

Effective from Session: 2016-17												
Course Code	CS-301	Title of the Course	Design and Analysis of Algorithm	L	Т	Р	С					
Year	III	Semester	V	3	1	0	4					
Pre-Requisite	None	Co-requisite	None									
Course Objectives	To analyze the problem and design an efficient algorithm to solve it by using & modifying classical design techniques or											
Course Objectives	creating a new solution technique											

	Course Outcomes
CO1	Would be able to analyze the problem and design an efficient algorithm to solve it by using & modifying classical design techniques or
	creating a new solution technique.
CO2	For an algorithm given all the required parameters, would be able to analyze the algorithm and evaluate its utility in the given situation, able to
	apply the approach where problem can be solved by smaller input then apply for larger perspective.
CO3	Given more than one solutions for the problem, would be able to evaluate and compare those using standard mathematical techniques and
	select the best solution.
CO4	For a design problem given, would be able to compare and evaluate different Data Structures available and modify or create new them for the
	same.
CO5	For given different problems, would be able to categorize the different kind of complexities and develop non deterministic solution to
	problems having large complexities.

Unit No.	Title of the Unit	Content of Unit	Contact Hrs.	Mapped CO
1	Introduction:	8	1	
2	Designing of Algorithms and Advanced Data Structure	Divide & Conquer: Heap Sort, Quick Sort, Sorting in Linear Time, Medians and Order Statistics. Red-Black Trees, Augmenting Data Structure, Binomial Heaps, Fibonacci Heaps.	8	2
3	Advanced Design and Analysis Techniques	Greedy Algorithms: Knapsack Problem, Travelling Salesperson Problem, Minimum Cost Spanning Trees: Kruskal's Algorithm, Prim's Algorithm. Dynamic Programming: Longest Common Subsequence, Matrix Chain Multiplication, 0/1 Knapsack Problem, Single Source Shortest Path: Dijkstra's Algorithm, Bellman Ford Algorithm.	8	3
4	Amortized Analysis, Back Tracking: and Branch & Bound	8	4	
5	String Matching and Complexity Theory	Algorithm, The Rabin-Karp Algorithm, The Knuth-Morris Pratt Algorithm. Class P and NP, NP-hard Problems, NP-Complete Problems, Polynomial Reduction, Approximation Algorithm	8	5
Referen	ce Books:			
1. Corer	nen, Rivest, Lisserson, '	'Algorithms'', PHI.		
2. Horw	itz & Sahani, Fundamer	ntal of Computer Algorithm, Galgotia.		
3. Micha	ael T. Goodrich and Rol	perto Tamassia, Algorithm Design: Foundation, Analysis and Internet Examples, John Wiley Pub	olications.	
e-Lean	rning Source:			

https://nptel.ac.in/courses/106106131

		Course Articulation Matrix: (Mapping of COs with POs and PSOs)													
PO- PSO CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1	1	3	3	1	3		3	1	1			1	1	3	
CO2	2	2	3	3	1	1	2	2	1			2	2	2	1
CO3	1	1	1	2	3	1		2	2			1		3	1
CO4	2	2	1	2	2	1	2	1	3		1		2	1	1
CO5	1	2	1	3	1		1		2	3	1	1	1	2	3
				1 Lou	Corro	lation	2 Mod	lamata (¹ onnolo	tion 2 (Substant	ial Com	alation		



Effective from Session: 2016	5-17											
Course Code	CS-303	Title of the Course	Principles of Operating System	L T P								
Year	III	Semester	V	3 1 0								
Pre-Requisite	None	Co-requisite	None									
Course Objectives	To introduce To critique segmentation To introduce To provide th To gain insig mechanisms	students with basic cond how memory manager , paged segmentation etc the concepts of Processe e knowledge of basic co ght on file managemen aken by operating syste	cepts of Operating System, its functions and services. ment is implemented by the operating system, includi c. es in Operating System and various algorithms to schedule to oncepts towards process synchronization, deadlock and relat t, disk management etc and to become familiar with the m.	ng con hese pr ted issu prote	ncepts rocesse les. ction a	of pag s. nd secu	ing, ırity					

	Course Outcomes
CO1	The basic concepts of Operating System, its functions and services.
CO2	Design and effective memory management scheme for the operating system where there is less wastage and the response time is quick.
CO3	The basic concepts of Processes in Operating System and the application of various CPU scheduling algorithms.
CO4	Analyse the basic concepts of process synchronization, deadlock and related issues.
CO5	The basic components of file management, disk management etc and will become familiar with the protection and security mechanisms taken
	by operating system.

