IoT - OGC architecture - IoT reference model - Domain model - information model - functional model - communication model - IoT reference architecture.

UNIT III

IoT PROTOCOLS: Protocol Standardization for IoT – Efforts – M2M and WSN Protocols – SCADA and RFID Protocols – Unified Data Standards – Protocols – IEEE 802.15.4 – BACNet Protocol – Modbus– Zigbee Architecture – Network layer – 6LowPAN - CoAP - Security

UNIT IV

WEB OF THINGS: Web of Things versus Internet of Things – Two Pillars of the

Web – Architecture Standardization for WoT– Platform Middleware for WoT – Unified Multitier WoT Architecture – WoT Portals and Business Intelligence. **Cloud of Things:** Grid/SOA and Cloud Computing – Cloud Middleware – Cloud Standards – Cloud Providers and Systems – Mobile Cloud Computing – The Cloud of Things Architecture.

UNITV

APPLICATIONS: The Role of the Internet of Things for Increased Autonomy and Agility in Collaborative Production Environments - Resource Management in the Internet of Things: Clustering, Synchronizations and Software Agents. Applications - Smart Grid – Electrical Vehicle Charging.

Reference Books

S.No	AUTHOR	TITLE OF THE BOOK	PUBLISHERS	YEAR OF PUBLICATION
1.	Arshdeep Bahga, Vijay Madisetti	Internet of Things – A hands-on approach	Universities Press	2015
2.	Dieter Uckelmann, Mark Harrison, Michahelles, Florian	Architecting the Internet of Things	Springer	2011
3.	Jan Holler, Vlasios Tsiatsis, Catherine Mulligan, Stamatis, Karnouskos, Stefan Avesand. David Boyle	From Machine-to Machineto the Internet of Things - Introduction to a New Age ofIntelligence	Elsevier	2014
4.	David Easley and Jon Kleinberg	Networks, Crowds, and Markets: Reasoning About a HighlyConnected World	Cambridge University Press	2010
5.	Olivier Hersent, David Boswarthick, Omar Elloumi	The Internet of Things – Key applications and Protocols	Wiley	2012

Mapping with ProgrammeOutcomes

Cos	PO1	PO2	PO3	PO4	PO5
CO1	S	S	M	M	S
CO2	S	M	S	S	M
CO3	M	S	M	M	M
CO4	S	M	S	S	S
CO5	S	S	M	S	M

S- Strong; M-Medium

SEMESTER - III

Core Course – X	M.Sc. Computer Science	2019 - 2020
M19PCS10	MACHINE LEARNING	
Credit: 4		

Objectives

- To Learn about Machine Intelligence and Machine Learning applications
- To implement and apply machine learning algorithms to real-world applications.
- To identify and apply the appropriate machine learning technique to classification, pattern recognition, optimization and decision problems.
- To understand how to perform evaluation of learning algorithms and model selection.

CourseOutcomes

On the successful completion of the course, students will be able to

CO	Statement	Knowledge Level
CO1	Remember the fundamental issues and challenges of machine learning: data, model selection, model complexity	K1
CO2	Have an understanding of the strengths and weaknesses of many popular machine learning approaches.	K2
CO3	Appreciate the underlying mathematical relationships within and across Machine Learning algorithms and the paradigms of supervised and un-supervised learning	K4
CO4	Design the various machine learning algorithms	K3
CO5	Be able to implement various machine learning algorithms in a range of real-world applications	K3

UNIT I

Introduction: Learning Problems – Perspectives and Issues – Concept Learning – Version Spaces and Candidate Eliminations – Inductive bias – Decision Tree learning – Representation – Algorithm – Heuristic Space Search.

UNIT II

Neural Networks and Genetic Algorithms : Neural Network Representation – Problems – Perceptrons – Multilayer Networks and Back Propagation Algorithms – Advanced Topics – Genetic Algorithms – Hypothesis Space Search – Genetic Programming – Models of Evaluation and Learning.

UNIT III

Bayesian and Computational Learning : Bayes Theorem – Concept Learning – Maximum Likelihood – Minimum Description Length Principle – Bayes Optimal Classifier – Gibbs Algorithm – Naïve Bayes Classifier – Bayesian Belief Network – EM Algorithm – Probability Learning – Sample Complexity – Finite and Infinite Hypothesis Spaces – Mistake Bound Model.

UNIT IV

Instant Based Learning : K- Nearest Neighbour Learning – Locally weighted Regression – Radial Basis Functions – Case Based Learning.

UNIT V

Advanced Learning : Learning Sets of Rules – Sequential Covering Algorithm – Learning Rule Set – First Order Rules – Sets of First Order Rules – Induction on Inverted Deduction – Inverting Resolution – Analytical Learning – Perfect Domain Theories – Explanation Base Learning – FOCL Algorithm – Reinforcement Learning – Task – Q-Learning – Temporal Difference Learning.

Text Book

S.No	AUTHOR	TITLE OF THE BOOK	PUBLISHERS / EDITION	YEAR OF PUBLICATION
1.	Tom M. Mitchell	Machine Learning	McGraw-Hill Education (India) Private Limited	2013

Reference Books

S.No	AUTHOR	TITLE OF THE BOOK	PUBLISHERS / EDITION	YEAR OF PUBLICATION
1.	EthemAlpaydin	Introduction to Machine Learning (Adaptive Computation and Machine Learning)	The MIT Press	2004
2.	Stephen Marsland	Machine Learning An Algorithmic Perspective	CRC Press	2009
3.	Michael Affenzeller, Stephan Winkler, Stefan Wagner, Andreas Beham	Genetic Algorithms and Genetic Programming	CRC Press Taylor and Francis Group	--

Mapping with ProgrammeOutcomes

Cos	PO1	PO2	PO3	PO4	PO5
CO1	S	M	S	M	S
CO2	M	S	M	S	M
CO3	S	M	S	M	S
CO4	S	S	M	S	M
CO5	M	S	M	M	S

S- Strong; M-Medium

SEMESTER III

Core Practical - IV	M.Sc. Computer Science	2019 - 2020
M19PCSP04	PRACTICAL IV - IMAGE PROCESSING LAB	
Credit: 2		

Objectives

This course presents the introduction to digital image processing, fundamentals, and image enhancement and image restoration techniques

CourseOutcomes

On the successful completion of the course, students will be able to

CO	Statement	Knowledge Level
CO1	Understand the basic Relationship between Pixels	K2
CO2	Remember the fundamental Spatial Enhancement Methods	K1
CO3	Apply appropriate Image Compression Standards	K3
CO4	Analyze the techniques GeometricTransformations.	K4
CO5	Evaluate the results Region-based Segmentation	K5

List of Practical's

1. To create a Program to Display of Grayscale Images Using read and write operation.
2. To create a vision program to find histogram value and display histograph of a Grayscale and color image.
3. To create a vision program for Non- linear Filtering technique using edge detection.
4. To create a vision program to determine the edge detection using different operators.
5. To create a Program 2-D DFT and DCT.
6. To create a Program to eliminate the high frequency components of an image.
7. To create a Program to Display of color images and perform read and write operations.
8. To create a Program to obtain the RGB color values from Conversion between color spaces.
9. To create a Program performs discrete DWT of Images.
10. To create a Program for Segmentation of an image using watershed transforms

Mapping with ProgrammeOutcomes

Cos	PO1	PO2	PO3	PO4	PO5
CO1	S	M	M	S	S
CO2	S	M	M	S	M
CO3	S	S	M	M	S
CO4	S	M	S	S	M
CO5	S	S	S	M	S

S- Strong; M-Medium

SEMESTER III

Core Practical - V	M.Sc. Computer Science	2019 - 2020
M19PCSP05	PRACTICAL V - MACHINE LEARNING	
Credit: 2		

Objectives

This course provides the technology to learn about the machine and to develop the application by using PYTHON language to command over the machine by using various algorithms.

CourseOutcomes

On the successful completion of the course, students will be able to

CO	Statement	Knowledge Level
CO1	Remember the concepts of linear regression and logistic regression.	K1
CO2	Apply the basic operations of decision tree and SVM.	K3
CO3	Apply the concept of Naïve Bayes and KNN.	K3
CO4	Apply the operations of K- means.	K3
CO5	Understand the concept of random forest and dimensionality reduction algorithm.	K2

List of Programs

The following algorithms can be implemented using PYTHON/ R

1. Linear Regression
2. Logistic Regression
3. Decision Tree
4. SVM
5. Naive Bayes
6. KNN (K- Nearest Neighbors)
7. K-Means
8. Random Forest
9. Dimensionality Reduction Algorithms

Mapping with ProgrammeOutcomes

Cos	PO1	PO2	PO3	PO4	PO5
CO1	S	M	S	M	S
CO2	M	S	M	S	M
CO3	S	M	S	M	S
CO4	S	S	M	S	M
CO5	M	S	M	M	S

S- Strong; M-Medium

ELECTIVE I

Elective - 01	M.Sc. Computer Science	2019 - 2020
M19PCSE01	MOBILE COMPUTING	
Credit: 4		

Objectives

This course introduces basics of mobile telecommunication system. It covers concepts such as wireless networks, mobile internet protocol, wireless protocol and security. It provides technical skills to design and develop mobile platforms and applications.

CourseOutcomes

On the successful completion of the course, students will be able to

CO	Statement	Knowledge Level
CO1	Understand the basic concepts of Mobile Computing	K2
CO2	Remember the Mobile GUIs	K1
CO3	Analyze the basics of mobile Payment System	K4
CO4	Understand the Mobile Ad hoc networks and its routing	K2
CO5	Apply the different types of security features	K3

UNITI

Basics of Mobile: Mobile device profiles - Middleware and gateways - Wireless Internet - Smart clients - Three-tier Architecture- Design considerations for mobile computing- Mobility and Location based services.

UNITII

Mobile computing through Internet- Mobile-enabled Applications - Developing Mobile GUIs – VUIs and Mobile Applications – Characteristics and benefits -Multichannel and Multi modal user interfaces – Synchronization and replication of Mobile Data - SMS architecture – GPRS – Mobile Computing through Telephony**.**

UNITIII

Mobile Application Development - Android- Wi-Fi –GPS – Camera – Movement – orientation - event based programming – iOS/ windows CE - Blackberry – windows phone – M-Commerce- structure – pros & cons – Mobile payment system - J2ME.

UNIT IV

ADHOC Wireless Network - Ad Hoc Wireless Network –MAC protocol – Routing protocols - Transport Layer Protocol - QoS – Energy Management – application design – work flow – composing applications – Dynamic linking – Intents and Services – Communication via the web.

UNITV

Security and Hacking - Password security – Network security – web security – Database security - Wireless Sensor Network - Architecture and Design – Medium Access Control – Routing – Transport Layer – Energy model.

Text Books

S.No	AUTHOR	TITLE OF THE BOOK	PUBLISHERS	YEAR OF PUBLICATION
1.	Jochen Schiller	Mobile Communications	Pearson Education	Second Edition, 2012
2.	William Stallings	Wireless Communication and Networks	Pearson Education	2009

Reference Books

1.	C.Siva Ram Murthy, B.S. Manoj	Ad Hoc Wireless Networks – Architectures and Protocols	Pearson Education	2nd Edition 2004
2.	Ashok K Talukder, Roopa R Yavagal	Mobile Computing	Tata McGraw Hill	2005
3.	Jochen Burkhardt Dr.Horst Henn, Klaus Rintdoff, Thomas Schack	Pervasive Computing	Pearson	2009
4.	Fei Hu Xiaojun Cao	Wireless Sensor Networks Principles and Practice	CRC Press	2010

Mapping with ProgrammeOutcomes

Cos	PO1	PO2	PO3	PO4	PO5
CO1	S	S	M	M	S
CO2	M	S	M	S	M
CO3	S	M	S	M	S
CO4	S	S	M	S	S
CO5	M	S	M	S	M

S- Strong; M-Medium

ELECTIVE I

Elective -01	M.Sc. Computer Science	2019 – 2020
M19PCSE02	STATISTICAL COMPUTING	
Credit: 4		

Objectives

- To understand the application of various correlations methods
- To study and model the sampling concepts
- To acquire knowledge on Hypotheses test

CourseOutcomes

On the successful completion of the course, students will be able to

CO	Statement	Knowledge Level
CO1	understand the applications of various correlation methods	K2
CO2	Remember the Regression analysis with equations	K1
CO3	Apply the study and model the sampling concepts	K3
CO4	Analyze the distribution samplings	K4
CO5	Analyze acquire knowledge on Hypotheses test	K4

UNIT I

Correlation : Definition of Correlation- Scatter Diagram- Kari Pearson's Coefficient of Linear Correlation- Coefficient of Correlation and Probable Error of r-Coefficient of Determination - Merits and Limitations of Coefficient of Correlation- Spearman's Rank Correlation(7.1-7.9.4).

UNIT II

Regression Analysis: Regression and Correlation (Intro) - Difference between Correlation and Regression Analysis- Linear Regression Equations -Least Square Method- Regression Lines- Properties of Regression Coefficients- Standard Error of Estimate. (8.1-8.8)

UNIT III

Probability Distribution and mathematical Expectation: Random Variable- Defined - Probability Distribution a Random Variable- Expectation of Random Variable- Properties of Expected Value and Variance (12.2-12.4).

UNIT IV

Sampling and Sampling Distributions: Data Collection- Sampling and Non-Sampling Errors – Principles of Sampling- Merits and Limitations of Sampling- Methods of Sampling- Parameter and Statistic- Sampling Distribution of a Statistic- Examples of Sampling Distributions- Standard Normal, Student's *t*, Chi-Square (x^2) and Snedecor's F-Distributions(14.1-14.16).

UNIT V

Statistical Inference- Estimation and Testing of Hypothesis: Statistical Inference- Estimation- Point and interval- Confidence interval using normal, *t* and x^2 Distributions- Testing of Hypothesis- Significance of a mean - Using *t* Distribution(15.1-15.10.2).

Text Book

S.No	AUTHOR	TITLE OF THE BOOK	PUBLISHERS	YEAR OF PUBLICATION
1.	K.L. Sehgal	antitative Techniques and Statistics	Himalaya Publishing House	First Edition 2011

Reference Books

1.	J N.P.Bali, P.N.Gupta, C.P.Gandhi	A Textbook of Quantitative Techniques	Laxmi Publications	First Edition 2008
2.	U.K.Srivastava, G.V.Shenoy, S.C.Sharma	Quantitative Techniques for Managerial Decisions	New Age International Publishers	2nd Edition 2005
3.	David Makinson,	Sets, Logic and Maths for Computing	Springer	2011
4.	Christopher Chatfield	Statistics for Technology- A Course in Applied Statistics	CRC Press	Third Edition 2015

Mapping with Programme Outcomes

Cos	PO1	PO2	PO3	PO4	PO5
CO1	M	S	S	S	S
CO2	S	S	S	M	S
CO3	M	M	M	S	M
CO4	S	S	M	S	S
CO5	S	S	S	M	S

S- Strong; M-Medium

ELECTIVE I

Elective - 01	M.Sc. Computer Science	2019 - 2020
M19PCSE03	OBJECT ORIENTED SYSTEM DEVELOPEMENT	
Credit: 4		

Objectives

- Introduce the concept of Object-oriented design and understand the fundamentals of OOSD life cycle.
- Familiar with evolution of object-oriented model, classes and it notations
- Practice UML in order to express the design of software projects.
- Specify, analyze and design the use case driven requirements for a particular system.
- Enrich knowledge about DBMS, designing classes and object oriented testing.

CourseOutcomes

On the successful completion of the course, students will be able to

CO	Statement	Knowledge Level
CO1	Understand the object-oriented approach differs from the traditional approach to systems analysis and design	K2
CO2	Analyze, design, document the requirements through use case driven approach	K4
CO3	Learn the importance of modeling and how the Unified Modeling Language represents an object-oriented system using a number of modeling views	K1
CO4	Analyze the difference between various object relationships: inheritance, association and aggregation	K4
CO5	Design the role and function of test cases, testing strategies and test plans in developing object-oriented software	K3

UNIT – I

Fundamentals of OOSD - Overview of Object Oriented Systems Development: Two orthogonal view of the software - OOSD methodology - Why an object orientation. Object basics: Object Oriented Philosophy- Objects – Attributes – Object respond to messages – Encapsulation and information hiding – class hierarchy – Polymorphism – Object relationship and associations. OOSD life cycle: Software development process – OOSD Use case Driven Approach – Reusability.

UNIT – II

Methodology, Modeling and UML - Object Oriented Methodologies: Rumbaugh et al.'s object modeling technique – The Booch methodology – The Jacobson et al. methodology – Patterns – Frameworks - The Unified approach. Unified Modeling Language : Static and dynamic models – Why modeling - UML diagrams – UML class diagram – Use case diagram - UML dynamic modeling – packages and model organization.

UNIT – III

Object Oriented Analysis - Object Oriented Analysis process: Business Object Analysis - Use case driven object oriented analysis – Business process modeling – Use-Case model – Developing effective documentation. Classification: Classifications theory – Approaches for identifying classes – Noun phrase approach – Common class patterns approach – Use-Case Driven approach – Classes, Responsibilities, and Collaborators - Naming classes. Identifying object relationships, attributes, and methods: Association – Super-Sub class relationship – Aggregation – Class responsibility – Object responsibility.

UNIT – IV

Object Oriented Design - Object Oriented Design Process and Design Axioms - OOD process- OOD axioms – Corollaries – Design patterns. Designing classes: Designing classes – Class visibility – Refining attributes – Designing methods and protocols – Packages and managing classes. Access layer: Object Store and persistence – DBMS – Logical and physical Database Organization and access control – Distributed Databases and Client Server Computing — Multidatabase Systems – Designing Access layer classes. View Layer: Designing view layer classes – Macro level process – Micro level process – The purpose of view layer interface – Prototyping the user interface.

UNIT – V

Software Quality - Software Quality Assurance: Quality assurance tests – Testing strategies – Impact of Object Orientation on Testing - Test Cases- Test Plan – Continuous testing. System Usability and Measuring User satisfaction: Usability Testing – User satisfaction test – A tool for analyzing user satisfaction. System Usability and Measuring User satisfaction: Introduction – Usability Testing.

Text Book

S.No	AUTHOR	TITLE OF THE BOOK	PUBLISHERS	YEAR OF PUBLICATION
1.	Ali Bahrami McGraw-Hill,	Object Oriented Systems Development using UML	Mc Graw Hill	2008

Reference Books

1.	Booch Grady, Rumbaugh James, Jacobson Ivar	The Unified modeling Language – User Guide	Pearson Education	2006
2.	Brahma Dathan, Sarnath Ramnath	Object Oriented Analysis, Design and Implementation	Universities Press	2010
3.	Mahesh P.Matha,	Object-Oriented Analysis and Design Using UML	PHI Learning Private Limited	2012
4.	Rachita Misra, Chhabi Rani Panigrahi, Bijayalaxmi Panda	Principles of Software Engineering and System Design	Yesdee Publishing	2019

Mapping with Programme Outcomes

Cos	PO1	PO2	PO3	PO4	PO5
CO1	S	S	M	M	S
CO2	S	S	M	M	S
CO3	M	S	M	S	M
CO4	M	S	M	S	S
CO5	S	M	S	M	S

S- Strong; M-Medium

ELECTIVE I

Elective - 01	M.Sc. Computer Science	2019 - 2020
M19PCSE04	SOFT COMPUTING	
Credit: 4		

Objectives

- Develop the skills to gain a basic understanding of neural network theory and fuzzy logic theory.
- Introduce students to artificial neural networks and fuzzy theory from an engineering perspective.

CourseOutcomes

On the successful completion of the course, students will be able to

CO	Statement	Knowledge Level
CO1	Learn the fuzzy logic and the concept of fuzziness involved in various systems and fuzzy set theory	K1
CO2	Understand the concepts of fuzzy sets, knowledge representation using fuzzy rules, approximate reasoning, fuzzy inference systems, and fuzzy logic	K2
CO3	Understand the fundamental theory and concepts of neural networks, Identify different neural network architectures, algorithms, applications and their limitations	K2
CO4	Understand appropriate learning rules for each of the architectures and learn several neural network paradigms and its applications	K2
CO5	Apply the different applications of these models to solve engineering and other problems	K3

UNITI

Introduction: Soft Computing Constituents – Soft Computing Vs Hard Computing – Characteristics - Applications - Artificial Neural Network (ANN): Fundamental Concept – Application Scope - Basic Terminologies – Neural Network Architecture – Learning Process – Basic Models of ANN: McCulloch-Pitts Model – Hebb Network – Linear Separability.