Unit No.	Title of the Unit	Content of Unit	Contact Hrs.	Mapped CO			
1	Desktop OS and Mobile OS	e of the Unit Content of Unit sktop OS and Mobile OS Importance of Operating Systems; Basic Concepts and Terminology; Evolution of Operating Systems: Batch, Interactive, Time Sharing & Real Time Systems. Operating System Structure: Simple Structure, Layered Approach; System Calls; Kernels: overview, objectiv of kernel, types of kernels. Architecture, Android OS, iOS, Virtual OS, Cloud OS and thei design. kreess, Threads, U Scheduling ad Real Time Scheduling Algorithms: FCFS, SJF, Round Robin, Priority Scheduling, Multilevel Queue Scheduling, Multilevel, Feedback Scheduling. Introduction, Uniprocessor scheduling, Multiprocessor Scheduling. Process nchronization nchronization mchronization mchanement and retail Memory magement and retail Memory magement and retail Memory magement and retail Structure, Inge replacement, page repla					
2	Process, Threads, CPU Scheduling and Real Time Scheduling	Introduction, Process Model, Process State, Process Control Block. Overview, benefits of threads, types of threads. Basic Concepts, Scheduling Criteria, And Types of Scheduling, Scheduling Algorithms: FCFS, SJF, Round Robin, Priority Scheduling, Multilevel Queue Scheduling, Multilevel, Feedback Scheduling. Introduction, Uniprocessor scheduling, Multiprocessor Scheduling.	8	2			
3	Process Synchronization and Deadlock	Principles of Concurrency, Race Condition, Critical Section, Critical Section Problem, Synchronization Mechanism, Semaphores and Classical Problems of Synchronization: Bounded Buffer Problem, Readers Writers Problem.Principles, System Model, Deadlock Characterization, Methods of Deadlock Handling: Prevention, Avoidance, Detection & Recovery from Deadlock	8	3			
4	Memory Management and Virtual Memory Management	Introduction, logical vs. physical address space, swapping, contiguous memoryallocation, paging, segmentation, segmentation with paging. Introduction, demand paging, performance, page replacement, page replacement algorithms (FCFS, LRU, Optimal), allocation of frames, thrashing.Other Memory Management Schemes: Swapping, Overlays.	8	4			
5	Device Management, Disk Scheduling and Protection & Security	Introduction, types of devices, FCFS, SSTF, SCAN, CSCAN, LOOK, C-LOOK Scheduling File Systems: file concept, Access Mechanism, directory structure, file system structure, allocation methods (Contiguous, linked, indexed), free-space management (bit vector, linked list, grouping), Directory implementation (linear list, hash table), efficiency & performance.	8	5			
Referen	ce Books:						
1.	Galvin, Silberchatz "C	Operating Systems Principles", Addision Wesley.					
2.	Milenekovie, "Operati	ing System Concept", McGraw Hill.					
3.	Dietal, "An Introducti	on to Operating System", Addion Wesley.					
4.	Tannenbaum, "Operat	ing System Design And Implementation", PHI.					
5.	Galvin, Silberchatz "C	Operating Systems Principles", Addision Wesley.					
e-Lear	ning Source:						
https://	/nptel.ac.in/courses/106	105214					

		Course Articulation Matrix: (Mapping of COs with POs and PSOs)													
PO- PSO CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1	3	1	1	3	2	3				1		3		1	
CO2	3	3	3	2	1	1		1				2			
CO3	3	2	1	1	2	2	3		2			3			3
CO4	3	2	2	2	3	3				1		2		2	
CO5	3	1	1	1	1	2	1					2			



Effective from Session: 2016-17													
Course Code	CS-304	Title of the Course	Theory of Automata & Formal Languages	L	Т	Р	С						
Year	III	Semester	V	3	1	0	4						
Pre-Requisite	None	Co-requisite	None										
Course Objectives	The primary of include the at	objective of this course i	s to introduce students to the foundations of computability t cal techniques and logical reasoning to important problems.	heory. and to	Other of develor	objectiv o a stroi	ves ng						
• • • • • • • • • • • • • • • • • • •	background in	n reasoning about finite	state automata and formal languages.				0						

	Course Outcomes
CO1	To demonstrate computational mathematical models for problem solving and describe how they relate to formal languages.
CO2	To analyze the relationship among language classes and grammars with the help of Chomsky Hierarchy.
CO3	To apply rigorous formal mathematical model for proving different properties of grammars, languages and automata.
CO4	To apply mathematical foundations, algorithmic principles and computer science theory to the modelling and design of computer based
	systems in a way that demonstrates.
CO5	Have an overview of how the theoretical study in this course is applicable to and engineering application like designing the compilers

Unit No.	Title of the Unit	Content of Unit	Contact Hrs.	Mapped CO
1	Introduction	Finite state machine, definitions, Finite automaton model, acceptance of strings and languages Deterministic Finite Automata(DFA), Nondeterministic Finite Automata (NFA), NFA with epsilon transition, Language of NFA, Equivalence of NFA and DFA, Minimization of Finite Automata, FA with output: Moore and Mealy machine, Equivalence of Moore and Mealy Machine, Applications and Limitation of FA.	8	1
2	Regular expression & Languages	Chomsky Hierarchy, Regular Grammars, Unrestricted Grammars, Context Sensitive Language, Regular expression (RE); Definition, Operators of regular expression and their precedence, Algebraic laws for Regular expressions, Kleen's Theorem, Regular expression to FA, DFA to Regular expression, Arden Theorem, Non-Regular Languages, Pumping Lemma for regular Languages. Application of Pumping Lemma, Closure properties of Regular Languages, Decision properties of Regular Languages	8	2
3	Context free grammar (CFG) and Context Free Languages (CFL):	Context free grammar (CFG) and Context Free Languages (CFL): Definition, Examples, Derivation, Derivation trees, Ambiguity in Grammar, Ambiguous to Unambiguous CFG, Useless symbols, Simplification of CFGs, Normal forms for CFGs: CNF and GNF, Closure properties of CFLs, Decision Properties of CFLs: Emptiness, Finiteness and Membership, Pumping lemma for CFLs.	8	3
4	Push Down Automata (PDA):	Push Down Automata (PDA): Description and definition, Instantaneous Description, Language of PDA, Acceptance by Final state, Acceptance by empty stack, Deterministic PDA, Equivalence of PDA and CFG, CFG to PDA and PDA to CFG, Two stacks PDA, Non-Deterministic Push Down Automata.	8	4
5	Turing machines (TM):	Turing machines (TM): Basic model, definition and representation, Instantaneous Description, Language acceptance by TM, Variants of Turing Machine, TM as Computer of Integer functions, Universal TM, Church's Thesis, Recursive and recursively enumerable languages, Halting problem, Introduction to Undecidability, Undecidable problems about TMs. Post correspondence problem (PCP), Modified PCP, Introduction to recursive function theory	8	5
e-Lear	ning Source:			

https://nptel.ac.in/courses/106105196

		Course Articulation Matrix: (Mapping of COs with POs and PSOs)													
PO- PSO CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1	2	2	2	2		1		1		1		2	1		3
CO2	3	2	3	2	2	1						2		3	
CO3	3	3	3	2	1	2			2			2	2		3
CO4	3	2	2	2	3	3	1	2		1	1	2	2		
CO5	3	2	1	1		2				2		2		1	2



Effective from Session: 2020)-21						
Course Code	CS-334	Title of the Course	Cloud Computing	L	Т	Р	С
Year	III	Semester	V	3	1	0	4
Pre-Requisite	None	Co-requisite	None				
Course Objectives	 To stud To stud To stud To und private To stud to stud 	ly the the various paradi ly the concepts ,key tech lerstand the architecture cloud and hybrid cloud dy Interpretation of va	gm of cloud computing and computing techniques. nologies, strength and limitation of cloud computing and pe e and infrastructure of cloud computing including SaaS, rious data, scalability and cloud services to acquire effe	ossible PaaS,l cient c	applica laas, pu latabase	ation Iblic clo e for cl	oud, loud

	Course Outcomes
CO	1 Explain the various paradigm of cloud computing and computing techniques.
CO	2 Articulate the concepts ,key technologies, strength and limitation of cloud computing and possible application
CO	3 Identify the architecture and infrastructure of cloud computing including SaaS, PaaS, Iaas, public cloud, private cloud and hybrid cloud.
CO	4 Interpret various data, scalability and cloud services to acquire efficient database for cloud storage.
CO	5 Describe the appropriate cloud computing solutions and recommendations according to application used.

Unit No.	Title of the Unit	Content of Unit	Contact Hrs.	Mapped CO
1	Introduction:	Historical development, Vision of Cloud Computing, Characteristics of cloud computing as per NIST, Cloud computing reference model, Cloud computing environments, Cloud services requirements, Cloud and dynamic infrastructure. Overview of cloud applications: ECG Analysis in the cloud, Protein structure prediction, Gene Expression Data Analysis, Satellite Image Processing, CRM and ERP ,Social networking.	8	1
2	Cloud Computing Architecture:	Cloud Reference Model, Types of Clouds, Cloud Interoperability & Standards, Scalability and Fault Tolerance; Cloud Solutions: Cloud Ecosystem, Cloud Business Process Management, Cloud Service Management. Cloud Offerings: Cloud Analytics, Virtual Desktop Infrastructure.	8	2
3	Cloud Management & Virtualization Technology:	Resiliency, Provisioning, Asset management, Concepts of Map reduce, Cloud Governance, High Availability and Disaster Recovery. Virtualization: Fundamental concepts of compute ,storage, networking, desktop and application virtualization .Virtualization benefits, server virtualization, Block and file level storage virtualization Hypervisor management software, Infrastructure Requirements, Virtual LAN(VLAN) and Virtual SAN(VSAN) and their benefits.	8	3
4	Cloud Security:	Cloud Information security fundamentals, Cloud security services, Design principles, Secure Cloud Software Requirements, Policy Implementation, Cloud Computing Security Challenges, Virtualization security Management, Cloud Computing Security Architecture.	8	4
5	Market Based Management of Clouds, Federated Clouds/Inter Cloud:	Characterization & Definition, Cloud Federation Stack, Third Party Cloud Services. Case study: Google App Engine, Microsoft Azure, Hadoop, Amazon.	8	5
Referen	ce Books:			
	1. Buyya, Selvi," N	Aastering Cloud Computing ",TMH Pub.		
	2. Kumar Saurabh,	"Cloud Computing", Wiley Pub.		
	3. Krutz , Vines, "C	Cloud Security ", Wiley Pub.		
	4. Velte, "Cloud Co	omputing- A Practical Approach", TMH Pub.		
	5. Sosinsky, "Cloud	l Computing", Wiley Pub.		
e-Lean	rning Source:			