UNITII

Supervised Learning Networks: Perceptron Networks – Adaline and Madaline Networks – Back Propagation Network – Radial Basis Function Network. Associative Memory Networks – BAM - Hopfield Network - Boltzmann Machine. Unsupervised Learning Networks: Kohonen Self Organizing Network – Counter Propagation Network – ART Network ch

UNITIII

Fuzzy Sets: Basic Concept – Crisp Set Vs Fuzzy Set - Operations on Fuzzy Set – Properties of Fuzzy Sets – Fuzzy Relations: Concept – Fuzzy Composition – Fuzzy Equivalence and Tolerance Relation - Membership Functions: Features – Fuzzification – Methods of Membership value assignments – Defuzzification – Methods

UNITIV

Fuzzy Arithmetic – Extension Principle – Fuzzy Measures – Fuzzy Rules and Fuzzy Reasoning: Fuzzy Propositions – Formation of Rules – Decomposition of Rules – Aggregation of Rules – Approximate Reasoning – Fuzzy Inference and Expert Systems – Fuzzy Decision Making – Fuzzy Logic Control Systems.

UNITV

Genetic Algorithm: Fundamental Concept – Basic Terminologies – Traditional Vs Genetic Algorithm - Elements of GA - Encoding - Fitness Function – Genetic Operators: Selection – Cross Over - Inversion and Deletion - Mutation – Simple and General GA – The Schema Theorem - Classification of Genetic Algorithm – Genetic Programming – Applications of GA.

Text Book

S.No	AUTHOR	TITLE OF THE BOOK	PUBLISHERS	YEAR OF PUBLICATION
1.	S.N.Sivanandam, S.N. Deepa	Principles of Soft Computing	Wiley India	2007

Reference Book

1.	S. Rajasekaran, G.A.V. Pai	Neural Networks, Fuzzy Logic, Genetic Algorithms	Prentice Hall India	2004

Mapping with ProgrammeOutcomes

Cos	PO1	PO2	PO3	PO4	PO5
CO1	S	M	S	M	S
CO2	M	S	M	S	M
CO3	S	M	M	S	S
CO4	S	S	M	S	M
CO5	M	S	M	M	S

S- Strong; M-Medium

ELECTIVE II

Elective–02	M.Sc. Computer Science	2019 - 2020
M19PCSE05	DATA SCIENCE AND BIG DATA ANALYTICS	
Credit: 4		

Objectives

The course provides grounding in basic and advanced methods to big data technology and tools, including Map Reduce and Hadoop and its ecosystem.

CourseOutcomes

On the successful completion of the course, students will be able to

CO	Statement	Knowledge Level
CO1	Remember the concepts of Big Data Analytics	K1
CO2	Understand the Data Analytics methods using R	K2
CO3	Analyze the various Algorithms, validate and testing methods	K4
CO4	Apply the various classification techniques	K3
CO5	Able to apply Hadoop ecosystem components	K3

UNIT I

Introduction to Big Data Analytics : Big Data Overview – Data Structures – Analyst Perspective on Data Repositories - State of the Practice in Analytics – BI Versus Data Science - Current Analytical Architecture – Drivers of Big Data – Big Data Ecosystem - Data Analytics Lifecycle – Data Discovery – Data Preparation – Model Planning – Model Building – Communicate Results – Operationalize.

UNIT II

Basic Data Analytic Methods Using R : Introduction to R programming – R Graphical User Interfaces – Data Import and Export – Attribute and Data Types – Descriptive Statistics Exploratory Data Analysis : Visualization Befor Analysis – Dirty Data – Visualizing a Single Variable – Examining Multiple Variables Data Exploration Versus Presentation -– Statistical Methods of Evaluation : Hypothesis Testing – Difference of Means – Wilcoxon Rank-Sum Test – Type I and Type II Errors – Power and Sample Size – ANOVA.

UNIT III

Advanced Analytical Theory and Methods: Clustering – K Means – Use Cases – Overview – Determining number of clusters – Diagnostics – Reasons to choose and cautions – Additional Algorithms - Association Rules : A Priori Algorithm – Evaluation of Candidate

Rules – Applications of Association Rules – Validation and Testing – Diagnostics. Regression : Linear Regrression and Logistic Regression :– Use cases – Model Description – Diagnostics - Additional Regression Models.

UNIT IV

Classification : Decision Trees – Overview – Genetic Algorithm – Decision Tree Algorithms – Evaluating Decision Tree – Decision Trees in R - Na'ive Bayes – Bayes Theorem – Naïve Bayes Clasifier – Smoothing – Diagnostics – Naïve Bayes in R – Diagnostics of Classifiers – Additional Classification Methods - Time Series Analysis : : Overview – Box – Jenkins Methodology – ARIMA Model – Autocorrelation Function – Autoregressive Models – Moving Average Models – ARMA and ARIMA Models – Building and Evaluating and ARIMA Model - Text Analysis : Text Analysis Steps – Example – Collecting – Representing Term Frequency – Categorizing – Determining Sentiments – Gaining Insights.

UNIT V

Advanced Analytics-Technology and Tools: MapReduce and Hadoop : Analytics for Unstructured Data .- *UseCases* - *MapReduce* - Apache Hadoop – The Hadoop Ecosystem – pig – Hive – Hbase – Manout – NoSQL - Tools in Database Analytics : SQL Essentials – Joins – Set operations – Grouping Extensions – In Database Text Analysis - Advanced SQL – Windows Functions – User Defined Functions and Aggregates – ordered aggregates- MADiib - Analytics

Reports Consolidation – Communicating and operationalizing and Analytics Project – Creating the Final Deliverables : Developing Core Material for Multiple Audiences – Project Goals – Main Findings – Approach Model Description – Key points support with Data - Model details – Recommendations – Data Visualization

Text Books

S.No	AUTHOR	TITLE OF THE BOOK	PUBLISHERS	YEAR OF PUBLICATION
1.	EMC Education Services	Data Science & Big Data Analytics: Discovering, Analyzing, Visualizing and Presenting Data	John Wiley & Sons, Inc	2015

Reference Books

1.	Noreen Burlingame	The little book on Big Data	New Street publishers	2012
2.	Anil Maheshwari	Data Analytics	McGraw Hill Education	2017

3.	Norman Matloff	The Art of R Programming: A Tour of Statistical Software Design	Starch Press	1 Edition 2011
4.	Sandip Rakshit	R for Beginners	McGraw Hill Education	2017

5. http://www.johndcook.com/R_language_for_programmers.html
6. http://bigdatauniversity.com/
7. http://home.ubalt.edu/ntsbarsh/stat-ata/topics.htm#rintroduction

Mapping with ProgrammeOutcomes

Cos	PO1	PO2	PO3	PO4	PO5
CO1	S	M	S	M	S
CO2	M	S	M	S	M
CO3	M	S	S	M	M
CO4	S	S	M	S	S
CO5	S	M	S	M	M

S- Strong; M-Medium

ELECTIVE II

Elective – 02	M.Sc. Computer Science	2019 - 2020
M19PCSE06	ADVANCED COMPUTER NETWORKS	
Credit: 4		

Objectives

- To study communication network protocols, different communication layer structure .
- To learn security mechanism for data communication.

CourseOutcomes

On the successful completion of the course, students will be able to

CO	Statement	Knowledge Level
CO1	Remember the basic concept about the fundamentals of computer networks	K1
CO2	Understand Error detection and correction in Data link layer	K2
CO3	Analyze the ADSL and Medium Access Layer	K4
CO4	Understand about the service provided by the Network layer	K2
CO4	Understand Error control, flow control in Transport Layer	K2

UNIT I

Introduction – Network Hardware – Software – Reference Models – OSI and TCP/IP models – Example networks: Internet, 3G Mobile phone networks, Wireless LANs –RFID and sensor networks - Physical layer – Theoretical basis for data communication - guided transmission media.

UNIT II

Wireless transmission - Communication Satellites – Digital modulation and multiplexing - Telephones network structure – local loop, trunks and multiplexing, switching. Data link layer: Design issues – error detection and correction.

UNIT III

Elementary data link protocols - sliding window protocols – Example Data Link protocols – Packet over SONET, ADSL - Medium Access Layer – Channel Allocation Problem – Multiple Access Protocols.

UNIT IV

Network layer - design issues - Routing algorithms - Congestion control algorithms – Quality of Service – Network layer of Internet- IP protocol – IP Address – Internet Control Protocol.

UNIT V

Transport layer – transport service- Elements of transport protocol - Addressing, Establishing & Releasing a connection – Error control, flow control, multiplexing and crash recovery - Internet Transport Protocol – TCP - Network Security: Cryptography.

Text Book

S.No	AUTHOR	TITLE OF THE BOOK	PUBLISHERS	YEAR OF PUBLICATION
1.	Andrew S. Tanenbaum	Computer Networks	Pearson Education,Inc	5th Edition 2011

Reference Books

1.	B. Forouzan	Introduction to Data Communications in Networking	Tata McGraw Hill, New Delhi	1998
2.	F. Halsall	Data Communications, Computer Networks and Open Systems	Addison Wesley	1995
3.	D. Bertsekas and R. Gallagher	Data Networks	Prentice hall of India, New Delhi	1992
4.	Lamarca	Communication Networks	Tata McGraw Hill, New Delhi	2002
5.	Teresa C.Piliouras	Network Design Management and Technical Perspectives	Auerbach Publishers	SecondEdition 2015
6.	http://peasonhighered.com/tanenbaum			

Mapping with ProgrammeOutcomes

Cos	PO1	PO2	PO3	PO4	PO5
CO1	S	S	M	M	S
CO2	S	S	M	M	S
CO3	M	S	M	S	M
CO4	M	S	M	S	S
CO5	S	M	S	M	S

S- Strong; M-Medium

ELECTIVEIII

Elective –03	M.Sc. Computer Science	2019 - 2020
M19PCSE07	WEB SERVICES	
Credit: 4		

Objectives

- To enable the student to be familiar with distributed services, XML and web services
- To study the use of web services in B2C and B2B applications

CourseOutcomes

On the successful completion of the course, students will be able to

CO	Statement	Knowledge Level
CO1	Understand the design principles and application of SOAP and REST based web services	K2
CO2	Design collaborating web services according to a specification	K4
CO3	Learn an application that uses multiple web services in a realistic business scenario	K1
CO4	Apply the industry standard to open source tools such as Apache Axis2, Tomcat, Derby and Eclipse to build and test	K3
CO5	Design to deploy and execute web services and web applications	K4

UNIT I

Overview of Distributed Computing. Introduction to web services – Industry standards, Technologies and concepts underlying web services – their support to web services. Applications that consume web services.

UNIT II

XML – its choice for web services – network protocols to back end databases-technologies – SOAP, WSDL – exchange of information between applications in distributed environment – locating remote web services – its access and usage. UDDI specification – an introduction.

UNIT III

A brief outline of web services – conversation – static and interactive aspects of system interface and its implementation, work flow – orchestration and refinement, transactions, security issues – the common attacks – security attacks facilitated within web services quality of services – Architecting of systems to meet users requirement with respect to latency, performance, reliability, QOS metrics, Mobile and wireless services – energy consumption, network bandwidth utilization, portals and services management.

UNIT V

Building real world enterprise applications using web services – sample source codes to develop web services – steps necessary to build and deploy web services and client applications to meet customer s requirement – Easier development, customization, maintenance, transactional requirements, seamless porting to multiple devices and platforms.

UNIT - V

Deployment of Web services and applications onto Tomcat application server andaxis SOAP server (both are free wares) – Web services platform as a set of enabling technologies for XML based distributed computing.

Text Books

S.No	AUTHOR	TITLE OF THE BOOK	PUBLISHERS	YEAR OF PUBLICATION
1.	Sandeep Chatterjee, James Webber	Developing Enterprise Web Services, An Architects Guide	Prentice Hall	Nov 2003
2.	Heather Williamson	XML: The Complete Reference	Tata McGraw-Hill Education India	--

Reference Book

1.	Martin Kalin	Java Web Services: Up and Running	O'Reilly Publishers	--

Mapping with ProgrammeOutcomes

Cos	PO1	PO2	PO3	PO4	PO5
CO1	S	M	M	S	M
CO2	S	S	S	S	M
CO3	M	M	S	M	M
CO4	M	S	M	S	S
CO5	S	M	M	M	M

S- Strong; M-Medium

ELECTIVE III

Elective –03	M.Sc. Computer Science	2019 - 2020
M19PCSE08	DATA MINING	
Credit: 4		

Objectives

To introduce the fundamental concepts of Data Mining Techniques and various Algorithms used for Information Retrieval from Datasets.

CourseOutcomes

On the successful completion of the course, students will be able to

CO	Statement	Knowledge Level
CO1	Understand the concepts of Data mining and data preprocessing	K2
CO2	Remember to implement the data warehousing in Multidimensional data model	K1
CO3	Analyze the Apriori algorithm and its classification by Decision Tree Induction	K4
CO4	Understand the Categorization of major Clustering Techniques	K2
CO5	Apply Spatial Data Mining in Web	K3

UNIT I

Data Mining And Data Preprocessing: Data Mining – Motivation – Definition – Data Mining on Kind of Data –Functionalities – Classification – Data Mining Task Primitives – Major Issues in Data Mining – Data Preprocessing – Definition – Data Clearing – Integration and Transformation – Data Reduction.

UNIT II

Data Warehousing: Multidimensional Data Model –Data Warehouse Architecture – Data Warehouse Implementation –From data Warehousing to Data Mining – On Line Analytical Processing - On Line Analytical Mining.

UNIT III

Frequent Patterns, Associations And Classification: The Apriori Algorithm – Definition of Classification and Prediction – Classification by Decision Tree Induction - Bayesian Classification – Rule Based Classification – Classification by Back Propagation – Lazy Learners – K-Nearest Neighbor – Other Classification Methods.

UNIT IV

Cluster Analysis: Definition – Types of data in Cluster Analysis – Categorization of major Clustering Techniques – Partitioning Methods – Hierarchical Clustering – BIRCH - ROCK – Grid Based Methods – Model Based Clustering Methods – Outlier Analysis.

UNIT V

Spatial, Multimedia, Text and Web Data: Spatial Data Mining – Multimedia Data Mining – Text Mining – Mining the World Wide Web – Data Mining Applications – Trends in Data Mining.

Text Books

S.No	AUTHOR	TITLE OF HE BOOK	PUBLISHERS	YEAR OF PUBLICATION
1.	Jiawei Han and MichelineKamber	Data Mining Concepts and Techniques	Morgan Kaufmann Publishers	3rd Edition 2011
2.	Ian H. Witten, Eibe Frank, Mark A. Hall	Data Mining: Practical Machine Learning Tools and Techniques	Elsevier	3rd Edition 2014

Reference Books

1.	Margret H. Dunham	Data Mining: Introductory and Advanced Topics	Pearson Education	2003
2.	M. Awad, Latifur Khan, Bhavani Thuraisingham, Lei Wang	Design and Implementation of Data Mining Tools	CRC Press-Taylor & Francis Group	2015
3.	Pang-Ning Tan, Michael Steinbach, Vipin Kumar	Introduction to Data Mining-Instructor's Solution Manual	Pearson Education	First Edition 2016
4.	Mohammed J.Zaki, Wagner Meira JR	Data Mining and Analysis: Fundamental Concepts and Algorithms	Cambridge India	2016

Mapping with ProgrammeOutcomes

Cos	PO1	PO2	PO3	PO4	PO5
CO1	M	S	M	S	M
CO2	S	S	M	M	S
CO3	S	M	S	M	M
CO4	M	S	S	M	S
CO5	S	S	M	S	M

S- Strong; M-Medium

ELECTIVE IV

Elective–04	M.Sc. Computer Science	2019 - 2020
M19PCSE09	OPTIMIZATION TECHNIQUES	
Credit: 4		

Objectives

- To understand the concepts of optimization.
- To develop mathematical Model of real time cases.
- To study optimization algorithms.

CourseOutcomes

On the successful completion of the course, students will be able to

CO	CO Statement	Knowledge Level
CO1	Remember the Linear Programming	K1
CO2	Understand the Algorithms	K2
CO3	Apply the Transportation all methods	K3
CO4	Analyze the Project scheduling	K4
CO5	Analyze the measurement activities	K5

UNIT I

Linear Programming Problem (LPP): Formulations and graphical solution of (2 variables) canonical and standard terms of linear programming problem,simplex methods, two phase Simplex method.

UNIT – II

Duality in LPP- dual problem to primal- primal to dual problem-duality simplex method-Revised simplex method-revised simplex algorithm-revised simplex method versus simplex method.

UNIT – III

Transportation Model: North West corner Method, Least cost method, and vogel's approximation method. Determining Net evaluation-Degeneracy in TP- Assignment Model: Hungarian assignment model – Travelling sales man problem.

UNIT – IV

Replacement Problem: Replacement policy for equipment that deteriorate gradually, Replacement of item that fail suddenly-Individual and group replacement, Problems in mortality and staffing.

UNIT – V

Project Scheduling PERT/CPMNetworks – Fulkerson's Rule – Measure of Activity – PERT Computation – CPMComputation – Resource Scheduling.

Text Books

S.No	AUTHOR	TITLE OF THE BOOK	PUBLISHERS	YEAR OF PUBLICATION
1.	KantiSwarup, P.K. Gupta &Manmohan	Operation Research	--	1996
2.	S.Kalavathy	Operations Research	Vikas Publishing House Pvt.Ltd	Second Edition
3.	S.Godfrey Winster, S. Aruna Devi, R.Sujatha	Compiler Design	Yesdee Publishing	--

Reference Books

1.	D.Shanthi, N.Uma Maheswari, S.Jeyanthi	Theory of Computation	Yesdee Publishing	--
2.	John W.Chinneck	Feasibility and Infeasibility in Optimization-Algorithms and Computatonal Methods	Springer	2015

Mapping with ProgrammeOutcomes

Cos	PO1	PO2	PO3	PO4	PO5
CO1	M	S	M	S	M
CO2	S	S	S	S	S
CO3	M	M	S	M	M
CO4	S	S	M	S	S
CO5	M	S	M	S	M

S- Strong; M-Medium

ELECTIVE IV

Elective–04	M.Sc. Computer Science	2019 - 2020
M19PCSE10	CLOUD COMPUTING	
Credit: 4		

Objectives

This course introduces basics of Cloud Computing concepts, technologies, architecture and applications by introducing and researching state-of-the-art in Cloud Computing fundamental issues, technologies, applications and implementations.

CourseOutcomes

On the successful completion of the course, students will be able to

CO	Statement	Knowledge Level
CO1	Understand theCloud Computing environments &computing platforms	K2
CO2	Remember theCloud data Services	K1
CO3	Understand Cloud Application Design and Application	K2
CO4	Apply the Python data Types and Structures	K3
CO5	Remember the Big Data Analytics and key Management	K1

UNIT I

Computing Basics: Cloud computing definition- Characteristics- Benefit-Challenges- Distributed Systems- Virtualization-Service-oriented computing- Utility-oriented computing- Building Cloud Computing environments- computing platforms & technologies - Cloud Models – Cloud Service Examples - Cloud Based Services & Applications - Cloud concepts and Technologies.

UNIT II

Virtualization, Cloud Services And Platforms: Virtualization- Characteristics- taxonomy-types- Pros and Cons- Examples Architecture: Reference model- types of clouds- Compute Service - Storage Services - Cloud Database Services - Application Services - Content Delivery Services - Analytics Services - Deployment And Management Service - Identity And Access Management Services - Open Source Private Cloud Software.

UNIT III

Cloud Application Design And Development: Design consideration- Reference Architecture for Cloud Application - Cloud Application Design Methodologies - Data Storage Approaches- Development in Python: Design Approaches – Application: Image Processing - Document Storage - Map Reduce - Social Media Analytics.

UNIT IV

Python For Cloud: Introduction- Installing Python- Data types & Data Structures- Control Flow- Functions- Modules- Packages- File Handling-Date/Time Operations – Classes- Python for Cloud: Amazon Web Services –Google Cloud Platform - Windows Azure –Map Reduced –Packages of Interest – Designing a Restful Web API.

UNIT V

Big Data Analytics, Multimedia Cloud & Cloud Security: Big Data Analytics: Clustering Big data - Classification of Big Data – Recommendation systems. Multimedia Cloud: Case Study: Live Video Stream App - Streaming Protocols – Case Study: Video Transcoding App-Cloud Security: CSA Cloud Security Architecture - Authentication - Authorization - Identity and Access management - Data Security - Key Management- Auditing- Cloud for Industry, Healthcare & Education.