https://nptel.ac.in/courses/106105196

				Cour	se Arti	culation	1 Matri	x: (Ma	pping o	of COs w	ith POs	and PSC)s)		
PO- PSO CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1	3	3	-	-	-	-	-	-	-	-	-	-	-	-	3
CO2	3	3	-	-	-	-	-	-	-	-	-	-	_	-	3
CO3	3	3	3	3	-	-	-	-	-	-	-	-	2	3	3
CO4	3	3	3	3	-	-	-	-	-	-	-	-	2	3	3
CO5	3	3	3	3	-	-	-	-	-	-	-	-	2	3	3



Effective from Session: 2021	1-22								
Course Code	CS-341	Title of the Course	Introduction to Internet of Things	L	Т	Р	С		
Year	III	Semester	V	3	1	0	4		
Pre-Requisite	None	Co-requisite	None						
	1. To und	erstand the concepts of	Internet of Things.						
	2. To introduce the concept of M2M (machine to machine) with necessary protocols								
Course Objectives	3. To illus	strate diverse methods o	f deploying smart objects and connect them to network.						
	4. To intro	oduce the Raspberry PI	platform, that is widely used in IoT applications						
	5. To Infe	er the role of Data Analy	tics and Security in IoT						

	Course Outcomes
CO1	Understand the concepts of Internet of Things and can able to build IoT applications.
CO2	Understand IoT sensors and technological challenges faced by IoT devices, with a focus on wireless, energy, power, and sensing modules
CO3	Student must be able to understand the specialized aspects of IoT Devices
CO4	Elaborate the need for Data Analytics and Security in IoT
CO5	Explore and learn about Internet of Things with the help of preparing projects designed for Raspberry Pi

Unit No.	Title of the Unit	Content of Unit	Contact Hrs.	Mapped CO				
1	Introduction to IoT	Defining IoT, Characteristics of IoT, Physical design of IoT, Logical design of IoT, Comparing IoT Architectures, Functional blocks of IoT, Communication models & APIs, IoT Challenges.	8	1				
2	Communication Protocols	Wireless medium access issues, MAC protocol survey, Survey routing protocols, Sensors, Actuators and Smart Objects, Sensor Networks, Connecting Smart Objects, IoT Access Technologies.	8	2				
3 IoT and M2M Software defined networks, network function virtualization, difference between SDN and 3 IoT and M2M NFV for IoT, Basics of IoT System Management with NETCOZF, YANG- NETCONF, YANG, SNMPNETOPEER 8								
4	4 IoT Physical 4 Devices and Endpoints Introduction to Arduino and Raspberry Pi- Installation, Interfaces (serial, SPI, I2C), Programming – Python program with Raspberry PI focusing on interfacing external gadgets, controlling output, reading input from pins.							
5	IoT Physical Servers and Advanced Topics	Introduction to Cloud Storage models and communication APIs, Web server – Web server for IoT, Cloud for IoT, An Introduction to Data Analytics for IoT, Big Data Analytics Tools and Technology, Securing IoT, Common Challenges in OT Security,	8	5				
Referen	ce Books:							
1. Raj	Kamal, "Internet of Th	ings: Architecture and Design Principles", 1st Edition,McGraw Hill Education, 2017. (ISBN: 97	8-935260522	24)				
2. Inte	ernet of Things - A Hand	ds-on Approach, ArshdeepBahga and Vijay Madisetti, Universities Press, 2015, ISBN: 9788173'	71954					
3. Da	vid Hanes, Gonzalo Salg	gueiro, Patrick Grossetete, Robert Barton, Jerome Henry,"IoT						
e-Lear	rning Source:							

https://nptel.ac.in/courses/106105166

		Course Articulation Matrix: (Mapping of COs with POs and PSOs)														
PO- PSO CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3	PSO4
CO1	1	2		3	1		3	2				1	2	1	2	2
CO2			2	3	3				2	3	1	1	1	1	3	2
CO3	1	3			2	1		2	3				1	2	1	2
CO4			1	2			3			3	2	1	2	3	2	1
CO5	1	2	3		1	2		3					2	1	1	3



Effective from Session: 2018	8-19						
Course Code	CS-342	Title of the Course	DATA COMPRESSION	L	Т	Р	С
Year	III	Semester	V	3	1	0	4
Pre-Requisite	None	Co-requisite	None				
Course Objectives	 Basic kno Types of Various t Applicati 	owledge of Data compre data compression echniques o f Data com on of data compression	pression				

	Course Outcomes
CO1	Understand the importance of compressions, and different compression models
CO2	Solve the various problems based on lossless compression approach such as Huffman, adaptive Huffman models
CO3	Solve problems using arithmetic and dictionary based compression techniques.
CO4	Apply partial prediction matching, and learn to transformation of source based on Transform algorithms
CO5	Represent the various dynamic model in the form of structured vector representation

Unit No.	Title of the Unit	Content of Unit	Contact Hrs.	Mapped CO
1	Introduction	Compression Techniques: Loss Less Compression, Lossy Compression, Measures of Performance, Modeling and Coding. Mathematical Preliminaries for Lossless Compression: A Brief Introduction to Information Theory: - Models: Physical Models, Probability Models, Markov Models, Composite Source Model, Coding:-Uniquely Decodable Codes, Prefix Codes	8	1
2	Huffman Coding	The Huffman Coding Algorithm: Minimum Variance Huffman Codes, Adaptive Huffman Coding: Update procedure, Encoding procedure, decoding procedure. Golomb Codes, Rice Codes, Tunstall codes. Application of Huffman Coding. Text compression, Audio Compression.	8	2
3	Arithmetic Coding	Coding a Sequence, Generating a Binary Code, Comparison of Binary and Huffman Coding, Applications: Bi-Level Image Compression-JBIG and JBIG2 Standards. Dictionary Techniques: Introduction, Static Dictionary: - Diagram Coding, Adaptive Dictionary: The LZ77 Approach, The LZ78 Approach Applications. Image Compression: The Graphics Interchange Format (GIF), Compression over Modem.	8	3
4	Prediction with Partial Match	The Basic Algorithm, The ESCAPE SYMBOL, Length of Context, The Exclusion Principle, The Burrows-Wheeler Transform, Move-to- Front Coding, CALIC, JPEG-LS, Multi- resolution Approaches, Facsimile Encoding, Dynamic Markov Compression.	8	4
5	Quantization	Introduction of Scalar and Vector Quantization, Advantages of Vector Quantization Over Scalar Quantization, The Linde-Buzo-Gray Algorithm, Tree Structured Vector Quantizes, Structured Vector Quantizes.	8	5
Referen	ce Books:			
1.Introd	uction to Data Compress	sion, Second Edition, Khalid Sayood, The Morgan Kaufmann Series		
2. Data	Compression: The Comp	plete Reference 4th Edition by David Salomon, Springer		
3. Text (Compression1st Edition	by Timothy C. Bell Prentice Hall		
4. Eleme	ents of Data Compressio	n, Drozdek, Cengage Learning		
e-Lear	ning Source:			
https://	/nptel.ac.in/courses/106	105166		

https://nptel.ac.in/courses/106105166

PO- PSO CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1	3	3	2	2	2								3	2	2
CO2	2	2	2	2	2								2	2	1
CO3	2	2	1	1	2								3	2	1
CO4	3	2	1	2	1	2	1						3	2	1
CO5	2	2	3	2	2	1	1	1					3	2	2



Effective from Session: 2016-17												
Course Code	CS343	Title of the Course	of the Course Visual Programming Lab L 7									
Year	III	Semester	V	0	0	2	1					
Pre-Requisite	None	Co-requisite	requisite None									
Course Objectives	This course in programming	introduces computer pr principles. Emphasis	ogramming using the Visual BASIC programming langua is on event-driven programming methods, including cre-	age wi ating	ith obje and m	ct-oriei anipula	ited ting					

	Course Outcomes
CO1	Design, create, build, and debug Visual Basic applications.
CO2	Explore Visual Basic's Integrated Development Environment (IDE).
CO3	Write and apply decision structures for determining different operations
CO4	Write and apply procedures, sub-procedures, and functions to create manageable code.
CO5	Write Visual Basic programs using object-oriented programming techniques including classes, objects, methods, instance variables,
	composition and inheritance and polymorphism

S. No.	List of Experiments	Contact Hrs.	Mapped CO
1	Program for a running traffic light application using Visual Basic	2	1
2	Program for design a user friendly menu File Edit Utilities Quit	2	1
3	Program to add two numbers and then transfer the result into INITIAL NO. Text box and then add another number to the initial no. do this process 5 times.	2	2
4	Program to calculate the Compound Interest.	2	2
5	Design a simple webpage using HTML and DHML to Implement all type of List	2	3
6	Design a simple webpage using HTML5	2	3
7	Write inline, internal and external CSS for a Web Page	2	4
8	Design a Navigation Menu using HTML and CSS	2	4
9	Crete Frame for Separate Web Page	2	5
10	Write a Program to Create Table for Student Cross-List	2	5