Text Books

S.No	AUTHOR	TITLE OF THE BOOK	PUBLISHERS	YEAR OF PUBLICATION
1.	Buyya, Vecciola and Selvi,	Mastering Cloud Computing: Foundations and ApplicationsProgramming	Tata McGraw Hill	2013
2.	ArshdeepBahga, Vijay Madisetti	Cloud Computing A Hands – On Approach	Universities press (India) Pvt. limit.	2016

Reference Books

1	Rittinghouse and Ransome	Cloud Computing: Implementation, Management, and Security	CRC Press	2016

2	Michael Miller	Cloud Computing Web based application that change the way you work and collaborate online	Pearson Education	2008
3	Kris Jamsa,	Cloud Computing: SaaS, PaaS, IaaS, Virtualization, Business Models, Mobile, Security and More	Jones & Bartlett Learning	2012

Mapping with ProgrammeOutcomes

Cos	PO1	PO2	PO3	PO4	PO5
CO1	M	S	S	M	M
CO2	S	M	M	S	S
CO3	M	M	S	M	S
CO4	S	S	S	M	M
CO5	M	S	M	S	M

S- Strong; M-Medium

ELECTIVE V

Elective –05	M.Sc. Computer Science	2019 – 2020
M19PCSE11	WAP AND XML	
Credit: 4		

Objectives

The purpose of the course is to impart knowledge on Extensible Markup Language (XML) and to achieve secured, messaging through web services.

CourseOutcomes

On the successful completion of the course, students will be able to

CO	Statement	Knowledge Level
CO1	Understand the WAP application architecture and resources	K2
CO2	Remember theWAP gateway and WML structure	K1
CO3	Analyze the basics of WML script and standard libraries	K4
CO4	Develop SOA application using XML and Web services	K2
CO5	Extract information from the Web sites using XML programming	K5

UNITI

Overview of WAP: WAP and the wireless world – WAP application architecture – WAP internal structure – WAP versus the Web – WAP 1.2 – WTA and push features. **Setting up WAP:** Available software products – WAP resources – The Development Toolkits.

UNIT II

WAP Gateways: Definition – Functionality of a WAP gateway – The Web model versus the WAP model – Positioning of a WAP gateway in the network. **Selecting a WAP gateway Basic WML:** Extensible markup language – WML structure – A basic WML card – Text formatting – navigation – Advanced display features.

UNIT III

Interacting with the User: Making a selection – Events – Variables – Input and parameter passing. **WML Script:** Need for WML script – Lexical Structure – Variables and literals – Operators – Automatic data type conversion – Control Constructs Functions – Using the standard libraries – programs – Dealing with Errors.

UNITIV

XML:Introduction XML: An Eagle's Eye view of XML – XML Definition – List of an XML Document – Related Technologies – An introduction to XML Applications – XML Applications – XML for XML – First XML Documents Structuring Data: Examining the Data XMLizing the data – The advantages of the XML format – Preparing a style sheet for Document Display.

UNIT V

Attributes, Empty Tags and XSL: Attributes – Attributes Versus Elements – Empty Tags – XSL – Well formed XML documents – Foreign Languages and Non Roman Text – Non Roman Scripts on the Web Scripts, Character sets, Fonts and Glyphs – Legacy character sets– The Unicode Character set – Procedure to Write XML Unicode.

Text Books

S.No	AUTHOR	TITLE OF THE BOOK	PUBLISHERS	YEAR OF PUBLICATION
1.	Charles Arehart and Others	Professional WAP wit WML, WML Script, ASP, JSP, XML, XSLT, WTA Push and Voice XML (Unit I,II,III)	Shroff Publishers an Distributers Pvt. Ltd.	2000
2.	Eliotte Rusty Harlod	XML TM Bible (Unit IV,V)	Books India (P) Ltd.	2000

Reference Book

1.	Heather Williamson	XML: The Complete Reference	Tata McGraw-Hill Education India	--

Mapping with ProgrammeOutcomes

Cos	PO1	PO2	PO3	PO4	PO5
CO1	M	S	S	M	S
CO2	M	M	S	S	M
CO3	S	M	M	S	S
CO4	S	M	S	S	M
CO5	M	S	M	M	S

S- Strong; M-Medium

ELECTIVE V

Elective –05	M.Sc. Computer Science	2019 - 2020
M19PCSE12	EMBEDDED SYSTEMS	
Credit: 4		

Objectives

- Understand the basic hardware components and their selection method based on the characteristics and attributes of an embedded system.
- Describe the hardware software co-design and firmware design approaches
- Know the RTOS internals, multitasking, task scheduling, task communication and synchronization
- Learn the development life cycle of embedded system

CourseOutcomes

On the successful completion of the course, students will be able to

CO	CO Statement	Knowledge Level
CO1	Remember the Computing Systems	K1
CO2	Understand and recognize the classification of Embedded Systems	K2
CO3	Understand the aware of interrupts , hyper threading and software optimization	K2
CO4	Design real time Embedded Systems using the concepts of RTOS	K4
CO5	Analyze the Emulators and Debugging	K3

UNIT I

Introduction to Embedded system - Embedded system vs General computing systems - History - Classification - Major Application Areas - Purpose of Embedded systems - Smart running shoes: The innovative bonding of lifestyle with embedded technology. Characteristics and Quality Attributes of Embedded systems

UNIT II

Elements of an Embedded system - core of the embedded system: General purpose and domain specific processors, ASICs, PLDs, COTS - Memory - Sensors and Actuators - Communication Interface: Onboard and External Communication Interfaces - Embedded

Firmware - Reset circuit, Brown-out protection circuit, Oscillator unit, Real-time clock, and Watchdog timer - PCB and Passive Components

UNIT III

Embedded Systems - Washing machine: Application-specific - Automotive: Domain specific. Hardware Software Co-Design - Computational Models - Embedded Firmware Design Approaches - Embedded Firmware development Languages - Integration and testing of Embedded Hardware and firmware.

UNIT IV

RTOS based Embedded System Design: Operating System Basics - Types of operating Systems - Tasks, process and Threads - Multiprocessing and Multitasking - Task Scheduling- Task Communication - Task Synchronization - Device Drivers - choosing an RTOS.

UNIT V

Components in embedded system development environment, Files generated during compilation, simulators, emulators and debugging - Objectives of Embedded product Development Life Cycle - Different Phases of EDLC - EDLC Approaches - Trends in Embedded Industry - Case Study: Digital Clock.

Text Book

S.No	AUTHOR	TITLE OF THE BOOK	PUBLISHERS	YEAR OF PUBLICATION
1.	K. V. Shibu	Introduction to embedded systems	TMH education Pvt.Ltd	2009

Reference Books

1.	Raj Kamal	Embedded Systems: Architecture, Programming and Design	TMH. Second Edition	2009
2.	Frank Vahid, Tony Givargis	Embedded System Design	John Wiley	Third Edition 2006
3.	Cliff Young, Faraboschi Paolo, and Joseph A. Fisher	Embedded Computing: A VLIW Approach to Architecture, Compilers and Tools	Morgan Kaufmann Publishers	2016
4.	David E. Simon	An Embedded Software Primer	Pearson Education	2015

Mapping with ProgrammeOutcomes

Cos	PO1	PO2	PO3	PO4	PO5
CO1	M	S	M	S	M
CO2	S	M	S	S	S
CO3	M	M	M	S	M
CO4	S	S	S	S	M
CO5	S	M	M	M	S

S- Strong; M-Medium

ELECTIVE VI

Elective–06	M.Sc. Computer Science	2019 - 2020
M19PCSE13	WIRELESS NETWORKS	
Credit: 4		

Objectives

- To Study about Wireless Networks, Protocol Stack and Standards.
- To Study about Fundamentals of 3G Services, Its Protocols and Applications.
- To Study about Evolution of 4G Networks, its Architecture and Applications

CourseOutcomes

On the successful completion of the course, students will be able to

CO	Statement	Knowledge Level
CO1	Understand about Wireless Networks, Protocol Stack And Standards	K2
CO2	Learnthe latest 3G/4G and Wi-MAX Networks and Architecture	K1
CO3	Apply the concepts of protocols and TCP enhancement	K3
CO4	Design and implement Wireless Network Environment for any application using latest Wireless Protocols And Standards	K3
CO5	Implement different type of applications for Smart phones and Mobile devices with latest Network standards	K4

UNIT I

Wireless LAN: Introduction-WLAN Technologies: Infrared, UHF Narrowband, Spread Spectrum -IEEE802.11: System Architecture, Protocol Architecture, Physical Layer, MAC Layer, 802.11b, 802.11a – Hiper LAN: WATM, BRAN, HiperLAN2 – Bluetooth: Architecture, Radio Layer, Baseband Layer, Link Manager Protocol, Security – IEEE802.16-WIMAX: Physical Layer, MAC, Spectrum Allocation For WIMAX .

UNIT II

Mobile Network Layer: Introduction – Mobile IP: IP Packet Delivery, Agent Discovery, Tunneling And Encapsulation, IPV6-Network Layer In The Internet- Mobile IP Session Initiation Protocol – Mobile Ad-Hoc Network: Routing, Destination Sequence Distance Vector, Dynamic Source Routing.

UNIT III

Mobile Transport Layer: TCP Enhancements For Wireless Protocols – Traditional TCP: Congestion Control, Fast Retransmit/Fast Recovery, Implications Of Mobility – Classical TCP Improvements: Indirect TCP, Snooping TCP, Mobile TCP, Time Out Freezing, Selective Retransmission, Transaction Oriented TCP – TCP Over 3G Wireless Networks.

UNIT IV

Wireless Wide Area Network: Overview Of UTMS Terrestrial Radio Access Network-UMTS Core Network Architecture: 3G-MSC, 3G-SGSN, 3G-GGSN, SMS-GMSC/SMS-IWMSC, Firewall, DNS/DHCP-High Speed Downlink Packet Access (HSDPA)- LTE Network Architecture And Protocol.

UNIT V

4G Networks: Introduction – 4G Vision – 4G Features And Challenges – Applications Of 4G – 4G Technologies: Multicarrier Modulation, Smart Antenna Techniques, OFDM-MIMO Systems, Adaptive Modulation And Coding With Time Slot Scheduler, Cognitive Radio.

Text Books

S.No	AUTHOR	TITLE OF THE BOOK	PUBLISHERS	YEAR OF PUBLICATION
1.	Jochen Schiller	Mobile communications (UNIT I,II,III)	Pearson Education	Second edition 2012
2.	Vijay Garg	Wireless Communications and Networking (UNIT IV,V)	Elsevier	First edition, 2007

Reference Books

S.No	AUTHOR	TITLE OF THE BOOK	PUBLISHERS	YEAR OF PUBLICATION
1.	Erik Dahlman, Stefan Parkvall, Johanskoldand Per Beming	3G Evolution HSPA And LTE For Mobile Broadband	Academic Press	Second Edition, 2008
2.	Anurag Kumar, D.Manjunath, Joy Kuri	Wireless Networking	Elsevier	First Edition 2011

3.	Simon Haykin, Michael Moher, David Koilpillai	Modern Wireless Communications	Pearson Education	First Edition 2013
4.	David G. Messerschmitt	Understanding Networked Applications	Elsevier	2010

Mapping with ProgrammeOutcomes

Cos	PO1	PO2	PO3	PO4	PO5
CO1	M	S	M	S	S
CO2	S	M	S	M	S
CO3	M	S	M	S	M
CO4	S	M	M	S	S
CO5	S	M	S	M	S

S- Strong; M-Medium

ELECTIVE VI

Elective -06	M.Sc. Computer Science	2019 - 2020
M19PCSE14	THEORY OF COMPUTATION	
Credit: 4		

Objectives

The learning objectives of this course are to introduce students to the mathematical foundations of computation including automata theory; the theory of formal languages and grammars; the notions of algorithm, decidability, complexity, and computability. To enhance/develop students' ability to understand and conduct mathematical proofs for computation and algorithms.

CourseOutcomes

On the successful completion of the course, students will be able to

CO	Statement	Knowledge Level
CO1	Analyze and design finite automata, pushdown automata, Turing machines, formal languages, and grammars	K3
CO2	Remember the concepts of regular expression and automata	K1
CO3	Analyze the CFG grammars and Pushdown automata	K3
CO4	Demonstrate their the understanding of key notions, such as algorithm, computability, decidability, and complexity through problem solving	K2
CO5	Evaluate the basic results of the Theory of Computation, state and explain the relevance of the Church-Turing thesis	K5

UNIT I

Introduction to formal proof – Additional forms of proof – Inductive proofs –Finite. Automata (FA) – Deterministic Finite Automata (DFA) – Non-deterministic Finite. Automata (NFA) – Finite Automata with Epsilon transitions.

UNIT II

Regular Expression – FA and Regular Expressions – Proving languages not to be regular – Closure properties of regular languages – Equivalence and minimization of Automata.

UNIT III

Context-Free Grammar (CFG) – Parse Trees – Ambiguity in grammars and languages – Definition of the Pushdown automata – Languages of a Pushdown Automata – Equivalence of Pushdown automata and CFG– Deterministic Pushdown Automata.

UNIT IV

Normal forms for CFG – Pumping Lemma for CFL – Closure Properties of CFL – Turing Machines – Programming Techniques for TM. A language that is not Recursively Enumerable (RE).

UNIT V

An undecidable problem RE – Undecidable problems about Turing Machine – Post's Correspondence Problem – The classes P and NP.

Text Books

S.No	AUTHOR	TITLE OF THE BOOK	PUBLISHERS	YEAR OF PUBLICATION
1.	Peter Linz	An Introduction to Formal Languages and Automata	Narosa	2005 Third Edition
2.	J.E. Hopcroft, R. Motwani J.D. Ullman	Introduction to Automata Theory, Languages and Computations	Pearson Education	2007 second Edition

Reference Books

S.No	AUTHOR	TITLE OF THE BOOK	PUBLISHERS	YEAR OF PUBLICATION
1.	H.R. Lewis and C.H. Papadimitriou	Elements of the theory of Computation	Second Edition, Pearson Education	2003
2.	Thomas A. Sudkamp	An Introduction to the Theory of Computer Science,Languages and Machines	Third Edition, Pearson Education	2007
3.	Raymond Greenlaw an H.James Hoover	Fundamentals of Theory of Computation, Principles and Practice	Morgan Kaufmann Publishers	1998
4.	Micheal Sipser	Introduction of the Theory and Computation	Thomson Brokecole	1997
5.	J. Martin	Introduction to Languages and the Theory of computation	Third Edition, Tata Mc Graw Hill	2007

Mapping with ProgrammeOutcomes

Cos	PO1	PO2	PO3	PO4	PO5
CO1	M	S	M	M	S
CO2	S	S	M	M	S
CO3	S	M	S	M	M
CO4	M	S	S	M	S
CO5	S	M	S	M	S

S- Strong; M-Medium

ELECTIVE VII

Elective– 07	M.Sc. Computer Science	2019 - 2020
M19PCSE15	ARTIFICIAL INTELLIGENCE	
Credit: 4		

Objectives

This course introduces advanced concepts about artificial intelligence. It offers a detailed knowledge about the problem solving techniques.

CourseOutcomes

On the successful completion of the course, students will be able to

CO	Statement	Knowledge Level
CO1	Remember the basic concept about the artificial intelligence	K1
CO2	Understand, generate and test means-end analysis and problem reduction	K2
CO3	Analyze the Blind method	K4
CO4	Understand about trees and adversarial search its algorithm methods	K2
CO5	Apply Fuzziness as multivalence and signal monotonicity	K3

UNITI

Introduction to Artificial Intelligences - Semantic Nets and Description Matching - Semantic Nets - Good Representation Support Explicit -Exposing Description - Representation has Four Fundamental Parts - Describe and Match Methods and Analogy Problem - Describe and Match Method and Recognition of Abstractions.

UNITII

Generate and Test -Means - Ends Analysis - and Problem Reduction -Generate – and Test Method - Means - Ends Analysis Method – Problem - Reduction method.Blind Methods: Net search is Really Tree Search- Search Tress Explode Exponentially – Depth - First Search Dives into the Search Tree – Breadth - First Search Pushes Uniformly into the Search Tree - the Right Search Depends on the Tree.

UNITIII

Nondeterministic Search Moves Randomly into the Search Tree - Heuristically Informed Methods -Quality Measurements Turn Depth - First Search into Hill Climbing - Foothills, Plateaus, and Ridges Make Hill Hard to Climb - Beam Search Expands Several Partial Paths and Purges the Rest – Best - First Search Expands the Best Partial Path- Search may Lead to Discovery –Search Alternatives form a Procedure Family - Nets and Optimal Search: the Best Path - Redundant Paths.

UNITIV

Trees and Adversarial Search: Algorithmic Methods- Heuristic Method- Rules and Rule Chaining -Rule-Based Deducting System - Procedures for Forward and Backward Chaining - Rules, Substrates, and Cognitive Modeling - Rule - Based System Viewed as Substrate- Rule-Based system Viewed as Models for Human Problem Solving.

UNITV

Fuzziness as Multivalence - Neurons as Functions- Signal Monotonicity - Biological Actions and Signals– Common Signal Functions – Additive Neuronal Dynamics Learning as Encoding Change and Quantization.

Text Books

S.No	AUTHOR	TITLE OF THE BOOK	PUBLISHERS	YEAR OF PUBLICATION
1.	Patrick Henry Winston	Artificial Intelligence	Addison Wesley Publication	3rd Edition 2009
2.	Bart Kosko	Neural Networks and Fuzzy Systems	Addison Wesley Publication	2nd Edition 2004

Mapping with Programme Outcomes

Cos	PO1	PO2	PO3	PO4	PO5
CO1	M	S	M	M	S
CO2	S	S	M	M	S
CO3	S	M	S	M	M
CO4	M	S	S	M	S
CO5	S	M	S	M	S

S- Strong; M-Medium

ELECTIVE VII

Elective–07	M.Sc. Computer Science	2019 - 2020
M19PCSE16	SOFTWARE PROJECT MANAGEMENT	
Credit: 4		

Objectives

- Understand the framework of project management
- Learn to monitor and control the project
- Know the sound knowledge in Agile method
- Know the team, cost, quality and resource management
- Identify and control the risk in the projects

CourseOutcomes

On the successful completion of the course, students will be able to

CO	Statement	Knowledge Level
CO1	Analyze the scope, cost, timing, and quality of the project, at all times focused on project success as defined by project stakeholders	K1
CO2	Design the project to the organization's strategic plans and business justification throughout its lifecycle	K3
CO3	Identify project goals, constraints, deliverables, performance criteria, control needs, and resource requirements in consultation with stakeholders	K3
CO4	Implement project management knowledge, processes, lifecycle and the embodied concepts, tools and techniques in order to achieve project success.	K4
CO5	Adapt projects in response to issues that arise internally and externally	K5

UNIT I

Project Management Framework: Introduction: Project - Project management - Relationship among Project, Program and Portfolio management - Project and operations management- Role of project manager - Project management body of knowledge - Enterprise Environmental factors. Project life cycle and Organization: Overview of project life cycle - Projects vs Operational Work - Stakeholders - Organizational influences on project management. **The Standard for Project Management of a Project**: Project management processes for a project: Common project management process interactions - Projects management process groups - Initiating process group - planning process group - Executing process group - Monitoring and controlling process group - Closing process group.

UNIT II

Choosing Methodologies and Technologies – Software Processes and Process Models – Choice of Process Models – The Waterfall Model– Prototyping – other ways of categorizing prototype - **Agile Methods** – Extreme Programming Selecting the Most Appropriate Process Model- Need of Agile - Iterative vs Incremental-Agile Manifesto and Mindset – Lean, Scrum and Kanban methods-uncertainty, Risk, and lifecycle selection-Scrum Elements overview-5 levels of planning-Scrum Process overview-Agile Team-roles and responsibilities- Epic-feature-User Stories-PBI-The Sprint.

UNIT III

The Project Management Knowledge Areas: Project integration management: Develop project charter - Develop project management plan - Direct and manage project execution - Monitor and control project work - Perform integrated change control - Close project or phase. Project scope management: Collect requirements - Define Scope - Create WBS - Verify Scope - Control Scope. Project team management: Define activities - Sequence activities - Estimate activity resources - Estimate Activity Durations - Develop Schedule - Control Schedule.

UNIT IV

Project cost management: Estimate costs - Determine budget - Control costs. Project Quality Management: Plan quality - perform quality assurance - Perform quality control. Project Human Resource Management: Develop human resource plan - Acquire project team - Develop project team - Manage project team. Project Communications Management: Identify stakeholders - Plan communications - Distribute information - Manage stakeholder expectations - report performance.

UNIT V

Project Risk Management: Plan risk management - Identify risks - Perform qualitative risk analysis - Perform quantitative risk analysis - plan risk responses - Monitor and control risks. Project Procurement Management: Plan - Conduct - Administer - Close procurements.