PO-PSO CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1	2	3	2		3		3						2	1	3
CO2	1	2	2	1	3		1						1	3	1
CO3	3	2	2	2			2						3	1	2
CO4	2	1	3	1			2						1	2	1
CO5	1	2	1				3						2	1	2



Effective from Session: 2016-17													
Course Code	CS 302	Title of the Course	Designing and Analysis of Algorithm Lab	L	Т	Р	С						
Year	III	Semester	V	0	0	2	1						
Pre-Requisite	None Co-requisite None												
Course Objectives	 To learn t To be able To learn t To learn t Learning 2 	he basic concepts of div e to develop logics whic he Dynamic approach to he uses of augmented da Backtracking and its im	ide and conquers with help of various examples. h help to find the optimal solution. o through various problems. ata structure and their implementation. plementation.										

	Course Outcomes									
CO1	Able to understand the basic concepts of Divide and conquer their implementation.									
CO2	Able to understand and develop solution to optimization problem(Greedy algorithm)									
CO3	Able to analyze and develop dynamic solution and implementation									
CO4	Develop understanding of Backtracking problems and their implementation									
CO5	Understanding and develop the logic to implementation of different augmenting data structures (RB Tree)									

S. No.	List of Experiments	Contact Hrs.	Mapped CO
1	Introduction	2	1
2	Implement Merge Sort	2	1
3	Implement Quick Sort(Divide & Conquer)	2	2
4	Implement Heap Sort	2	2
5	Implement Knapsack problem (Greedy ALGO.)	2	3
6	Implement of directed and undirected graph	2	3
7	Implement Shortest path by Dijkstra Algorithm	2	4
8	Implement 8- Queen problem(Back Tracking)	2	4
9	Implement Minimal spanning tree by	2	5
10	Kruskal's Algorithm	2	5

PO-PSO	DO1	DO3	DO3	DO4	DO5	DO6	DO7	DOS	DO0	PO10	DO11	DO12	DSO1	DSOJ	DSO2
CO	FOI	102	105	FU4	FUS	FOO	107	100	F09	F010	FUIT	F012	1301	F302	1303
CO1	1	2	2		3	1	3	1					2	1	1
CO2	2	1	3	2	1	2	3					1	2	1	1
CO3	1	2	2	2			3	2				2	2	1	1
CO4		2	2	2	1	2	3	2					2	1	1
CO5	1	2	1		1		3					1	2	1	1



Effective from Session: 2016-17												
Course Code	CS-313	Title of the Course	Microprocessor and its Applications	L	Т	Р	С					
Year	III	Semester	VI 3 1									
Pre-Requisite	None	Co-requisite	None									
Course Objectives	This course d interfacing w 8253 and 82 (8085 and 80	eals with the systematic ith other peripheral ICs 57) are introduced. The 86) needed to develop th	study of the Architecture and programming issues of 8 bit 8 and co-processor. In addition, a 16-bit microprocessors and aim of this course is to give the students basic knowledge he systems using it.	085-n other of th	nicropro chips (8 e micro	255, 82 process	and 251, sors					

	Course Outcomes
CO1	Understand the basic architecture of 8085 and 8086.
CO2	Impart the knowledge about the instruction set.
CO3	Understand the basic idea about the data transfer schemes and its applications
CO4	Develop skill in simple program writing for INTEL 8085 and INTEL 8086.
CO5	Understand advance microprocessor, microcontroller and Embedded System.

Unit No.	Title of the Unit	Content of Unit	Contact Hrs.	Mapped CO
1		Category of Memory, Microprocessor, Microcontroller, Buses, machine Language, Assembly Language, High Level Language, Assembly Language Program Development Tool. 8085 Microprocessor: Architecture, Pin diagram, Instruction Type, Instruction Cycle, Timing Diagram, Addressing Modes, Instruction Set. Assembly Programming based on 8085, Interrupt and Interrupt Service Routine.	8	1
2		8086 Microprocessor: Architecture, Pin Diagram, Timing Diagram, Addressing Modes, Instruction Set, Instruction Templates, Assembly Language Programming: Based on Procedure, Macros, Number conversion, String operation.	8	2
3		Interfacing with Peripheral Devices and Memory: Types of Transmission, 8257(DMA), 8255(PPI), Serial Data Transfer (USART 8251), Keyboard- Display Controller (8279), Priority Interrupt Controller (8259)	8	3
4		Interfacing with Timers and its Applications: Programmable Interval Timer/Counter (8253/8254): Introduction, Modes, Interfacing of 8253, Applications, ADC: Introduction, ADC Converters, ADC IC (0808/0809), Interfacing and Application of ADC.	8	4
5		Advanced Microprocessors and Micro-Controller: Introduction to Intel 80186, 80286, 80386 and 80486 Microprocessor. Introduction to Embedded System and Microcontrollers, 8051 Micro-controller: Introduction, Architecture.	8	5
Referen	ce Books:			
1-	R.S. Gaonkar: "Micropr	ocessor architecture, Programming and Applications with 8085/8080", Penram Publication.		
2-	B.Ram : "Fundamental	of Microprocessor and Microcomputer", DhanpatRai Publication, 4th edition.		
3-	R. Singh and B.P. Singh	: "Microprocessor Interfacing and its application", New Age International Publishers, 2nd Editi	on.	
4-	D.V. Hall: "Microproce	essor Interfacing", TMH (Revised 2nd Edition).		