Text Books

S.No	AUTHOR	TITLE OF THE BOOK	PUBLISHERS	YEAR OF PUBLICATION
1.	Pennsylvania	A guide to the Project management Body of Knowledge (PMBOK Guide)	Project Management Institute	Fourth Edition,2008

2.	Bob huges,mikecotterell, rajib mall	Softwareproject management	McGraw hill	Fifth Edition,2011
3.	Emerson	Agile Handbook	Philosophie	--

Reference Books

1.	Futrell	Quality Software Project Management	Pearson Education India	--
2.	Royce	Software Project Management	Pearson Education India	--
3.	C.Ravindranath Pandian	Applied Software Risk Management-A Guide for Software Project Managers	Auerbach Publications	2015
4.	Benjamin A. Lieberman	The Art of Software Modeling	Auerbach Publications	2010

Mapping with ProgrammeOutcomes

Cos	PO1	PO2	PO3	PO4	PO5
CO1	M	S	M	S	S
CO2	S	M	S	M	S
CO3	M	S	M	S	M
CO4	S	S	M	S	M
CO5	S	M	S	M	S

S- Strong; M-Medium

EDC - I		2019 - 2020
M19ECS01	EDC: FUNDAMENTALS OF COMPUTERS AND COMMUNICATIONS	
Credit: 4		

Objectives

To provide the Basic Concepts in Computers and Networking concepts

Course Outcomes

On the successful completion of the course, students will be able to

CO	Statement	Knowledge Level
CO1	Remember the Components of Computers	K1
CO2	Understand the I/O Devices, CPU and Memory	K2
CO3	Analyze Operating system	K3
CO4	Analyze Internet and data communications	K3
CO5	Apply the Database concepts and Computer security	K4

UNIT I

Introduction: What is computer – Components of Computers – Advantages and Disadvantages of using computers – Computer Software – Categories of Computers - Elements of information Systems. **The Components of the Systems Unit:** Processor – Data representation – Memory – Expansion Slot and Adapter Cards – Ports and Connectors - Buses – Bays – Power Supply – Mobile Computers and Devices.

UNIT II

Input and Output Device: What is input - what are input devices – keyboard – pointing device – mouse – other pointing devices – controllers for gaming and media players – Voice input – Input for PDAs, Smart phones and Tablet Pcs- Digital Cameras – Video input – Scanners and Reading devices Terminals. **Output:** What is output – display devices – Flat panel displays – CRT monitors – Printers – Speakers, Headphones and Ear phones – Other output devices.

UNITIII

Operating Systems and Utility Programs: System software – Operating system – Operating system functions – operating system utility programs – types of operating systems – stand alone operating systems – network operating systems. **Application Software:** Application software – Business software – Graphics and Multimedia Software – Application software for Communication.

UNITIV

Internet and World Wide Web: Internet – History of the Internet – How the Internet works – WWW – E-commerce – Other Internet Services – Netiquette. Communications and Networks: Communications – Uses of Computer Communications – Networks – Network communication standards – Communication software.

UNITV

Database Management: Databases, Data and Information, The Hierarchy of data – Maintaining data – Database management systems – relational, object oriented and multidimensional databases – web databases – database administration. **Computer Security:** Computer security risks – Internet and network attacks – Unauthorized access and use.

Text Book

S.NO	AUTHOR	TITLE OF THE BOOK	PUBLISHERS	YEAR OF PUBLICATION
1.	Gary B. Shelly, Thomas j.Cashman, Misty E.Vermaat	Introduction to Computers	Cengage Learning	2008

Reference Books

1.	Deborah Morley, Charles S. Parker,	Understanding Computers- Today and Tomorrow	Thomson Course Technology	11th Edition 2007
2.	Alexis Leon, Mathew's Leon	Fundamentals of Computer Science and Communication Engineering	Vikas Publishing House, New Delhi	1998.

Mapping with ProgrammeOutcomes

Cos	PO1	PO2	PO3	PO4	PO5
CO1	M	S	S	M	M
CO2	S	M	S	S	S
CO3	M	S	M	S	M
CO4	M	S	M	M	S
CO5	S	M	S	S	M

S- Strong; M-Medium

EDC- II		2019 - 2020
M19ECS02	EDC: PRINCIPLES OF INFORMATION TECHNOLOGY	
Credit: 4		

Objectives

To Provide the Basic Concepts in Information Technology

CourseOutcomes

On the successful completion of the course, students will be able to

CO	Statement	Knowledge Level
CO1	Remember the Generation of Computers	K1
CO2	Understand the CPU and Memory	K2
CO3	Analyze the Programming Language	K3
CO4	Analyze WWW & Internet	K3
CO5	Apply the Computer Security	K4

UNIT I

Introduction to Computers - Generation of Computers - Classification of Digital Computer - Anatomy of Digital Computer.

UNIT II

Computer Architecture – Number System - CPU and Memory - Secondary Story Devices - Input Devices - Output Devices.

UNIT III

Introduction to Computer Software – Programming Language - Operating Systems - Introduction to Database Management System.

UNIT IV

Computer Networks – Communication Systems – Distributed data processing - WWW and Internet - Email – Introduction to intranets – Introduction to E-Commerce and E-Business - Web Design

UNIT V

Computers at Home, Education, Entertainment, Science, Medicine and Engineering - Introduction to Computer Security - Computer Viruses, Bombs, Worms.

Text Book

Text Book

S.NO	AUTHOR	TITLE OF THE BOOK	PUBLISHERS	YEAR OF PUBLICATION
1.	Alexis Leon and Mathews Leon	Fundamentals of Information Technology	Vikas Publishing House	2009

Reference Book

1.	M.N Doja	Fundamentals of Computers and Information Technlogy	--	2005

Mapping with ProgrammeOutcomes

Cos	PO1	PO2	PO3	PO4	PO5
CO1	M	M	S	M	M
CO2	S	M	S	S	S
CO3	M	S	M	M	M
CO4	M	S	M	M	S
CO5	S	M	S	M	M

S- Strong; M-Medium.

SEMESTER - II

ECC	M.Sc. Computer Science	2019 - 2020
M19PHR01	HUMAN RIGHTS	
Credit: 2		

Objectives

This course presents the different aspects of human rights which includes children and women. Students can learn not only basic rights but also can understand the duties to be carried out in the days to come.

CourseOutcomes

On the successful completion of the course, students will be able to

CO	Statement	Knowledge Level
CO1	Remember the need and types of Human rights	K1
CO2	Understand the Classification of Human Rights	K2
CO3	Apply the Rights of Women and Children	K4
CO4	Learn the Labour Rights	K2
CO5	Analyze the National and State level human Rights Commission	K3

UNITI

Introduction to Human Rights: Human Rights : Meaning – Definitions – Origin and Growth of Human Rights in the World – Need and types of Human Rights – UNHRC(United nations Human Rights) – Human Rights in India.

UNITII

Classification of Human Rights: Right to Liberty – Right to Life – Right to Equality – Right to dignity – Right to against Exploitation – Educational Rights – Cultural Rights – Economic Rights – political Rights – Social Rights.

UNITIII

Rights of Women and Children: Rights of Women – Female feticide and Infanticide and selective abortion – Physical assault and sexual harassment – Domestic Violence – Violence at work place – Remedial Measures. Rights of Children – Protection rights,survival rights – Participation rights – Development rights – Role of UN on convention on rights of children.

UNITIV

Multi-Dimensional aspects of Human Rights: Labour rights – Bodend Labour – Child Labour – Contract Labour – Migrant Labour – Domestic Women Labour – Gender Equity – Rights of Ethnic refugees – Problems and remedies – Role of trade union in protecting the unorganizedlabourers.

UNITV

Grievance and Redressal Mechanism: Redressal Mechanism at national level – Structure and functions of National and State level human Rights Commission – constitutional remedies and directive principles of state policy.

Reference Books

S.NO	AUTHOR	TITLE OF THE BOOK	PUBLISHERS / EDITION	YEAR OF PUBLICATION
1.	Barat Sergio and Swaronjali Ghosh	Teaching of Human Rights	Dominant Publishers and distributors,New Delhi	2009
2.	Roy A.N	Human Rights Achievements and Challenges	Vista International Publishing House,Delhi	2005
3.	Asish Kumar das and Prasant KumarMonaty	Human Rights in India	Sarup and Sons, New Delhi	2007
4.	Bani Bargohain	Human Rights Social justice and political change	Kanishka publishers and distributors,New Delhi	2007
5.	Velan G,	Human Rights and Development Issues	Ambala Cantt	2008
6.	Meena P K	Human rights Theory and Practice	Murali lal and Sons,New Delhi	2008
7.	Bhavani Prasad Panda	Human Rights Development and Environmental Law	Academic Excellence, Delhi.	2007
8.	Vishvanathan V N	Human Rights – Twenty first Century Challenges	Kalpaz Publications, New Delhi.	2008

9.	Ansari M.R	Protecting Human Rights	Max Ford Books, New Delhi.	2006
10.	Rao M.S.A	Social Movements in Indi – Social Movements and Social Transformation in India	Vol 1&2: Manohar Publications, New Delhi.	1978

Mapping with ProgrammeOutcomes

Cos	PO1	PO2	PO3	PO4	PO5
CO1	M	S	M	S	M
CO2	M	M	S	M	M
CO3	S	S	M	S	S
CO4	M	M	S	M	S
CO5	S	M	S	S	M

S- Strong; M-Medium

MAHENDRA ARTS & SCIENCE COLLEGE
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Kalippatti – 637 501, Namakkal (Dt), Tamil Nadu.

DEPARTMENT OF COMPUTER SCIENCE & APPLICATIONS

List of Courses Focusing on Employability/ Entrepreneurship/ Skill Development (Regulations – 2016)

Programme : M.Sc. CS

S.No.	Course Name	Course Code	Employability	Entrepreneurship	Skill Development
1.	Advanced Java Programming	M16PCS01	✓	-	-
2.	Advanced Computer Architecture	M16PCS02	✓	-	✓
3.	.NET Programming	M16PCS03	✓	-	✓
4.	Design and Analysis of Algorithms	M16PCS04	-	-	✓
5.	Elective – I Object Oriented Analysis and Design	M16PCSE01	✓	-	✓
6.	Elective – I Software Engineering	M16PCSE02	✓	-	✓
7.	Elective – I Green Computing	M16PCSE03	✓	-	✓
8.	Elective – I Software Project Management	M16PCSE04	✓	-	✓
9.	Core Practical I: Java	M16PCSP01	-	-	✓
10.	Core Practical II: .Net Programming	M16PCSP02	-	-	✓
11.	Soft Skill - Quantitative Aptitude	M16PCSSS01	-	-	✓
12.	Network Management	M16PCS05	✓	-	✓
13.	Advanced Data Structures	M16PCS06	✓	-	-
14.	Discrete Mathematics	M16PCS07	✓	-	-
15.	Elective – II Wireless Application Protocol	M16PCSE05	✓	-	✓
16.	Elective – II Client-Server Technology	M16PCSE06	✓	-	✓
17.	Elective – II Advanced Database Management Systems	M16PCSE07	✓	-	✓

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S.No.	Course Name	Course Code	Employability	Entrepreneurship	Skill Development
18.	Elective – II Advanced Operating Systems	M16PCSE08	✓	-	✓
19.	Core Practical III: Networking Lab	M16PCSP03	-	-	✓
20.	Core Practical IV: Advanced Data Structures	M16PCSP04	-	-	✓
21.	EDC: Fundamentals of Computers and Communications	M16ECSED1	-	-	✓
22.	EDC: Principles of Information Technology	M16ECSED2	-	-	✓
23.	EDC: E-Commerce	M16ECSED3	-	✓	-
24.	Data Mining	M16PCS08	✓	-	✓
25.	Cloud Computing	M16PCS09	✓	-	✓
26.	Theory of Computation	M16PCS10	✓	-	✓
27.	Internet Programming	M16PCS11	✓	-	✓
28.	Elective – III Information Security	M16PCSE09	✓	-	✓
29.	Elective – III Professional Practices	M16PCSE10	✓	-	✓
30.	Elective – III Principles of Programming Languages	M16PCSE11	✓	-	✓
31.	Elective – III Embedded Systems	M16PCSE12	✓	-	✓
32.	Core Practical V: Data Mining using R-Programming	M16PCSP05	-	-	✓
33.	Core Practical VI: Web Based Software Development	M16PCSP06	-	-	✓
34.	Machine Learning	M16PCS12	✓	-	✓
35.	Advanced Mobile Computing	M16PCS13	✓	-	✓
36.	Elective – IV Big Data Analytics	M16PCSE13	✓	-	✓
37.	Elective – IV Open Source Technologies	M16PCSE14	✓	-	✓
38.	Elective – IV Social Computing	M16PCSE15	✓	-	✓
39.	Elective – IV Digital Image Processing	M16PCSE16	✓	-	✓

Head of the Department

Head of the Department
Department of Computer Science
Mahendra Arts & Science College

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DEPARTMENT OF COMPUTER SCIENCE & APPLICATIONS

List of Courses Focusing on Employability/ Entrepreneurship/ Skill Development (Regulations – 2016)

Programme : M.Sc. CS

S.No.	Name of the Course	Course Code	Employability/ Entrepreneurship/ Skill development	Year of introduction (during the last five years)
1.	Advanced Java Programming	M16PCS01	Employability	2016 - 2017
2.	Advanced Computer Architecture	M16PCS02	Employability Skill development	2016 - 2017
3.	.NET Programming	M16PCS03	Employability Skill development	2016 - 2017
4.	Design and Analysis of Algorithms	M16PCS04	Skill development	2016 - 2017
5.	Elective – I Object Oriented Analysis and Design	M16PCSE01	Employability Skill development	2016 - 2017
6.	Elective – I Software Engineering	M16PCSE02	Employability Skill development	2016 - 2017
7.	Elective – I Green Computing	M16PCSE03	Employability Skill development	2016 - 2017
8.	Elective – I Software Project Management	M16PCSE04	Employability Skill development	2016 - 2017
9.	Core Practical I: Java	M16PCSP01	Skill development	2016 - 2017
10.	Core Practical II: .Net Programming	M16PCSP02	Skill development	2016 - 2017
11.	Soft Skill - Quantitative Aptitude	M16PCSSS01	Skill development	2016 - 2017
12.	Network Management	M16PCS05	Employability Skill development	2016 - 2017
13.	Advanced Data Structures	M16PCS06	Employability	2016 - 2017
14.	Discrete Mathematics	M16PCS07	Employability	2016 - 2017
15.	Elective – II Wireless Application Protocol	M16PCSE05	Employability Skill development	2016 - 2017
16.	Elective – II Client-Server Technology	M16PCSE06	Employability Skill development	2016 - 2017
17.	Elective – II Advanced Database Management Systems	M16PCSE07	Employability Skill development	2016 - 2017

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S.No.	Name of the Course	Course Code	Employability/ Entrepreneurship/ Skill development	Year of introduction (during the last five years)
18.	Elective – II Advanced Operating Systems	M16PCSE08	Employability Skill development	2016 - 2017
19.	Core Practical III: Networking Lab	M16PCSP03	Skill development	2016 - 2017
20.	Core Practical IV: Advanced Data Structures	M16PCSP04	Skill development	2016 - 2017
21.	EDC: Fundamentals of Computers and Communications	M16ECSED1	Skill development	2016 - 2017
22.	EDC: Principles of Information Technology	M16ECSED2	Skill development	2016 - 2017
23.	EDC: E-Commerce	M16ECSED3	Entrepreneurship	2016 - 2017
24.	Data Mining	M16PCS08	Employability Skill development	2016 - 2017
25.	Cloud Computing	M16PCS09	Employability Skill development	2016 - 2017
26.	Theory of Computation	M16PCS10	Employability Skill development	2016 - 2017
27.	Internet Programming	M16PCS11	Employability Skill development	2016 - 2017
28.	Elective – III Information Security	M16PCSE09	Employability Skill development	2016 - 2017
29.	Elective – III Professional Practices	M16PCSE10	Employability Skill development	2016 - 2017
30	Elective – III Principles of Programming Languages	M16PCSE11	Employability Skill development	2016 - 2017
31.	Elective – III Embedded Systems	M16PCSE12	Employability Skill development	2016 - 2017
32.	Core Practical V: Data Mining using R-Programming	M16PCSP05	Skill development	2016 - 2017
33.	Core Practical VI: Web Based Software Development	M16PCSP06	Skill development	2016 - 2017
34.	Machine Learning	M16PCS12	Employability Skill development	2016 - 2017
35.	Advanced Mobile Computing	M16PCS13	Employability Skill development	2016 - 2017
36	Elective – IV Big Data Analytics	M16PCSE13	Employability Skill development	2016 - 2017
37.	Elective – IV Open Source Technologies	M16PCSE14	Employability Skill development	2016 - 2017
38.	Elective – IV Social Computing	M16PCSE15	Employability Skill development	2016 - 2017
39.	Elective – IV Digital Image Processing	M16PCSE16	Employability Skill development	2016 - 2017

Head of the Department

Head of the Department
Department of Computer Science
Mahendra Arts & Science College
Kalippatti (PO.) Pin-637 501

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(Autonomous)

Principal

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Kalippatti – 637 501, Namakkal (Dt), Tamil Nadu.

MASTER OF SCIENCE

CHOICE BASED CREDIT SYSTEM

SYLLABUS FOR M.Sc. COMPUTER SCIENCE

For the students
admitted from the
Academic Year 2016-2017 onwards

PRINCIPAL
MAHENDRA ARTS & SCIENCE COLLEGE
(Autonomous)
Kalippatti (PO) - 637 501, Namakkal (Dt)

MAHENDRA ARTS & SCIENCE COLLEGE

(Autonomous)

KALIPPATTI, NAMAKKAL (Dt) – 637501.

REGULATIONS FOR M.Sc. COMPUTER SCIENCE DEGREE COURSE

with Semester System and CBCS Pattern

(Effective from the academic year 2015-2016)

1. OBJECTIVE OF THE COURSE

To develop the Post Graduates in Computer Science with strong knowledge of theoretical computer science subjects who can be employed in research and development units of industries and academic institutions.

2. ELIGIBILITY FOR ADMISSION

A candidate who has passed B.Sc., Computer Science / BCA / B.Sc. Computer Technology / B.Sc. Information Science / B.Sc. Information Technology degree of any University accepted by the College Academic Council as equivalent thereto subject to such conditions as may be prescribed therefore shall be permitted to appear and qualify for the **M.Sc. Computer Science** degree examination of after a course of study of two academic years.

3. DURATION OF THE COURSE

The course for the degree of **Master of Science in Computer Science** shall consist of two academic years divided into four semesters. Each semester consist of 90 working days.

4. COURSE OF STUDY

The course of study shall comprise instructions in Core and Elective subjects according to the syllabus and books prescribed from time to time. This syllabus for various subjects shall be clearly demarcated into five viable UNITs in each paper / subject.

5. EXAMINATIONS

The Theory examination shall be three hours duration to each paper at the end of each semester. The candidate failing in any subject(s) will be permitted to appear for each failed subject(s) in the subsequent examination. The practical examinations for PG course should be conducted at the end of the every semester.

6. a) SUBMISSION OF RECORD NOTE BOOKS FOR PRACTICAL EXAMINATIONS

Candidates appearing for practical examinations should submit bonafide Record Note Books prescribed for practical examinations, otherwise the candidates will not be permitted to appear for the practical examinations. However, in genuine cases where the students, who could not submit the record note books, they may be permitted to appear for the practical examinations, provided the concerned Head of the department from the institution of the candidate certified that the candidate has performed the experiments prescribed for the course. For such candidates who do not submit Record Books, zero (0) marks will be awarded for record note books.

6. REVISION OF REGULATIONS AND CURRICULUM

The college may revise / amend / change the Regulations and Scheme of Examinations, if found necessary.

7. PASSING MINIMUM

a) THEORY

The candidate shall be declared to have passed the examination if the candidate secure not less than 50 marks out of 100(CIA – 12 marks out of 25 and EA – 38 marks out of 75) in the examination in each theory paper.

a) PRACTICAL

The candidate shall be declared to have passed the examination if the candidate secure not less than 50 marks put together out of 100(CIA – 20 marks out of 40 and EA – 30 marks out of 60) in the examination in each practical paper.

8. EVALUATION PATTERN

Theory: Internal [CIA]: 25 Marks & External [EA]: 75 Marks Max. Marks: 100

Internal Marks Distribution [CIA] (Total Marks: 25)

- Attendance : 5 Marks
- Assignment : 5 Marks
- Seminar : 5 Marks
- Internal Examinations : 10 Marks

External Marks Distribution [EA] (Total Marks: 75)

Practical: Internal [CIA]: 40 Marks & External [EA]: 60 Marks Marks: 100

Internal Marks Distribution Practical / Software Development Lab [CIA] (Total Marks: 40)

- Preparation of Record & Submission : 15 Marks
- Internal Practical Examinations : 25 Marks

The components for continuous internal assessment are:

- Attendance : 5 Marks
- Model Practical Examinations : 20 Marks

External Marks Distribution Practical [EA] (Total Marks: 60)

For each Practical question the marks should be awarded as follows (External):

(i) Algorithm / Flowchart	-	20%
(ii) Writing the program in the main answer book	-	30%
(iii) Test and debug the programs	-	30%
(iv) Printing the correct output	-	20%

(Marks may be proportionately reduced for the errors committed in each of the above)

Software Development Lab Marks Distribution [EA] (Total Marks: 60)

Students should write about their project work briefly. **(20 Marks)**

i) Aim

ii) Features

iii) Description of Modules

Viva-voce: **40 Marks**

PROJECT DISSERTATION (Max. 200 Marks)

Internal : 50 Marks

Evaluation (External) : 50 Marks

Viva -Voce (Joint) : 100 Marks

9. QUESTION PAPER PATTERN

Theory: Time: 3 Hours Max.Marks: 75

PART-A (5 x 5 = 25)

Answer all the questions (Either or type from each unit)

PART-B (5 x 10 = 50)

Answer all the questions (Either or type from each unit)

Practical: Time: 3 Hours Max.Marks: 60

1. One compulsory question from the given list of objectives : 30 Marks

2. One either / OR type question from the given list of objectives : 30 Marks

10. REGULATIONS OF PROJECT WORK

- Students should do their five months [December to April] Project work in Company / Institutions
- The candidate should submit the filled in format as given in **Annexure – I** to the department for approval during the first week of January in their project semester
- Each internal guide shall have maximum of 4 Students
- Periodically the project should be reviewed minimum three times by the advisory committee
- The students should prepare three copies of the dissertation and submit the same to the college in the month of April for the evaluation by examiners. After evaluation one copy is to be retained in the college library and the student can hold one copy.
- A sample format of the dissertation is enclosed in **Annexure – II**
- Format of the Title page and certificate are enclosed in **Annexure – III**
- The Students should use Power Point Presentation during their Project Viva-voce Examinations.

11. CLASSIFICATION OF SUCCESSFUL CANDIDATES

- FIRST CLASS WITH DISTINCTION – 75% and above at the first appearance
- FIRST CLASS - 60% and above
- SECOND CLASS - 50% to 59%

12. COMMENCEMENT OF REGULATION

These regulations shall take effect from the academic year 2016 – 2017, i.e. for students who are to be admitted to the first year of the course during the academic year 2016 – 17.

ANNEXURE – I

College Name :

Course :

Student Name :

Register Number :

Title of the Project :

Address of Organization / Institution :

Name of the Guide :

Qualification :

Teaching Experience :

Place:

Date:

Signature of Guide

HEAD OF THE DEPARTMENT

ANNEXURE II

COLLEGE BONAFIDE CERTIFICATE

COMPANY ATTENDANCE CERTIFICATE

ACKNOWLEDGEMENT

CONTENTS

Page No.

SYNOPSIS

1. INTRODUCTION
   - ORGANIZATION PROFILE
   - SYSTEM SPECIFICATION
   - HARDWARE CONFIGURATION
   - SOFTWARE CONFIGURATION
2. SYSTEM STUDY
   - EXISTING SYSTEM
   - DRAWBACKS
   - PROPOSED SYSTEM
   - FEATURES
3. SYSTEM DESIGN AND DEVELOPMENT
   - FILE DESIGN
   - INPUT DESIGN
   - OUTPUT DESIGN
   - DATABASE DESIGN
   - SYSTEM DEVELOPMENT
   - DESCRIPTION OF MODULES

   (Detailed explanation about the project work)
4. TESTING AND IMPLEMENTATION
5. CONCLUSION

BIBLIOGRAPHY

APPENDICES

A. DATA FLOW DIAGRAM

B. TABLE STRUCTURE

C. SAMPLE CODING

D. SAMPLE INPUT

E. SAMPLE OUTPUT

ANNEXURE III

1) Format of the Title page

TITLE OF THE DISSERTATION

A Dissertation submitted in partial fulfillment of

the requirements for the degree of

Master of Science in Computer Science

by

STUDENT NAME

Reg.No:

College
Emblem

DEPARTMENT OF COMPUTER SCIENCE & APPLICATIONS

MAHENDRA ARTS & SCIENCE COLLEGE

(Autonomous)

KALIPPATTI – 637 501.

MONTH – YEAR

2) Format of the Certificate

MAHENDRA ARTS & SCIENCE COLLEGE

(Autonomous)

KALIPPATTI – 637 501.

MONTH – YEAR

PROJECT WORK TITLE OF THE DISSERTATION

Bonafide Work done by

STUDENT NAME

REG. NO

A Dissertation submitted in partial

fulfillment of the requirements for the degree of

Master of Science in Computer Science

INTERNAL GUIDE **HEAD OF THE DEPARTMENT**

Submitted for the Viva-Voce Examination held on _____

Internal Examiner **External Examiner**

Credits Distribution

M.Sc. Computer Science (2016-2017)

Semester	No. of credits				Total Credits	Max. Marks
	I	II	III	IV		
Major	16	12	16	8	52	1300
Elective	4	4	4	4	16	400
Practical	4	4	4	-	12	600
EDC	-	4	-	-	4	100
Project	-	1	-	4	5	300
Human Rights	-	2	-	-	2	100
Soft Skills	2	-	-	-	2	100
Cumulative Total	**26**	**27**	**24**	**16**	**93**	**2900**

S. No.	Subject	Subject Code	Hrs. / Week	Exam Duration (Hrs)	Maximum Marks			Credit Points
					IA	EE	Total	
Semester I								
1	Core - I Advanced Java Programming	M16PCS01	5	3	25	75	100	4
2	Core - II Advanced Computer Architecture	M16PCS02	4	3	25	75	100	4
3	Core - III .NET Programming	M16PCS03	5	3	25	75	100	4
4	Core - IV Design and Analysis of Algorithms	M16PCS04	4	3	25	75	100	4
5	Elective – I Software Project Management	M16PCSE04	4	3	25	75	100	4
6	Core Practical I: Java	M16PCSP01	3	3	40	60	100	2
7	Core Practical II: .Net Programming	M16PCSP02	3	3	40	60	100	2
8	Soft Skill - Quantitative Aptitude	M16PCSSS01	2	3	100	-	100	2
		Total	**30**		**305**	**495**	**800**	**26**

Semester II								
1	Core - V Network Management	M16PCS05	5	3	25	75	100	4
2	Core – VI Advanced Data Structures	M16PCS06	5	3	25	75	100	4
3	Core - VII Discrete Mathematics	M16PCS07	5	3	25	75	100	4
4	Elective – II Wireless Application Protocol	M16PCSE05	4	3	25	75	100	4
5	Core Practical III: Networking Lab	M16PCSP03	3	3	40	60	100	2
6	Core Practical IV: Advanced Data Structures	M16PCSP04	3	3	40	60	100	2
7	EDC: Business Communication	M16PCMED1	3	3	25	75	100	4
8	Human Rights	M16PHR01	2	3	25	75	100	2
9	Mini Project	M16PCSPR1	-	3	100	--	100	1
		Total	**30**		**330**	**570**	**900**	**27**

S. No.	Subject	Subject Code	Hrs. / Week	Exam Duration (Hrs)	Maximum Marks			Credit Points
					IA	EE	Total	
Semester III								
1	Core – VIII Data Mining	M16PCS08	5	3	25	75	100	4
2	Core – IX Cloud Computing	M16PCS09	5	3	25	75	100	4
3	Core – X Theory of Computation	M16PCS10	5	3	25	75	100	4
4	Core – XI Internet Programming	M16PCS11	5	3	25	75	100	4
5	Elective – III Principles of Programming Languages	M16PCSE11	4	3	25	75	100	4
6	Core Practical V: Data Mining using R-Programming	M16PCSP05	3	3	40	60	100	2
7	Core Practical VI: Web Based Software Development	M16PCSP06	3	3	40	60	100	2
		Total	30		205	495	700	24

Semester IV								
1	Core - XII Machine Learning	M16PCS12	5	3	25	75	100	4
2	Core – XIII Advanced Mobile Computing	M16PCS13	5	3	25	75	100	4
3	Elective – IV Big Data Analytics	M16PCSE13	5	3	25	75	100	4
4	Project	M15PCSPR2	-	3	50	150	200	4
		Total	30		125	375	500	16

ELECTIVE – I		
Students should select any one of the following subjects as Elective in the **First Semester**		
S. No.	**Subject Code**	**Title of the Paper**
1.	M16PCSE01	Object Oriented Analysis and Design
2.	M16PCSE02	Software Engineering
3.	M16PCSE03	Green Computing
4.	M16PCSE04	Software Project Management
ELECTIVE – II		
Students should select any one of the following subjects as Elective in the **Second Semester**		
S. No.	**Subject Code**	**Title of the Paper**
1.	M16PCSE05	Wireless Application Protocol
2.	M16PCSE06	Client-Server Technology
3.	M16PCSE07	Advanced Database Management Systems
4.	M16PCSE08	Advanced Operating Systems
ELECTIVE – III		
Students should select any one of the following subjects as Elective in the **Third Semester**		
S. No.	**Subject Code**	**Title of the Paper**
1.	M16PCSE09	Information Security
2.	M16PCSE10	Professional Practices
3.	M16PCSE11	Principles of Programming Languages
4.	M16PCSE12	Embedded Systems
ELECTIVE – IV		
Students should select any one of the following subjects as Elective in the **Fourth Semester**		
S. No.	**Subject Code**	**Title of the Paper**
1.	M16PCSE13	Big Data Analytics
2.	M16PCSE14	Open Source Technologies
3.	M16PCSE15	Social Computing
4.	M16PCSE16	Digital Image Processing

Core 1	M.Sc. Computer Science	2016-2017
M16PCS01	ADVANCED JAVA PROGRAMMING	
Credit: 4		

UNIT - I

JDBC: The Design of JDBC: JDBC Driver Types – Typical Uses of JDBC. Basic JDBC Programming concepts – Query Execution – Scrollable and Updatable Result Sets - Metadata – Row Sets – Transactions - Stored Procedures**.(Reference Book 1)**

UNIT - II

Applet: AWT Classes : window Fundamentals-working with Frame windows - working with Graphics - working with Color - working with Fonts. JApplet - Button - Combo - Trees - Tables - Panes. **(Text Book 1)**

UNIT - III

(Text Book 1)Servlet: Life Cycle of Servlet – The Servlet API – The javx.servlet Package - Reading Servlet Parameters – The javax.servlet.http Package –Handling HTTP Requests and Responses - Cookies - Session Tracking. **Java Server Pages**: Overview – Implicit Objects – Scripting – Standard actions – Directives **(Reference Book: 1)**

UNIT - I V

(Text Book 1)Networking: InetAddress - TCP/ IP client sockets - TCP/ IP server sockets - URL - URL Connection – Datagrams. **(Text Book 2)Remote Method Invocation**: Setup for Remote Method Interfaces and Implementations – Parameter Passing in Remote Methods – Server Object Activation – Java IDL and CORBA – Creating RMI Client and Server Classes RMI.

UNIT - V

(Text Book 1)Java Beans: Bean Development Kit - Jar Files - Introspection - Design Pattern for properties, events and methods - Constrained Properties - Persistence – Customizers. XML: Introduction XML – Parsing an XML Document – Validating XML Documents**. (Ref.Book 1)**

Text Books

1. Patrick Naughton & Herbert Schildt, "The Complete Reference: Java 2", 5th Edition 2007, Tata McGraw Hill.

2. Cay.S.Horstmann, Gary Cornal, “Core Java@-vol II – Advanced Features” 7th Edition, Prentice Hall.

References

1. Deitel & Deitel, "Java How to Program", Prentice Hall, 10th Edition, 2015.
2. Peter Haggar, "Practical Java: Programming Language Guide", Addison-Wesley Pub Co, 1st Edition, 2000.
3. Bruce Eckel, "Thinking in Java", Pearson Education Asia, 2nd Edition, 2000.

Core 2	M.Sc. Computer Science	2016-2017
M16PCS02	ADVANCED COMPUTER ARCHITECTURE	
Credit: 4		

UNIT I

Parallel Computer Models: The State of Computing-Multiprocessors and Multicomputers: Shared Memory Multiprocessors-Distributed Memory Multicomputers .Multivectors and SIMD Computers. PRAM and VLSI Models.

UNIT II

Program and Network Properties: Conditions of Parallelism-Program Partitioning and Scheduling-Program Flow Mechanisms-System Interconnect Architectures. **Principles of Scalable Performance:** Parallel Processing Applications-Speedup Performance Laws-Scalability Analysis and Approaches.

UNIT III

Processors and Memory Hierarchy: Advanced Processor Technology-Superscalar and Vector Processors-**Bus, Cache, and Shared Memory:** Backplane Bus Systems-Cache Memory Organizations-Shared Memory Organizations-Sequential and Weak Consistency Models.

UNIT IV

Pipelining and Superscalar Techniques: Linear Pipeline Processors-Nonlinear Pipeline Processors- Instruction Pipeline Design-Arithmetic Pipeline Design. Superscalar and Super pipeline Design: Superscalar Pipeline Design-Super pipelined Design. Multiprocessor and Multicomputer: Multiprocessor System Interconnects.

UNIT V

Parallel Program Development and Environments: Parallel Programming Environments-Synchronization and Multiprocessing Modes-Shared Variable Program Structures-Message Passing Program Development-Mapping programs onto Multicomputer.

TEXT BOOK

1. "Advanced Computer Architecture" Kai Hwang 2nd Edition McGraw Hill, Inc 2008.

REFERENCE BOOKS

1. Kai Hwang, Faye A. Briggs, 'Computer Architecture and Parallel Processing', 1985, McGraw Hill Publications.
2. Carling A, 'Parallel processing', 1992, Galgotia Publications.

Core 3	M.Sc. Computer Science	2016-2017
M16PCS03	. NET Programming	
Credit: 4		

UNIT – I

Visual Basic .NET and the Framework: - Getting to know the runtime – The Common Language Runtime – Understanding Assemblies. **The Visual Basic .NET Development Environment:** Working with the Visual Studio IDE – Creating a Visual Basic .NET Solution. **The Elements of Visual Basic .NET:** Getting Started – Classes the View from the Above – Working with Numbers – Working with Variables and Constants.

UNIT II

Visual Basic .NET Operators – Software Design, Conditional Structures, and Control Flow: Control Structures – Control Flow – Conditional Statements – Loops. **Methods:** What is a Method – Method Data – Method Access Characteristics - Properties – Introduction to Exception Handling

UNIT III

Building Web Pages with ASP.NET: Understanding ASP.NET Web Forms: - Understanding the Web Form Code Model – Web Form Event Handling – Automatic State Management with Web Forms – **Creating Simple Web Pages with the HTML Server Controls:** What are HTML Server Controls – The General Controls – The Table Controls – The Input Controls.

UNIT IV

Creating Interactive Forms with Web Form Server Control: What are Web Server Controls? – The Web Control Class – General Controls – Form Controls – Table Controls. **Designing Advanced Interface with Web Forms List Controls:** Using Simple List Controls – Using Templated List Controls. **Improving Your User Interfaces with Validation Controls:** What are Validation Controls – Properties and Methods Common to All Validation Controls – Simple Validation Controls – Advanced Validation Controls.

UNIT V

Handling Data Access with ADO.NET: Introduction to ADO.NET and Data Binding: The ADO.NET Dichotomy - Data Binding. **Accessing Data with .NET Data Providers:** Working with .NET Data Providers – Connecting to Data Using Connections – Executing SQL with Commands – Fast Data Access with Data Reader – Creating Datasets with Data Adapters. **Working with ADO.NET Data Sets:** Creating a Dataset – Working with Data table – Filtering, Sorting and binding with Data views – Relating Tables with Data relation Object – Fabricating Datasets.

Text Books

1. Jeffrey R.Shapiro, Visual Basic.Net The Complete Reference, Tata McGraw Hill 2002 Edition
2. Michael Amundsen, Paul Litwin, ASP.NET for developers, SAMS Publishing, 2002 Edition.

Reference Books

1. Evangelos Petroutsos, Mastering Visual Basic Dot Net, BPB Publications
2. Kathleen Kalata, Introduction to ASP.NET 2.0, Third Edition, Thomson Course Technology.

EBook -Website Link

1. https://www.ebooksworld.in/pages/464
2. http://www.024yeya.com/book/search.php?req=ASP.NET%20Developer

Core: Practical 1	M.Sc. Computer Science	2016-2017
Core 4	M.Sc. Computer Science	2016-2017
M16PCS04	DESIGN AND ANALYSIS OF ALGORITHMS	
Credit: 4		

UNIT – I

Introduction: Notion of an Algorithm – Fundamentals of Algorithmic Problem Solving – Important Problem Types – **Fundamentals of the Analysis of Algorithm Efficiency:** Analysis Framework – Asymptotic Notations and Basic Efficiency Classes – Mathematical analysis for Non-recursive and Recursive algorithms.

UNIT – II

Brute Force: Closest-Pair and Convex-Hull Problems – **Exhaustive Search:** Travelling Salesman Problem – Knapsack Problem – Assignment Problem. **Divide and conquer methods**: Merge Sort – Quick Sort – Binary Search – Multiplication of Large Integers and Strassen's Matrix Multiplication – Closest-Pair and Convex-Hull Problems.

UNIT – III

Dynamic Programming: Computing a Binomial Coefficient – Warshall's and Floyd's algorithm – Optimal Binary Search Trees – The Knapsack Problem and Memory functions. **Greedy Technique:** Prim's algorithm – Kruskal's Algorithm – Dijikstra's Algorithm – Huffman Trees.

UNIT – IV

Iterative Improvement: The Simplex Method – The Maximum-Flow Problem – Maximum Matching in Bipartite Graphs – The Stable Marriage Problem.

UNIT – V

Limitations of Algorithm Power: Lower-Bound Arguments – Decision Trees – *P*, *NP* and *NP*-complete Problems – **Coping with the Limitations of Algorithm Power:** Backtracking n-Queens Problems – Hamiltonian Circuit Problem – Subset-Sum Problem – **Branch and Bound:** Assignment problem – Knapsack Problem – Travelling Salesman Problem - Approximation Algorithms for *NP*-hard Problems.

Books for Study

1. Anany Levitin, "Introduction to the Design and Analysis of Algorithms", 2nd Edition, Pearson Education, 2012.

M16PCSP01 Credit: 2	PRACTICAL I - JAVA LAB

1. Use JDBC connectivity and create Table, insert and update data.

2. Write an Applet which will play two sound notes in a sequence continuously use the play () methods available in the applet class and the methods in the Audio clip interface.

3. Create a Japplet using swing control, which will create the layout shown below and handle necessary events.

Format

Enter your Name:

Enter your Age:

Select your s/w: * Oracle *Visual Basic *Java

Select your city : *Delhi *Mumbai *Chennai

OK Cancel

4. Write a program in Java to implement a Client/Server application using RMI.

5. Write a program in Java to create a Cookie and set the expiry time of the same.

6. Write a program in Java to create Servlet to count the number of visitors to a web page.

7. Write a program in Java to create a form and validate a password using Servlet.

8. Develop a Java Bean to demonstrate the use of the same.

9. Write a program in Java to convert an image in RGB to a Grayscale image.

10. Develop Chat Server using Java.

Core: Practical 2	M.Sc. Computer Science	2016-2017
M16PCSP02	Practical II - .NET Programming Lab	
Credit: 2		

1. Create a simple application using controls in VB.Net.
2. Write a VB.Net program to accept a string and convert the case of the characters.
3. Develop a VB.Net Application for simple calculator.
4. Develop a VB.Net Application to display Student information using Data Grid.
5. Create a Web page with basic controls using ASP.NET.
6. Develop a web page using all validation controls.
7. Develop a web page for a software company.
8. Create ASP.Net Web Page with Applications and Session States.
9. Develop Book Store applications using ADO.Net.
10. Develop a Database Application using ASP.Net and ADO.Net to perform Online Quiz.

Core: V	M.Sc. Computer Science	2016-2017
M16PCS05	NETWORK MANAGEMENT	
Credit: 4		

Unit I

Categories of Network: Local Area Network (LAN) –Metropolitan Area Network (MAN) - Wide Area Network (WAN) – Comparison between LAN, WAN and MAN – Global Area Network – Building Backbone - **Networks**: Types of connections – **Network topologies:** Bus, Star, Ring, Mesh and Hybrid Topology – Comparison between Bus and Ring topology – OSI Model: Layered Network architecture - Layers in OSI Models

Unit II

Internetworking (Connecting LANs): Connecting devices – Hubs (Passive, Active and Intelligent Hub) – repeaters – Bridges(Bridge architecture – functions of bridge – Fixed routing bridges – Transparent bridges or spanning tree bridges-source routing bridges – remote bridges) – Switches (layer 2, 3,4 switch) – Routers – Gateways – Network interface card (NIC) – Difference between repeater, bridge, router and gateway

Network Layer: Functions of network layer – Ipv4 Addresses (Classful addressing – Special addressing – Classless addressing – Header format – IP fragmentation – options – sub netting a network – Network Address Translation(NAT) – Classless Inter domain Routing (CIDR)) – Ipv6 Addresses(Address types – packet format – Extension headers) – Transition from IPv4 to IPv6 – Address mapping.