PO- PSO CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1	3	3	2	1	1	3	1	1	1	1	1	3	1	2	2
CO2	3	3	3	2	1		1	1	1	1	1			2	1
CO3	3	2	1	1	2	3	1	1	1	1	1	3	2	1	2
CO4	3	2	2	2		1		1			1	2	3		3
CO5	3	1	1	1	1	2	3	1	1	1	1	2	1	2	2



Effective from Session: 2016-17													
Course Code	CS- 315	Title of the Course	COMPILER DESIGN	Т	Р	С							
Year	III	Semester	VI 3 1 0										
Pre-Requisite	None	Co-requisite	None										
Course Objectives	The course of complexity of directed tran compiling of	curriculum helps to un f the input program, ma slation scheme of the the input jobs.	derstand the concepts of compiler and phases, various achine dependent code and machine independent code, op input jobs, role and responsibility of pre-processor in	transla timizat compi	tion scl ion the ler desi	hemes, ory, syı igning	the ntax and						

	Course Outcomes
CO1	Know about the concepts of a preprocessor, translation rule, cross compiler, assembler loader and linker.
CO2	To know about the basic principles of the compiler, and its constituent parts, algorithms, and data structures required to be used in the
	compiler.
CO3	Know about the concepts of the function and complexity of modern compilers.
CO4	Know about the concepts of code generation algorithms to get the machine code for the optimized code
CO5	Know about the concept flow graph, machine-dependent, and machine-independent optimization, intermediate code,.

Unit No. 1	Fitle of the Unit	Content of Unit	Contact Hrs.	Mapped CO
1	Introduction	Introduction to Compiler, Phases and Passes, Bootstrapping, Finite State Machines and Regular Expressions and their Applications to Lexical Analysis, Implementation of Lexical Analysers, Lexical analyser Generator, LEX-compiler, Formal Grammars and their Application to Syntax Analysis, BNF Notation, Ambiguity, YACC.	8	1
2	Context Free Grammars	The Syntactic Specification of Programming Languages: Context Free Grammars, Derivation and Parse Trees, Capabilities of CFG. Basic Parsing Techniques: Parsers, Top Down Parsing, Predictive Parsers, LL(1), Shift Reduce Parsing, Operator Precedence Parsing, Elimination of left recursion	8	2
3	Parsing	Automatic Construction of Efficient Parsers: LR Parsers, the Canonical Collection of LR(O) Items, Constructing SLR Parsing Tables, Constructing Canonical LR Parsing Tables, Constructing LALR Parsing Tables, using Ambiguous Grammars, an Automatic Parser Generator, Implementation of LR Parsing Tables, Constructing LALR Sets of Items.	8	3
4	Syntax-Directed Translation	Syntax-Directed Translation: Syntax-Directed Translation Schemes, Implementation of Syntax-Directed Translators, Intermediate Code, Postfix Notation, Parse Trees & Syntax Trees, Three Address Code, Quadruple & Triples, Translation of Assignment Statements, Boolean Expressions, Statements that Alter the Flow of Control, Postfix Translation, Translation with a Top Down Parser. More About Translation: Array References in Arithmetic Expressions, Procedures Call, Declarations, Case Statements.	8	4
5	Symbol Tables	Symbol Tables: Data Structure for Symbols Tables, Representing Scope Information. Run- Time Administration: Implementation of Simple Stack Allocation Scheme, Storage Allocation in Block Structured Language. Introduction to Code Optimization: Loop Optimization, the DAG Representation of Basic Blocks, Value Numbers and Algebraic Laws, Global Data-Flow Analysis. Introduction to Code Generation.	8	5
Reference	Books:			

1- Aho, Sethi & Ullman, "Compiler Design", Addison Wesley.