Unit III

TCP / IP Protocol Suit: Addressing (Physical Addresses, Logical Addresses, Port addresses and Special addresses) – Transport Services – Elements of Transport protocols (Addressing-connection termination- Flo0w control and buffering –Multiplexing) Simple Transport Protocol (STP) – User Datagram Protocol – (UDP) – **Transmission Control Protocol (TCP):** TCP Services – TCP Header – TCP connection establishment Protocol / Three way hand shake – Connection termination – TCP timeout and retransmission – TCP Data flow – TCP congestion – TCP finite state machine.

Unit IV

Network Security: Understanding the need for security: understanding the problem – recognizing the problem – **The risk analysis process**: Accessing security risks-Identifying and minimizing explore. **Implementing user access security**: Managing user accounts – Managing passwords – Managing access security and user rights. **Configuring Network security**: Identifying network attacks-Adding firewalls-Adding Encryption- Implementing wireless security – using auditing and Logs. **Configuring Computer security:** Understanding Malicious software-Protecting Networked computers.

Unit V

Network Management: Recognizing network management requirements: Identifying management requirements – Justifying Network administration – Considering network management strategies. **Managing reliability:** Managing Backups – Managing Redundancy project. **Controlling configuration management:** Understanding user management – Understanding Software management. – **Monitoring your network**: Establishing a baseline – Analyzing network performance – Monitoring network computers. **Using management systems**: Managing TCP/IP networks – Remotely monitoring a network – Using common management information protocol – Implementing Network management systems. **Managing individual servers:** Understanding local management – Understanding remote management.

Text Books

1. Computer Networks, Vilas.S. Bagad and Iresh .A. Dhotre , Technical Publications 2011.
2. Networking BasicsPatric Ciccarelli, Christina Faulkner, Jerry FitzGerald, Alan Dennis, David Groth and Toby Skandier with Frank Miller.

https://books.google.co.in/books?id=KpOb37EHETcC&printsec=frontcover#v=onepage&q&f=false

Core: 6	M.Sc. Computer Science	2016-2017
M16PCS06	ADVANCED DATA STRUCTURES	
Credit: 4		

Unit I: **Algorithm Analysis**

Introduction: Mathematical Background-Model-What to analyze? - Running time calculations.

Lists, Stacks and Queues: Abstract Data Types (ADTs)-The List ADT-The Stack ADT-The Queue ADT.

Unit II: Trees

Preliminaries-Binary trees-The Search Tree ADT-Binary Search Trees-AVL Trees-Splay Trees-Tree traversal (Revisited) – B-Trees.

Unit III: Hashing & Sorting

Hashing: Hash Function- Separate Chaining- Hash Tables without Linked Lists -Rehashing-Linear Probing- Rehashing-Universal Hashing-Extendible Hashing.

Sorting: Sorting – Insertion Sort- A Lower Bound for simple Sorting Algorithms-Shell sort- Heap sort- Merge sort- Quick sort- External Sorting.

Unit IV: Graph Algorithms and Design Techniques

Graph algorithms: Definitions-Topological Sort-Shortest Path Algorithms-Network flow Problems-Minimum Spanning Tree-Applications of Depth - First search.

Algorithm Design Techniques: Dynamic Programming-Randomized Algorithms-Backtracking Algorithms.

Unit V: Advanced Data Structures and Implementation

Top-Down Splay Trees-Red-Black Trees, Treaps-Suffix Arrays and Suffix Trees- -d Trees-Pairing heaps.

Reference Books

1. Mark Allen Weiss-Data structures and Algorithm Analysis in C++, Pearson Education, 4th Edition,2014.
2. Horowitz Sahni, Rajasekaran, ―Computer Algorithms, Galgotia, 2000.

Core Practical 3	M.Sc. Computer Science	2016-2017
M16PCSP03	PRACTICAL III – NETWORKING LAB	
Credit: 4		

List of Practical's

1. a. Making of Ethernet cable
   b. Icons for networking devices
   c. Types of cables used to connect devices and simulators
2. a. Assigning and finding the ip address & MAC address
   b. Identifying the classes of ip addresses
3. Capturing Hub functions
4. Capturing Switch functions
5. Routing configuration method using 3 routers, 3 switches & PC's
6. Static & default routing configuration
7. Configuring switch to switch devices
8. Configuration of router with multiple switch
9. HCP configuration
10. Telnet configuration

Core Practical 4	M.Sc. Computer Science	2016-2017
M16PCSP04	PRACTICAL IV – ADVANCED DATA STRUCTURES LAB	
Credit: 4		

List of Practical's

1. Write a C++ program to implement **Circular Queue** ADT using an Array.

2. Write a C++ program to perform the following operations into a **Binary Search Tree**

a) Insert an element b) Delete an element c) Search for a key element

3. Write a C++ program to implement **Quick sort.**

4. Write a C++ program to implement **Heap sort.**

5. Write a C++ program for **Shortest Path Problem using Digikstra's algorithm.**

6. Write a C++ program to implement **Depth First Search (DFS)** algorithm.

7. Write a C++ program to find a **Minimum Spanning tree.**

8. Write a C++ program to perform the following operations into a **Tree Traversal (Revisited)** a) Preorder b) In order c) Post order.

9. Write a C++ programs to implement **Backtracking algorithm.**

10. Write a C++ program to implement **Splay tree**.

Core 8	M.Sc. Computer Science	2016-2017
M16PCS08	DATA MINING	
Credit: 4		

Unit I

Data Mining

What is Data Mining - Data Mining - On What kind of Data: Relational Databases-Data Warehouses-Transactional Databases-Advanced data and Information systems and Advanced Applications - **Data Mining Functionalities-What kinds of patterns can be mined:** Concept\Class description: Characterization and Discrimination –Mining frequent patterns, Associations and Correlations- Classification and Prediction-Cluster Analysis – Outlier Analysis - Evolution Analysis. **Classification of data mining systems – Data mining task primitives.**

Data Preprocessing

Why preprocess the data - Data cleaning: Missing values-Noisy data-Data cleaning as a process-**Data integration and Transformation:** Data integration—Data transformation-**Data reduction**: Data cube aggregation-Attribute subset selection-Dimensionality reduction – Numerosity reduction.

Unit II

Data warehouse

What is data warehouse: Difference between operational database systems and data warehouses **- Data warehouse architecture**: Steps for the design and construction of data ware houses-3-tier data ware house architecture-data warehouse back-end tools and utilities-Metadata repository – Types of OLAP servers: ROLAP vs MOLAP vs HOLAP- **Data warehouse implementation –** Efficient computation of data cubes – Indexing OLAP data – Efficient processing of OLAP queries – **From data warehousing to data mining** : Data warehouse usage – From on-line analytical processing to on-line analytical mining.

Unit III

Association Rule Mining

Efficient and Scalable Frequent Item set Mining Methods: Apriori algorithm - Generating Association rules from frequent item sets-Improving the efficiency of Apriori- Mining frequent item sets without candidate generation – Mining frequent item sets using vertical data format

Classification

Introduction - Issues regarding classification and prediction – Preparing the data for classification and prediction – Comparing classification and prediction methods **Classification by Decision tree induction** – Decision tree induction. **Bayesian classification-** Bayes' Theorem **–** Naïve Bayesian classification **–** Bayesian belief networks

Classification by BackPropagation- A multilayer feed-forward neural network – Defining a network topology – Backpropagation

Unit IV

Prediction: Linear regression – Nonlinear regression. **Accuracy and error measures**: Classifier accuracy measure- Predictor error measures

Cluster Analysis

Introduction **-Types of Data in cluster analysis** – Interval scaled variables – Binary variables-Categorical, Ordinal and ratio-scaled variables- variables of mixed types-vector objects.

Unit V

Data Mining Applications: Data mining for financial analysis – Data mining for the retail industry-Data mining for telecommunication industry-Data mining for Biological data analysis- Data mining in other scientific applications.

Additional Themes on Data Mining: Theoretical Foundations of Data Mining – Statistical Data Mining – Visual and Audio data mining – Data mining and collaborative filtering.

Text Book

Jiawei Han, Micheline Kamber and Jian Pei "Data Mining Concepts and Techniques", Third Edition, Elsevier, 2011.

Unit I: Chapter 1: 1.1, 1.2, 1.3, 1.4, 1.6, 1.7 **Chapter 2:** 2.1, 2.3, 2.4, 2.5

Unit II: Chapter 3: 3.1.1, 3.3, 3.4, 3.5 **Chapter 2**: 2.1, 2.3, 2.4, 2.5

Unit III: Chapter 5: 5.2.1, 5.2.2, 5.2.3, 5.2.4, 5.2.5

Chapter 6: 6.1, 6.2, 6.3.1, 6.4.1, 6.4.2, 6.4.3, 6.6.1, 6.6.2, 6.6.3

Unit IV: Chapter 6: 6.11.1, 6.11.2, 6.12, 7.1, 7.2

Unit V: Chapter 11: 11.1.1, 11.1.2, 11.1.3, 11.1.4, 11.1.5, 11.3

Core 9	M.Sc. Computer Science	2016-2017
M16PCS09	CLOUD COMPUTING	
Credit: 4		

UNIT I

UNDERSTANDING CLOUD COMPUTING Cloud Computing –History of Cloud Computing –Cloud Architecture –Cloud Storage –Why Cloud Computing Matters –Advantages of Cloud Computing –Disadvantages of Cloud Computing –Companies in the Cloud Today –Cloud Services.

UNIT II

DEVELOPING CLOUD SERVICES Web-Based Application –Pros and Cons of Cloud Service Development –Types of Cloud Service Development –Software as a Service –Platform as Service–Web Services –On-Demand Computing –Discovering Cloud Services Development Services and Tools –Amazon Ec2 –Google App Engine –IBM Clouds.

UNIT III

CLOUD COMPUTING FOR EVERYONE Centralizing Email Communications –Collaborating on Schedules –Collaborating on To-Do Lists –Collaborating Contact Lists –Cloud Computing for the Community –Collaborating on Group Projects and Events –Cloud Computing for the Corporation.

UNIT IV

USING CLOUD SERVICES Collaborating on Calendars, Schedules and Task Management –Exploring Online Scheduling Applications –Exploring Online Planning and Task Management –Collaborating on Event Management –Collaborating on Contact Management –Collaborating on Project Management –Collaborating on Word Processing -Collaborating on Databases –Storing and Sharing Files.

UNIT V

OTHER WAYS TO COLLABORATE ONLINE Collaborating via Web-Based Communication Tools –Evaluating Web Mail Services –Evaluating Web Conference Tools –Collaborating via Social Networks and Groupware –Collaborating via Blogs.

TEXT BOOK

Michael Miller, Cloud Computing: Web-Based Applications That Change the Way You Work and Collaborate Online, Que Publishing, August 2008.

REFERENCE BOOK

Kumar Saurabh, “Cloud Computing –Insights into New Era Infrastructure”, Wiley Indian Edition, 2011.3.

E BOOK LINK

https://books.google.co.in/books?id=mzM53Yp9cpUC&printsec=frontcover&dq=michael+miller+cloud+computing:+web+based+applications+that+change+the+way+you+work+and+collaborate+online%2Bpdf&hl=en&sa=X&ved=0ahUKEwi7kJ_GhcXMAhVDy2MKHQCWCLwQ6AEIMzAA#v=onepage&q=michael%20miller%20cloud%20computing%3A%20web%20based%20applications%20that%20change%20the%20way%20you%20work%20and%20collaborate%20online%2Bpdf&f=false

Core 10	M.Sc. Computer Science	2016-2017
M16PCS10	THEORY OF COMPUTATION	
Credit: 4		

UNIT - I

Automata: Why Study Automata Theory? - The Methods and the Madness – Introduction to Formal Proof. **Finite Automata:** An Informal Picture of Finite Automata – Deterministic Finite Automata – Nondeterministic Finite Automata – **An Application**: Text Search – Finite Automata with Epsilon-Transitions.

UNIT - II

Regular Expressions and Languages: Regular Expressions – Finite Automata and Regular Expressions – Applications of Regular Expressions – Algebraic Laws for Regular Expressions – **Properties of Regular Languages:** Closure Properties of Regular Languages – Equivalence And Minimization of Automata.

UNIT - III

Context-Free Grammars And Languages: Context-Free Grammars – Pares Trees – **Pushdown Automata:** Definition of the Pushdown Automaton – The Languages of a PDA – Equivalence of PDA's and CFG's – Deterministic Pushdown Automata.

UNIT - IV

Introduction to Turing Machines: The Turing Machine – Programming Techniques for Turing Machines – Extensions to the Basic Turing Machine – Restricted Turing Machines – Turing Machines and Computers.

UNIT - V

Intractable Problems: The Classes P and NP – An NP Complete Problem – **Additional Classes of Problems:** Complements of Languages in NP – Problems Solvable in Polynomial Space.

TEXT BOOK

1. John E. Hopcroft and Jeffrey D. Ullman, "Introduction to Automata Theory, Languages and Computation", Pearson Addison Wesley, Third Edition 2007.

REFERENCE BOOK(S)

1. Michael Sipser, “Introduction to the Theory of Computations”, Brooks/Cole, Thomson Learning, 1997.

2. John c. Martin, “Introduction to Languages and the Theory of Computation”, Tata McGraw-Hill, 2003.

Core: 11	M.Sc. Computer Science	2016-2017
M16PCS11	INTERNET PROGRAMMING	
Credit: 4		

Unit –I

HTML: Introduction to HTML and HTML5 - Formatting and Fonts –Commenting Code – Anchors – Backgrounds – Images – Hyperlinks – Lists – Tables – Frames - HTML Forms. **Cascading Style Sheet (CSS):** Introduction to CSS – Basic syntax and structure - Inline Styles – Embedding Style Sheets - Linking External Style Sheets – Backgrounds – Manipulating text - Margins and Padding - Positioning using CSS.

Unit- II

Introduction to Java Script: Introduction - Functions - Arrays - String, Date and Math related Objects - Document Object Model - Event Handling - Controlling Windows & Frames and Documents - Form handling and validations. **Advanced Java Script:** Browser Management and Media Management – Classes – Constructors – Object-Oriented Techniques in JavaScript – Object constructor and Prototyping - Sub classes and Super classes.

Unit -III

PHP: Introduction - How web works - Setting up the environment (LAMP server) - Programming basics - Print/echo - Variables and constants – Strings and Arrays – Operators, Control structures and looping structures – Functions.

Unit -IV

Reading Data in Web Pages: Setting up web pages to communication with PHP- Handling Text Fields-Checkbox-Radio buttons-Password Controls- List boxes- Buttons – Hidden Control – File Upload. Php Browser Handling Power: PHPs Server Variables – HTTP Header – Getting the User's Browser Type – Redirecting Browsers with HTTP Headers – Performing Data Validation – Client –side Data Validation.

Unit-V

Working with Databases: Creating a MYSQL Database-Creating a New Table-Putting Data into the New Database-Accessing the Databases in PHP-Updating Databases-Inserting New Data Items

into a Database- Deleting Records-Creating New Tables-Creating a New Database-Sorting your Data – Setting a Cookie – Reading a Cookie – Deleting Cookies.

REFERENCE BOOKS

1. Achyut S Godbole and Atul Kahate, “Web Technologies”, Second Edition, Tata McGraw Hill, 2012.
2. Thomas A Powell, Fritz Schneider, “JavaScript: The Complete Reference”, Third Edition, Tata McGraw Hill, 2013.
3. David Flanagan, “JavaScript: The Definitive Guide, Sixth Edition”, O'Reilly Media, 2011
4. Steven Holzner, “The Complete Reference - PHP”, Tata McGraw Hill, 2008
5. Mike Mcgrath, “PHP & MySQL in easy Steps”, Tata McGraw Hill, 2012.
6. Leon Atkinson, ”Core PHP programming”, Pearson Education, 2004.

Core Practical 4	M.Sc. Computer Science	2016-2017
M16PCSP04	PRACTICAL IV – DATA MINING LAB USING R-PROGRAMMING	
Credit: 3		

To Develop R programming for the following

1. To get the input from user and perform numerical operations (MAX, MIN, AVG, SUM, SQRT, Round).
2. To perform data import/export (.CSV, .XLS, .TXT) operations using data frames.
3. To get the input matrix from user and perform Matrix addition, subtraction, multiplication, inverse, transpose and division operations using vector concept.
4. To perform statistical operations (Mean Median, Mode and Standard deviation).
5. To perform data pre-processing operations
   i) Handling Missing data ii) Min-Max normalization
6. To perform dimensionality reduction operation using PCA.
7. To perform Simple Linear Regression.
8. To perform K-Means clustering operation and visualize it.
9. Write R script to diagnose any disease using KNN classification and plot the results.
10. To perform market basket analysis using Apriori algorithm.

Core: 12	M.Sc. Computer Science	2016-17
M16PCS12	MACHINE LEARNING	
Credits: 4		

UNIT I

SIMPLE LINEAR REGRESSION : Introduction to Simple Linear Regression-The Least Squares Estimates-Dangers of Extrapolation-The Co-efficient of Determination, r-Standard Error of the Estimate s- Correlation Coefficient r-ANOVA Table for Simple Linear Regression-Outliers, High Average Leverage Points, and Influential Observations-Population Regression Equation-Verifying the Regression Assumptions-Inference in Regression-t-Test for the Relationship between x and y-Confidence Interval for the Correlation Coefficient ρ – Confidence Interval for the Mean value of y given x – Prediction Interval for a Randomly Chosen value of y given x-Transformations to Achieve Linearity.

UNIT II

MULTIPLE REGRESSION AND MODEL BUILDING: Introduction to Multiple Regressions-The Population Multiple Regression Equation-Inference in Multiple Regression-Regression with Categorical Predictors, Using Indicator Variables-Adjusting R2: Penalizing Models for Including Predictors that are not useful-Sequential sums of squares-Multicollinearity-Variable Selection Methods-An application of Variable Selection Methods.

UNIT III

NEURAL NETWORKS: Input and Output Encoding-Neural Networks for Estimation and Prediction-Simple example of a Neural Network-Sigmoid Activation Function-Back Propagation-Gradient Descent Method-Back Propagation Rules-Example of Back Propagation-Termination Criteria-Learning Rate-Momentum Term-Sensitivity Analysis Application of Neural Network Modeling.

UNIT IV

LOGISTIC REGRESSION: Simple Example of Logistic Regression-Maximum Likelihood Estimation-Interpreting Logistic Regression Output-Odds Ratio and Relative Risk-Interpreting Logistic Regression for a Dichotomous Predictor-Interpreting Logistic Regression for a Continuous Predictor-Assumption of Linearity- Zero cell problem-Multiple Logistic Regression-Introducing Higher Order terms to Handle Nonlinearity- Validating the Logistic Regression Model-WEKA: Hands-on Analysis Using Logistic Regression.

UNIT V

GENETIC ALGORITHMS: Introduction to Genetic Algorithms-Basic Framework of a Genetic Algorithm-Simple Example of a Genetic Algorithm at Work-Modifications and

Enhancements: Selection-Modifications and Enhancements: Crossover-Genetic Algorithms for Real valued variables- Using Genetic Algorithms to Train a Neural Network-WEKA: Hands on Analysis using Genetic Algorithms

TEXT BOOK

Daniel T.Larose, Chantal D.Larose, Data mining and Predictive analytics, Second Ed., Wiley Publication, 2015. (Chapters: 8,9,12,13,27)

REFERENCE BOOKS

1. Bertt Lantz, Machine Learning with R, Packt Publishing, 2013.
2. Jason Bell, Machine Learning: Hands-On for Developers and Technical Professionals, Wiley Publication , 2015.

Core 13	M.Sc. Computer Science	2016-17
M16PCS13	ADVANCED MOBILE COMPUTING	
Credit: 4		

Unit I

Fundamentals of wireless communication technology – The Electromagnetic spectrum – Radio propagation mechanisms – **Characteristics of the wireless channel**: Path Loss-Fading-Interference – Doppler Shift-Transmission Rate constraints - **Modulation techniques**: Analog Modulation – **Multiple access techniques**: Frequency Division Multiple Access- Time Division Multiple Access-Code Division Multiple Access-Space Division Multiple Access – **Error control:** Parity check-Hamming code-Cyclic redundancy check-Convolutional coding-Turbo codes – **IEEE802 Networking standard**: Physical layer-Data Link layer-IEEE802.3 Standard-IEEE802.11 Standard.

Unit II

Principles of wireless network operation

Network planning: Introduction – Wireless network topologies – Cellular topology – Cell fundamentals - Network planning for CDMA systems.

Wireless Network operation: Introduction – Mobility management – Radio resources and power management – Security in wireless networks.

Unit III

Wireless Internet

Introduction-What is wireless internet: Address mobility-Inefficiency of transport Layer protocols– **Mobile IP –** Simultaneous bindings – Route optimization – Handoffs- IPv6 Advancements- IP for Wireless Domains- Security in mobile IP-**TCP in wireless domain** - Traditional TCP-TCP over wireless –Indirect TCP-Mobile TCP-Explicit Loss notification – Impact of Mobility-**WAP:** The WAP Model-WAP protocol socket-

Ad HOC Wireless networks: Introduction – Issues in Ad hoc wireless networks –Ad Hoc wireless internet

Unit IV

MAC Protocols for Ad Hoc Wireless Networks

Issues in Designing a MAC Protocol for Ad Hoc Wireless Networks-Design Goals of a MAC protocol for Ad Hoc Wireless Networks-Classifications of MAC protocols

Routing Protocols for Ad Hoc Wireless Networks

Issues in designing a Routing protocol for Ad Hoc Wireless Networks-Classifications of Routing Protocols –Table-Driven routing Protocols: Destination Sequenced Distance-Vector routing protocol

Unit V

Wireless Sensor Networks

Introduction: Applications of sensor networks – Comparison with Ad Hoc Wireless networks-Issues and challenges in designing a sensor network – Sensor Network Architecture: Layered architecture-Clustered architecture.

Recent Advances in wireless networks

Ultra-Wide-Band radio communication -Wireless Fidelity systems: The service provider models for Wi-Fi systems-Issues in Wi-Fi systems-Interoperability of Wi-Fi systems and WWANs-Pricing-Billing issues in Wi-Fi systems -Optical wireless networks.

Text Books

1. Ad Hoc Wireless Networks Architectures and Protocols by C. Siva Ram Murthy and B.S. Manoj, Prentice Hall Communications Engineering and Emerging Technologies Series, 2004.
2. Principles of Wireless Networks by Keveh Pahlavan Prashant Krishamurthy, Prentice Hall Communications Engineering and Emerging Technologies Series, 2002.

Unit I

Book1: Chapter1 - 1.1, 1.2, 1.3, 1.4, 1.5 (1.5.1), 1.6, 1.8, 1.12

Unit II

Book 2: Chapter 5 – 5.1, 5.2, 5.3, 5.4, 5.7 **Chapters 6** – 6.1, 6.2, 6.3, 6.4

Unit III

Book1: Chapter 4 – 4.1, 4.2(4.2.1, 4.2.2), 4.3(4.3.1, 4.3.2, 4.3.3, 4.3.5, 4.3.6, 4.3.7, 4.3.8), 4.4(4.4.1, 4.4.2, 4.4.5, 4.4.6, 4.4.7, 4.4.11), 4.5(4.5.1, 4.5.2) **Chapter 5 – 5.1, 5.2, 5.3**

Unit IV

Book1: Chapter 6 – 6.2, 6.3, 6.4 Chapter 7 – 7.2, 7.3, 7.4(7.4.1)

Unit V

Book1: Chapter 12 – 12.1, 12.2 **Chapter 14-**14.2, 14.3(14.3.1, 14.3.2, 14.3.3, 14.3.4) **Chapter 14.4**

Elective - I	M.Sc. Computer Science	2016-2017
M16PCSE01	OBJECT ORIENTED ANALYSIS AND DESIGN	
Credit: 4		

UNIT – I

Introduction - Use case Modelling.

UNIT - II

Static Modelling Using Class diagrams – Interaction Diagrams.

UNIT - III

Dynamic Modelling Using State and Activity diagram – The unified process of Software Development – Architectural Modelling.

UNIT – IV

Design Patterns: Creational – Structural – Behavioral Patterns. Pragmatics: Management an Planning – Staffing – Release Management – Reuse – Quality Assurance and Metrics – Documentation – Tools – The benefits and Risks of Object – Oriented Development.

UNIT – V

Object Oriented Programming Languages - Case Studies: Weather Monitoring Station - Inventory Tracking – Traffic Management.

TEXT BOOK

1. Mahesh P. Matha, Object – Oriented Analysis and Design Using UML, PHI.

REFERENCE BOOKS

1. Grady Booch, Object Oriented Analysis and Design, Pearson Edition.
2. Martin Fowler, Kendall Scott, UML Distilled, A Brief Guide to the Standard Object Modeling Languages, 2nd Edition, Pearson Education.
3. James Rumbaugh etal, Object Oriented Modeling and Design, Pearson Education.

Elective - I	M.Sc. Computer Science	2016-2017
M16PCSE02	SOFTWARE ENGINEERING	
Credit: 4		

UNIT – I

Socio-technical systems: Emergent system properties- Systems Engineering – Organizations, People and Computer Systems – Legacy Systems. Software Processes: Software process models – Process iteration – Process activities – The Rational Unified 28 Process – Computer-Aided Software Engineering. Project Management: Management activities – Project planning – Project scheduling – Risk management.

UNIT – II

Software Requirements: Functional and non-functional requirements – User requirements – System requirements – Interface specification – The software requirements document. Requirements Engineering Process: Feasibility studies – Requirements elicitation and analysis – Requirements validation – Requirements management. System Models: Context Models – Behavioral Models – Data Models – Object Models – Structured Methods.

UNIT – III

Design: Architectural Design decisions - System organization – Modular decomposition styles – Control styles- Reference Architectures. Distributed Systems Architectures: Multiprocessor architectures – Client-Server Architectures – Distributed object architectures – Inter-Organizational distributed computing. Application Architectures: Data processing systems – Transaction processing systems – Event processing systems – Language processing systems. User Interface Design: Design issues- The UI design process – User Analysis – User Interface prototyping – Interface evaluation.

UNIT – IV

Rapid Software Development: Agile methods- Extreme programming – Rapid application development - Software prototyping. Component-based Software Engineering: Components and Component Models – The CBSE process – Component composition. Software Evolution: Program evolution dynamics – Software maintenance – Evolution processes – Legacy system evolution.

UNIT – V

Verification and Validation: Planning verification and validation – Software inspections –Automated static analysis – Verification and formal methods. Software Testing: System Testing – Component Testing – Test case design – Test automation. Software Cost Estimation: Software productivity – Estimation techniques – Algorithmic cost modeling – Project duration and staffing. Configuration Management: System building – CASE tools for configuration management.

TEXT BOOK

1. Ian Sommerville, Software Engineering , Seventh Edition, Pearson Education, 2005

REFERENCE BOOKS

1. Richard Fairley, Software Engineering Concepts, TMGH, 1997
2. Roger S. Pressman, Software Engineering a Practioner's Approach, Fifth Edition, Mc Graw-Hill Higher Education.
3. Rajib Mall, Fundamentals of Software Engineering, PHI, Second Edition
4. Carlo Ghezzi, Mehdi Jazayeri, Dino Mandrioli, Fundamentals of Software Engineering, Second Edition, PHI/ Pearson Education Asia.

Elective - I	M.Sc. Computer Science	2016-2017
M16PCSE03	GREEN COMPUTING	
Credit: 4		

UNIT I

FUNDAMENTALS - Green IT Fundamentals: Business, IT, and the Environment – Green computing: carbon foot print, scoop on power – Green IT Strategies: Drivers, Dimensions, and Goals – Environmentally Responsible Business: Policies, Practices, and Metrics.

UNIT II

GREEN ASSETS AND MODELING - Green Assets: Buildings, Data Centers, Networks, and Devices – Green Business Process Management: Modeling, Optimization, and Collaboration – Green Enterprise Architecture – Environmental Intelligence – Green Supply Chains – Green Information Systems: Design and Development Models.

UNIT III

GRID FRAMEWORK -Virtualizing of IT systems – Role of electric utilities, Telecommuting, teleconferencing and teleporting – Materials recycling – Best ways for Green PC – Green Data center – Green Grid framework.

UNIT IV

GREEN COMPLIANCE - Socio-cultural aspects of Green IT – Green Enterprise Transformation Roadmap – Green Compliance: Protocols, Standards, and Audits – Emergent Carbon Issues: Technologies and Future.

UNIT V

CASE STUDIES - The Environmentally Responsible Business Strategies (ERBS) – Case Study Scenarios for Trial Runs – Case Studies – Applying Green IT Strategies and Applications to a Home, Hospital, Packaging Industry and Telecom Sector.

TEXT BOOKS

1. BhuvanUnhelkar, “Green IT Strategies and Applications-Using Environmental Intelligence”, CRC Press, June 2011

2. Woody Leonhard, Katherrine Murray, “Green Home computing for dummies”, August 2009.

REFERENCE BOOKS

1. Alin Gales, Michael Schaefer, Mike Ebbers, “Green Data Center: steps for the Journey”, Shoff/IBM rebook, 2011.

2. John Lamb, “The Greening of IT”, Pearson Education, 2009.

3. Jason Harris, “Green Computing and Green IT- Best Practices on regulations & industry”, Lulu.com, 2008.

4. Carl speshocky, “Empowering Green Initiatives with IT”, John Wiley & Sons, 2010.

5. Wu Chun Feng (editor), “Green computing: Large Scale energy efficiency”, CRC Press, 2012.

Elective - I	M.Sc. Computer Science	2016-2017
M16PCSE04	SOFTWARE PROJECT MANAGEMENT	
Credit: 4		

UNIT-I

SPM: Introduction – Project planning – Project evaluation – Selection of an appropriate project approach.

UNIT-II

Software effort estimation – Activity planning – Risk Management – Resource allocation.

UNIT-III

Monitoring and control – Managing people and organizing teams – Small projects.

UNIT-IV

Software Quality: Introduction – Establishment – Software Quality Assurance Planning – Overview – Purpose and Scope – SQA management – Documentation – Standards, Practices, Conventions and Metrics.

UNIT-V

Reviews and Audits – Tests – Tools – Techniques and Methodologies – Training – Risk Management.

TEXT BOOKS

1. BOB Huges Mike Cotterell, Software Project Management, 2nd edn, McGraw Hill. (Units I to IV).
2. Mordechai Ben, Menachem Garry S. Marliss, Software Quality, Vikas, 1997. (Unit V)

REFERENCE BOOKS

1. Futrell, Quality software Project management, Pearson Education India.
2. Royce, Software Project management, Pearson Education India.
3. Basics of Software Project Management , NIIT, Prentice-Hall of India
4. Drew Bire and Mike Harwood, Software Project Management from concept to Deployment , Wiley Dreamtech.
5. Darrel Ince, An Introduction to Software Quality Assurance and its implementation

Elective - II	M.Sc. Computer Science	2016-2017
M16PCSE05	WIRELESS APPLICATION PROTOCOL	
Credit: 4		

UNIT-I

Introduction – Market Convergence – Enabling Convergence – Key Services for the Mobile Internet –The Origins of WAP – WAP Architecture – Components of the WAP Standard – Network Infrastructure services Supporting WAP Clients – WAP Architecture Design Principles

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UNIT-II

The Wireless Markup Language: Overview – The WML Document Model – WML Authoring – URLs Identify Content – Markup Basics – WML Basics – Basic Content – Events, Tasks and Bindings – Variables – Controls – Miscellaneous Markup – Sending Information – Application Security – Document Type Declaration

UNIT – III

Web Site Design: Computer Terminals versus Mobile Terminals – Designing a usable WAP Site – Structured Usability Methods – User Interface Design Guidelines – Design Guidelines for Selected WML Elements.

UNIT-IV

Tailoring Content to the Client Push Messaging: Overview of WAP Push – Push Access Protocol – WAP Push Addressing –Push Message – MIME media types for Push Messages – Push Proxy Gateway – Push Over – the – Air Protocol – Push Initiator Authentication and Trusted Content.

UNIT-V

Wireless Telephony Applications: Overview of the WTA Architecture – The WTA Client Framework – The WTA Server and Security – Design Considerations – Application Creation Tool Box – Future WTA Enhancements – Mapping the Deployment Chain to the Business value Chain – Security Domains – Linking WAP and the Internet – WAP Service Design – The Mobile Internet Future.

TEXT BOOK

1.Sandeep Singhal, Thomas Bridgman, Lalitha Suryanarayana and Others, The Wireless Application Protocol, Pearson Education, 2001.

REFERENCE BOOK

1.Charles Arehare, Nirmal Chidambaram, and others, Professional WAP, Wrox press Ltd., Shroff publ. And Dist – Pvt. Ltd., 2001.

Elective - II	M.Sc. Computer Science	2016-17
M16PCSE06	CLIENT/ SERVER TECHNOLOGY	
Credit: 4		

UNIT-I

Client Server computing – What is Client / Server – File Servers, Database servers, Transaction servers, Group war servers, Object servers, Web servers – FAT servers or client/Server/Server Building blocks.

UNIT-II

Client/Server and operating systems-the Anatomy of a server program- Needs of Client/Server from an OS – Server scalability – Client Anatomy – Client server hybrids. NOS: Creating the single system image – peer-to-peer communications-remote procedure calls(RPC) – messaging and Queuing :The MOM Middleware – MOM vs RPC

UNIT-III

SQL Database Servers- Fundamentals of SQL and Relational Databases- What does a database server do- Stored procedures, Triggers and rules. Data warehouses – OTP(Online Transaction Processing) Decision Support systems(DSS)-Executive Information System(EIS) – The Data warehouse – EIS/DSS: From Queries, to OLAP(On Line Analytical processing),Data mining.

UNIT-IV

Client/Server Transaction Processing – the ACID properties – transaction Models – TP Monitors – Transaction Management standards. Client /server groupware –importance of groupware – What is groupware- The components of groupware. Distributed objects and components – what distributed objects promise – From distributed objects to component- 3-tier Client/Server, Object style – Distributed objects, CORBA style Object Management Architecture-CORBA 2.0 CORBA object services – CORBA common facilities – CORBA Business objects –Compound documents.

UNIT-V

Client/Server Distributed system management-Components-Management application-The Internet Management Protocols-OSI Management Framework-The Desktop Management Interface-X/Open Management Standards-Client/Server application development tools-Client/Server Application Design.

REFERENCE BOOK

1.Robert Orfali, Dan Harkev, Jeru Edwards, “The Essential Client/Server Survival Guide”, Galgotia Publications Pvt. Ltd. – 1997.

Elective - II	M.Sc. Computer Science	2016-2017
M16PCSE07	ADVANCED DATABASE MANAGEMENT SYSTEMS	
Credit: 4		

UNIT I

Advanced Data Modeling – Advanced SQL – Database Design

UNIT II

Advanced database concepts: Transaction management and concurrency control-Database performance tuning and query optimization, distributed database management systems.

UNIT III

Object oriented databases – Introduction – Evolution of object oriented concepts – Object Oriented Concepts – Characteristics of an Object Oriented date models – OODM and previous models – OODBMS – How object orientation affects Database Design – Advantages and Disadvantages of OODBMS. Data base in Electronic Commerce.

UNIT IV

Web databases: Internet technologies and data databases – Uses of internet databases- Web to database Middleware – Server side Extensions – The web browser – Internet database systems: Special considerations – Database Administration.

UNIT V

Mobile Database – Geographic Information systems – Genome Data Management – Multimedia database – Spatial databases.

Text Books

1. Peter Rob and Carlos Coronel, Database Systems – Design Implementation and Management, Cengage Learning, 7th Edition – 2007 (Unit I, Ch 6,8, 9 Unit II, Ch 10,11,12)
2. Peter Rob and Carlos Coronel, Database Systems – Design Implementation and Management, Thompson Learning, Course Technology, 5th Edition, 2003 (Unit III, Ch 11,14, Unit IV, Ch 15.1, 15.2, 15.3, 15.4,15.6,16)
3. Ramez Elmasri, Shamkant B.Navathe, Foundamentals of Database Systems 5-E, Pearson Education (Unit V, Ch 24,30)

Reference Books

1. Thomas M.Connolly, Carolyn E.begg, Database Systems – A practical Approach to design, Implementation and Management, Third Edition, Pearson Education 2003.
2. Gary W. Hansen and James V. Hansen, Database management and design, Prentice Hall of India Pvt Ltd, 1999.
3. C.S.R Pabhu, Object Oriented Database Systems, PHI 2003.
4. M.Tamer Ozsu, Patrick Ualduriel, Principles of Distributed Database Systems, Second Edition, Pearson Education, 2003.

Elective - II	M.Sc. Computer Science	2016-2017
M16PCSE08	ADVANCED OPERATING SYSTEMS	
Credit: 4		

UNIT I

Definition of OS-Mainframe System-Desktop Systems-Multi processor System-Distributed-Clustered-Real time Systems-Handheld Systems-Operating System Structure-System Components-Services-System Calls-System Programs-System Design and Implementation

UNIT II

Concepts-Process Scheduling-Operations on Processes -Co-operating Processes-Inter Process Communication-CPU Scheduling-Scheduling Concepts-Criteria-Scheduling Algorithms-Multiprocessor Scheduling-Real time Scheduling.

UNIT III

Critical Section-Synchronization Hardware-Semaphores-Problems of Synchronization-Critical Regions-Monitors-Deadlocks-Characterization-Handling Deadlocks-Deadlock Prevention-Avoidance-Detection-Deadlock Recovery.

UNIT IV

Storage Hierarchy-Storage Management Strategies-Contiguous-Non Contiguous Storage Allocation-Single User-Fixed Partition-Variable Partition-Swapping-Virtual Memory-Basic Concepts-Multilevel Organization-Block Mapping-Paging-Segmentation-Page Replacement Methods-Locality-Working Sets I/O and File systems.

UNIT V

Disk Scheduling-File Concepts-File System Structure -Access Methods-Directory Structure-Protection-Directory Implementation-Allocation Methods-Free Space Management-Case Study: Linux System

TEXT BOOK

1. Silberschatz and Galvin, Operating System Concepts, 6th Edition, John Wiley & Sons, Inc., 2004

REFERENCE BOOKS

1. Milankovic M., Operating System Concepts and Design, 2nd Edition, McGraw Hill, 1992

2. P.C.Bhatt, An Introduction to Operating Systems-Concepts and Practice, Prentice Hall Of India, 2004

3. H.M.Deitel, An Introduction to Operating Systems,2nd Edition, Pearson Education, 2002

Elective - III	M.Sc. Computer Science	2016-2017
M16PCSE09	INFORMATION SECURITY	
Credit: 4		

UNIT - I

Information Security Overview: Importance of information protection - The Evaluation of information security - Justifying security investment - Security methodology - How to build a security program. **Risk Analysis**: Threat analysis - Types of attacks. **Compliance with standards, regulations, and laws:** information security standards – Laws affecting information security professionals.

UNIT – II

Secure design principles: The CIA trial and other models – Defense models – Zones of trust – Best practices for network defense. **Security organization:** Roles and responsibilities – Managed security services – Security Council, steering committee, or board of directors – Interaction with human resources. **Authentication and Authorization:** Authentication-Authorization - Compliance with standards.

UNIT - III

Data security: Securing unstructured data: Structured data Vs unstructured data - Approaches to securing unstructured data – Newer approaches to securing unstructured data. **Data Encryption:** A Brief history of Encryption – Symmetric-Key Cryptography – Public key Cryptography – Public Key Infrastructure. **Network Security:** Firewalls - Overview of firewalls – Core firewall functions – Additional firewall capabilities – Firewall design.

UNIT - IV

Casing Establishment: Foot printing - What is foot printing? – Internet foot printing. **Scanning:** Determining which services are running or listening. **System hacking:** Hacking Windows - Unauthenticated Attacks – Authenticated Attacks – Windows security features – **Hacking UNIX:** Remote Access – Local Access – After hacking root. **Infrastructure hacking:** Remote connectivity and VoIP hacking – preparing to Dial-up – War-dialing – Brute-Force Scripting – The homegrown way.

UNIT – V

Wireless hacking: Wireless foot printing – Wireless scanning and Enumeration. **Web hacking:** Web server hacking – Web application hacking. **Hacking the internet User:** Internet client vulnerability - A brief history of internet client hacking – Cookies – SSL Attacks - E-Mail Hacking – Instant Messaging. **Network Security secrets and solutions**: Socio-Technical Attacks -

Phishing and identity theft – Phishing Techniques. Annoying deceptive software**:** Spyware, Adware, and Spam: Blocking. Detecting, and Cleaning Annoying and deceptive software.

TEXT BOOKS

1. Mark Rhodes-Ousley "Information Security "The complete reference, Tata McGraw-Hill, 2009.New Delhi, 2nd Edition.
2. Stuart Mc Clure, Joel Scrambray, George Kurtz, "Hacking Exposed", Tata McGraw-Hill, 2009.

WEB LINK

1. http://www.mvatcybernet.com/IT%20EBOOKS/IT%20PDF%20Books/IT%20BOOKS/NETWORKING/INFORMATION%20SECURITY%20THE%20COMPLETE%20REFERENCE%202ND%20EDITION.pdf

2. https://books.google.co.in/books?id=RTNyXFy4MgsC&printsec=frontcover&dq=hacking+exposed+6&hl=ta&sa=X&redir_esc=y#v=onepage&q=hacking%20exposed%206&f=false

REFERENCE BOOKS

1. Micki Krause, Harold F. Tipton, " Handbook of Information Security Management", Vol 1-3 CRC Press LLC, 2012.
2. . Matt Bishop, "Computer Security Art and Science", Pearson/PHI, 2002.

WEB LINK:

1. https://books.google.co.in/books?id=KUbaY0MMEvcC&printsec=frontcover&dq=Handbook+of+Information+Security+Management&hl=en&sa=X&ved=0ahUKEwit1buz4vNAhUjF6YKHWNsAjoQ6AEINDAA#v=onepage&q=Handbook%20of%20Information%20Security%20Management&f=false

2. https://books.google.co.in/books?id=pfdBiJNfWdMC&printsec=frontcover&source=gbs_ge_summary_r&cad=0#v=onepage&q&f=false

Elective - III	M.Sc. Computer Science	2016-2017
M16PCSE10	PROFESSIONAL PRACTICES	
Credit: 4		

UNIT I

Computer Ethics: An Overview – Identifying ethical issues – Ethics and law – Ethical theories – Professional codes of conduct – An ethical dilemma – A framework for ethical decision making. **Computer Hacking**: Introduction – Definition of hacking – Destructive programs – Hacker ethics – Legal constraints – Professional constraints – To hack or not to hack.

UNIT II

Aspects of Computer crime: Introduction – What is computer crime? – Computer security measures – The computer misuse act – Professional duties and obligations. **Intellectual property rights**: Introduction – The nature of intellectual property - Intellectual property legislation – The extent and nature of software piracy – Ethical and Professional issues – Free software and Open source code. **Regulating Internet content**: Introduction – In defence of freedom of expression – Censorship – Laws upholding free speech – Free speech and the internet – Ethical and professional issues.

UNIT III

Personal privacy and computer technologies: Introduction – Valuing privacy – Internet technologies and privacy – Privacy legislation – The data protection Act. Computer Technologies: Introduction – Principle of equal access – Obstacles to access for individuals – Legislation – Enabling the disabled – Professional responsibility. **Empowering computers in the workplace**: Introduction – Computers and employment – Computers and the quality of work – Computerized monitoring in the workplace – Telecommuting.

UNIT IV

The use of artificial intelligence and Expert systems: Introduction – Origins of AI and Expert systems – The debate on computer intelligence – Applying intelligence – Implications on agent-based decision making – Social, legal and professional issues. **The failure of IT projects**: Introduction – The problems of producing successful IT projects – How the profession is addressing the problem of IT failure – The relationship between professional codes of conduct and IT projects – An overview of national legislation.

UNIT V

Codes of Conduct: Introduction – Professional bodies and the British Computer society – The role of codes of conduct – Key aspects of the BCS code of conduct. **Towards the future**: Introduction – The database society – Restricting choice: Digital rights management – Review of the ethical dilemmas.

TEXT BOOK

1. "Ethical, Legal and Professional Issues in Computing", By Penny Duquenoy, Simon Jones, Barry G. Blundell, 2008.

WEB LINK

https://books.google.co.in/books?id=G0WcDX1DwP4C&printsec=frontcover&dq=ethical+legal+and+professional+issues+in+computing+penny&hl=en&sa=X#v=onepage&q=ethical%20legal%20and%20professional%20issues%20in%20computing%20penny&f=false

REFERENCE BOOKS

1. "Ethics in Information Technology" By George Reynolds, Strayer University, Fifth edition.2015

WEB LINK

https://books.google.co.in/books?id=sOPKAgAAQBAJ&printsec=frontcover&dq=1.%09%E2%80%9CEthics+in+Information+Technology%E2%80%9D+By+George+Reynolds&hl=ta&sa=X&redir_esc=y#v=onepage&q=1.%09%E2%80%9CEthics%20in%20Information%20Technology%E2%80%9D%20By%20George%20Reynolds&f=false

2. Caroline Whitback," Ethics in Engineering Practice and Research ", Cambridge University Press,2011

WEB LINK

ttps://books.google.co.in/books?id=jonM_OFtXAIC&printsec=frontcover&dq=Ethics+in+Engineering+Practice+and+Research&hl=en&sa=X&ved=0ahUKEwiA99W_x4vNAhXBKJQKHYhxDbkQ6AEIJDAA#v=onepage&q=Ethics in Engineering Practice and Research&f=false

Elective - III	M.Sc. Computer Science	2016-2017
M16PCSE11	PRINCIPLES OF PROGRAMMING LANGUAGES	
Credit: 4		

UNIT I

Preliminary Concepts: Reasons for studying Concepts of Programming Languages - Programming domains - Language Evaluation Criteria - Influences on Language design - Language categories. **Syntax and Semantics**: Introduction – The General Problem of describing Syntax - Formal methods of describing syntax – Attribute Grammars – Describing the meanings of Programs: Dynamic Semantics.

UNIT II

Lexical and Syntax analysis: Introduction – Lexical analysis – The Parsing Problem - Recursive-Descent parsing – Bottom-Up parsing. **Names, Bindings and Scope**: Introduction - Names – Variable - Concept of binding – Scope – Scope and Lifetime – referencing environments – Named constants. Data types: Introduction - primitive, character, user defined, array, associative, record, list, union, pointer and reference types. – Type checking - strong typing- Type Equivalence

UNIT III

Expressions and Assignment Statements: Introduction – Arithmetic expressions, Overloaded operators – Type conversions – Relational and Boolean expressions - Short circuit evaluation - Assignment Statements - Mixed mode assignment. **Statement Level Control structures**: Introduction - Selection, Iterative, Unconditional branching Statements. **Subprograms:** Fundamentals of sub-programs - Design issues of subprograms - Local referencing environments - Parameter passing methods - Parameters that are sub-programs – Calling subprograms indirectly – Co routines.

UNIT IV

Implementing subprograms: The general semantics of Calls & Returns – Implementing Simple subprograms – Nested subprograms – Blocks. **Support for Object-Oriented Programming**: Support for Object-Oriented Programming in C++, Java, C#, Ada 95. Concurrency: Introduction to Subprogram level concurrency – Semaphores – Monitors - Message passing - Java threads - C# threads.

UNIT V

Exception handling and Event handling: Introduction to Exceptions handling - Exception handling in Ada, C++ and Java. Event handling: Introduction to Event handling - Event handling in Java, C#. **Logic Programming Language**: Introduction to Predicate Calculus - Predicate Calculus and Proving theorems - An overview of logic programming – Origins of Prolog - Basic elements of prolog – Deficiencies of Prolog - Application of logic programming.

TEXT BOOK

1. Concepts of Programming Languages Robert .W. Sebesta 8/e, Pearson Education, 2012, 10th Edition.

REFERENCE BOOKS

1. Programming Languages, 2nd Edition, A. B. Tucker, R. E. Noonan, TMH.
2. Programming Languages, K. C. Louden, 2nd Edition, Thomson, 2003.
3. LISP Patric Henry Winston and Paul Horn Pearson Education.
4. Programming in Prolog, W. F. Clocksin & C. S. Mellish, 5th Edition, Springer.
5. Programming Python, M. Lutz, 3rd Edition, O'reilly, SPD, rp-2007.
6. Core Python Programming, Chun, II Edition, Pearson Education, 2007.
7. Guide to Programming with Python, Michel Dawson, Thomson, 2008

Elective - III	M.Sc. Computer Science	2016-2017
M16PCSE12	EMBEDDED SYSTEMS	
Credit: 4		

UNIT I

Introduction to Embedded Systems – The build process for embedded systems- Structural units in Embedded processor , selection of processor & memory devices- DMA – Memory management methods- Timer and Counting devices, Watchdog Timer, Real Time Clock, In circuit emulator, Target Hardware Debugging.

UNIT II

Embedded Networking: Introduction, I/O Device Ports & Buses– Serial Bus communication protocols – RS232 standard – RS422 – RS485 – CAN Bus -Serial Peripheral Interface (SPI) – Inter Integrated Circuits (I2C) –need for device drivers.

UNIT III

Embedded Product Development Life Cycle- objectives, different phases of EDLC, Modeling of EDLC; issues in Hardware-software Co-design, Data Flow Graph, state machine model, Sequential Program Model, concurrent Model, object oriented Model.

UNIT IV

Introduction to basic concepts of RTOS- Task, process & threads, interrupt routines in RTOS, Multiprocessing and Multitasking, Preemptive and non-preemptive scheduling, Task communication shared memory, message passing-, Inter process Communication – synchronization between processes-semaphores, Mailbox, pipes, priority inversion, priority inheritance.

UNIT V

Case Study of Washing Machine- Automotive Application- Smart card System Application.

TEXT BOOKS

1. Rajkamal, 'Embedded System-Architecture, Programming, Design', Mc Graw Hill, 2013.
2. Peckol, "Embedded system Design", John Wiley & Sons, 2010
3. Lyla B Das," Embedded Systems-An Integrated Approach", Pearson, 2013

REFERENCE BOOKS

1. Shibu. K.V, "Introduction to Embedded Systems", Tata Mcgraw Hill, 2009.
2. Elicia White," Making Embedded Systems", O' Reilly Series, SPD, 2011.
3. Tammy Noergaard, "Embedded Systems Architecture", Elsevier, 2006.
4. Han-Way Huang, "Embedded system Design Using C8051", Cengage Learning,2009.
5. Rajib Mall "Real-Time systems Theory and Practice" Pearson Education, 2007.

Elective – IV	M.Sc. Computer Science	2016-2017
M16PCSE13	BIG DATA ANALYTICS	
Credit: 4		

UNIT-I

INTRODUCTION TO BUSINESS INTELLIGENCE

Changing Business Environments and Computerized-Decision Support-A Framework for Business Intelligence-Intelligence Creation and Use and BI Governance-Transaction Processing Versus Analytic Processing-Successful BI Implementation-Analytics Overview- Brief introduction to Big data Analytics.

UNIT- II

DATAMINING, TEXT AND WEB ANALYTICS

DATA MINING: Concepts – Applications- Process-Methods-Software tools.

TEXT AND WEB ANALYTICS: Overview-Natural Language Processing-Text Mining Applications-Process-Sentiment Analysis-Web mining overview-Search Engines-Web Usage Mining (Web Analytics) -Social analytics.

UNIT-III

BIG DATA ANALYTICS AND TECHNOLOGY

BIG DATA ANALYTICS: Definition of Big data- Fundamentals of Big Data Analytics-Big data Technologies –Big data and Data Warehousing – Big Data Vendors –Big data and Stream Analytics – Application of Stream Analytics.

BIG DATA TECHNOLOGY: Data Discovery: Work the Way people's Minds work-Open Source Technology for Big Data Analytics-The Cloud and Big Data-Predictive Analytics Moves into the Lime light-Software as a Service BI-Mobile Business Intelligence is going Mainstream-Crowd sourcing Analytics-Inter and Trans-Firewall Analytics.

UNIT -IV

HADOOP AND ENVIRONMENT

BIG DATA: FROM THE TECHNOLOGY PERSPECTIVE: The history of Hadoop-Components of Hadoop-Application Development in Hadoop-Getting your data into Hadoop-Other Hadoop Components.

APACHE HADOOP: The Core Hadoop: Map Reduce-Hadoop's Lower Levels: HDFS and Map Reduce-Improving Programmability: Pig and Hive-Improving Data Access: Hbase, Sqoop and Flume Getting data in and out.

BIG DATA MARKET SURVEY: Integrated Hadoop System-Analytical Databases with Hadoop Connectivity-Hadoop-Centered Companies.

UNIT –V

APPLICATIONS OF BIGDATA

BIG DATA IN THE CLOUD: Iaas and Private Clouds-Platform Solutions-Big Data Cloud platforms compared.

DATA MARKETPLACES: What Do Marketplaces Do?-Info chimps-Factual-Windows Azure Data Market place-Data market-Data Markets Compared-Other data Suppliers.

WHY VISUALIZATION MATTERS?-A picture Is Worth 1000 rows-Types of Visualization-Explaining and exploring-Your Customers Make Decisions, Too-Do yourself a Favor and Hire a Designer.

FUTURE OF BIG DATA: More powerful and Expressive Tools for analysis-Stream data processing-Rise of Data market places-Development of data Science Workflows and Tools-Increased Understanding of and Demand for Visualization.

TEXT BOOKS

1.Business Intelligence: A Managerial Approach, Efraim Turban, Ramesh Sharda, Dursun Delen, David Kind, Pearson II Edition, 2012.
http://www.gbv.de/dms/zbw/75695505X.pdf

2. Understanding Big Data, Analytics for Enterprise Class Hadoop and Streaming Data, Chris Eaton, Dirk Deroos, Tom Deutsch, George Lapis, Paul Zikopoulos, Tata Mc Graw Hill, 2012 Edition. (EBook).

https://www.ibm.com/developerworks/vn/library/contest/dw-freebooks/Tim_Hieu_Big_Data/Understanding_BigData.PDF

3. Planning for Big Data, O'Reilly Radar Team, 2012(eBook).
http://eecs.wsu.edu/~yinghui/mat/courses/fall%202015/resources/planning-for-big-data.pdf

REFERENCE BOOK

1. Michael Minelli, Michele Chambers, Ambiga Dhiraj "Big Data Big Analytics ", Wiley Publications, Indian Reprint 2014.

http://www.abcd.lk/sliit/Big%20Data,%20Big%20Analytics%20Emerging%20Business%20Intelligence%20and%20Analytic%20Trends%20for%20Today's%20Businesses%20%28Wiley%20CIO%29.pdf

Elective - IV	M.Sc. Computer Science	2016-2017
M16PCSE14	OPEN SOURCE TECHNOLOGIES	
Credit: 4		

UNIT I: OPEN SOURCE

Introduction to open source development- A brief history about open source development- The evolution of the open source movement- FLOSS - Free, libre, open source software- Advantages and disadvantages of open source- Open source trends and perspectives- Career path.

UNIT II: LINUX

Linux Distributions- Download and Install- Decisions- Linux Partition Sizes- Accounts- Security-Basic Unix- Shell- Owner, Groups, Permissions, Ownership- Processes- PATH and Environment- Commands- Basic File system Essentials-Useful programs.

UNIT II: APACHE

Introduction - Apache Explained - Starting, Stopping, and Restarting Apache - Modifying the Default Configuration - Securing Apache - Set User and Group - Consider Allowing Access to Local Documentation - Don't Allow public_html Web sites- Remove server-status and server-info- - Create the Web Site- Downloading the Examples- Apache Log Files -Apache control with .htaccess.

UNIT III: PERL

Introduction- Perl Documentation- Perl Syntax Rules- A First Perl Program—hello, world- Declaring Variables with use strict- Variables- Operators- Flow-Control Constructs- Regular Expressions- Functions- File I/O- Additional Perl Constructs- Making Operating System Calls- A Quick Introduction To Object-Oriented Programming

UNIT IV: MySQL

Introduction to MY SQL - The Show Databases and Table - The USE command - Create table, and show table Commands - Describe Commands – Create, Select, Insert, Update, and Delete statement - Some Administrative detail - Table Joins - Loading and Dumping a Database.

UNIT V: PHP

Introduction- Embedding PHP Into HTML - Configuration - A Couple of Quick Examples - Language Syntax- Variables - Data Types - Web Variables - Operators - Flow-Control Constructs - Writing PHP Functions- Built-In PHP Functions - PHP and MySQL - PHP project.

Text Book

1." Open Source Web Development with LAMP using Linux, Apache, MySQL, Perl and PHP", James Lee and Brent Ware, Dorling Kindersley (India) ", James Lee and Brent Ware, Dorling Kindersley(India) Pvt. Ltd, 2008

Reference book

1. “Getting started with open source development ideal for applications developers and administrators”, Rachana Kapur & Marria Briggs, DB2 on campus Book series, First edition 2010.

Elective - IV	M.Sc. Computer Science	2016-2017
M16PCSE15	SOCIAL COMPUTING	
Credit: 4		

UNIT – I

Social Computing: History of Social Computing – Social Computing Concepts – Social Computing for the Enterprise **- Building Effective Collaboration Sites :** What is a Collaborative Site? –What Makes an Effective Site? – Preplanning Stage – Site Structure – Governance – End User Support and Training - User Adoption Curve

UNIT – II

Content Tagging: What is Content Tagging? - Why Should Organization Embrace Content Tagging? –Organizational Challenges to Content Tagging – Tagging Content in Share point – **Wikis:** Success Factors for Wikis in Organizations– Enterprise and Community Contributions – **Blogs:** What is Blog? – History – Reasons for Corporate Blogging – Share point Blogs

UNIT – III

Social Networking: The History of Social Computing – The Business Value Proposition Social Networking in SharePoint– **Podcasting: History** – Determine Your Audience – Podcasting in sharePoint- **Mashups:** Mashups in SharePoint– Presence and OCS/Live

UNIT – IV

Presence and OCS/Live : Office Communication Server and Presence - **Interactive Experience, Video, and Communication :** Interactive Media – Discussion Forms – Embedded Chart – Photo Stitching – Videos – Social Communication

UNIT – V

Search: What is Social Search? – Search Fundamentals – Social Search Weaknesses – SharePoint Search Fundamentals – SharePoint and Social Search – Enterprise and Community Contributions.

TEXT BOOK

"Social Computing with Microsoft SharePoint 2007", Brendon Schwartz, Ranlett, Stacy Draper, Wiley Publishing, Inc, 2009

Web Link : *infocat.ucpel.tche.br/disc/cs/docs/scwmsp.pdf*

Elective - IV	M.Sc. Computer Science	2016-2017
M16PCSE16	DIGITAL IMAGE PROCESSING	
Credit: 4		

UNIT - I

Introduction: What is Digital Image Processing? – Examples of Fields that Use Digital Image Processing – Fundamental Steps in Digital Image Processing – Components of an Image processing System – **Digital Image Fundamentals:** Elements of Visual Perception – Light and Electro Magnetic Spectrum – Image sensing and Acquisition – Image Sampling and Quantization – Some Basic Relationships between Pixels.

UNIT - II

Image Enhancements in the Spatial Domain : Basic Gray Level Transformations – Histogram Processing - Enhancement Using Arithmetic/ Logical Operations – Basics of Spatial Filtering – Smoothing Spatial Filters – Sharpening Spatial Filters – Combining Spatial Enhancement Methods.

UNIT - III

Image Restoration : A model of the image Degradation/Restoration Process – Noise Models – Restoration in the Presence of Noise Only- Spatial Filtering – Periodic Noise Reduction by Frequency Domain Filtering – Linear, Position – Invariant Degradations – Estimating the Degradation Function - **Color Image Processing :** Color Fundamentals – Color Models – Pseudo color Image Processing – Basics of Full Color Image Processing – Color Transformations – Smoothing and Sharpening – Color Segmentation – Noise in Color Images – Color Image Compression.

UNIT – IV

Wavelets and Multi resolution Processing: Background – Multi resolution Expansions – Wavelet Transforms in One Dimension – The Fast Wavelet Transform – Wavelet Transforms in Two Dimensions – Wavelet Packets - **Image Compression :** Fundamentals - Image Compression Models – Elements of Information Theory- Error Free Compression – Lossy Compression – Image Compression Standards.

UNIT – V

Morphological Image Processing : Preliminaries – Dilation and Erosion – Opening and Closing – The Hit-or-Miss Transformation – Some basic Morphological Algorithms – **Image Segmentation :** Detection of Discontinuities – Edge linking and Boundary Detection – Thresholding – Region Based Segmentation – Segmentation by Morphological Watersheds.

TEXT BOOK

1. Rafael C. Gonzalez, Richard E.Woods, Digital Image Processing, Prentice Hall, Third Edition, 2008

REFERENCE BOOKS

1. Sonka, Hlavac, Boyle, Digital Image Processing and Computer Vision, Cengage Learning, Fourth Edition, 2014

2. Anil.K.Jain, Fundamentals of Digital Image Processing, Prentice-Hall, 2005