PO- PSO CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1	2	3	1	2	1	1			1	1	1	2	1	2	2
CO2	2	3	1	1	1	2	3	2		2			3	2	
CO3	1	2	2	2					1	1	1	2	2	1	2
CO4	1	2	2	3	4	1				2		3	2		
CO5	1	1	2	3	5			3	1	2	1	2	1	2	2



Effective from Session: 2016-17												
Course Code	CS316	Title of the Course	Sitle of the Course COMPILER DESIGN LAB L									
Year	III	Semester	V	0	0	2	1					
Pre-Requisite	None	None										
Course Objectives	the purpose of this undergraduate course is to impart practical knowledge of the concepts through different experiments related to its theoretical course											

	Course Outcomes
CO1	Able to understand the basic concepts TOKEN and lexeme, the flow of control
CO2	Able to design and develop various programming concepts, like case statements, and procedure calls.
CO3	Able to analyze and compute first and follow, and used the concept first and follow, to implement various parsing algorithms.
CO4	Able to develop programs on the different parser.
CO5	Able to implement programs on various SDT.

S. No.	List of Experiments	Contact Hrs.	Mapped CO
1	Write a program to implement TOKENIZER.	2	1
2	Write a program using call statement and CASE statement.	2	1
3	Write a program to find out FIRST / FOLLOW of grammar.	2	2
4	Evaluate POSTFIX and PREFIX expression with the help of stack.	2	2
5	Write a program to implement OPERATOR PRECEDENCE PARSER.	2	3
6	Design a parser like RECURSIVE DESCENT PARSER.	2	3
7	Design PREDICTIVE PARSER.	2	4
8	Design I.R(0) PARSER	2	4
9	Write a program to implement TOKENIZER.	2	5
10	Write a program using call statement and CASE statement.	2	5

PO-PSO	DO1	DOJ	DO3	DO4	DO5	DO6	DO7	DOS	DO0	PO10	PO11	DO12	DSO1	DSOJ	DSO2
СО	FOI	102	105	F04	105	FU0	0 10/	/ 100	F09	F010	FOIT	FO12	1301	F302	1303
CO1	2	2	1		2		2						2	2	1
CO2	3	1	2	2	2		3						1	2	1
CO3	4	2	2	2			2						3	2	2
CO4	3	2	3	3			3						3	1	1
CO5	1	2	1				3						2	1	1



Effective from Session: 2016-17												
Course Code	CS306	Title of the Course	COMPUTER NETWORKS LAB	L	Т	Р	С					
Year	III	Semester	V	0	0	2	1					
Pre-Requisite	None	Co-requisite	None									
Course Objectives	Resource sha knowledge of protocols usi Ethernet/Inter	ring is the main objection working principles of ng network tools such met networking.	ve of the computer network Lab. The objective of this lab various communication protocols. Analyze structure and a as and network simulators (NS2). This lab provides	course format a prac	is to g s of TO tical a	et pract CP/IP 1a pproach	ical ayer a to					

	Course Outcomes
CO1	Understand the practical approach to network communication protocols.
CO2	Understand network layers, structure/format and role of each network layer.
CO3	Able to design and implement various network application such as data transmission between client and server, file transfer, real-time
	multimedia transmission.
CO4	Understand the various Routing Protocols/Algorithms and Internetworking.
CO5	Understand the structure and organization of computer networks; including the division into network layers, role of each layer, and
	relationships between the layers.

S. No.	List of Experiments	Contact Hrs.	Mapped CO
1	Simulation of Basic Router Configuration in cisco packet tracer	2	1
2	Simulation of Router Name and Password in cisco packet tracer	2	1
3	Simulation of Banner motd and login in Cisco packet tracer	2	2
4	Simulation of telnet in Cisco packet tracer	2	2
5	Simulation of DHCP in Cisco packet tracer	2	3
6	Simulation of RIP in cisco packet tracer	2	3
7	.Simulation of OSPF in cisco packet tracer	2	4
8	Simulation of crate and add VLAN in cisco packet tracer	2	4
9	Simulation of STP in cisco packet tracer	2	5
10	Simulation of two router communication in cisco packet Tracer	2	5

PO-PSO	DO1	DOJ	DO3	DO4	DO5	DO6	DO7	DOS	DO0	PO10	DO11	DO12	DSO1	DSOJ	DSO2
СО	FOI	F02	F05	F04	105	FU0	F07	100	F09	FOID	FUIT	FO12	1301	F302	1303
CO1	2	1	2		3		3						2	1	3
CO2	1	1	1	2	1		1						1	3	1
CO3	3	2	2	2			3						3	1	2
CO4	2	1	3	1			2						1	2	1
CO5	1	2	1				3						2	1	2



Effective from Session: 2016	Effective from Session: 2016-17												
Course Code	CS314	Title of the Course	Microprocessor Lab	L	Т	Р	С						
Year	III	Semester	V	0	0	2	1						
Pre-Requisite	None	ne Co-requisite None											
	To expose stu	idents to the operation o	f typical microprocessor (8086) trainer kit.										
Course Objectives	To prepare th	To prepare the students to be able to solve different problems by developing different programs.											
	To develop th	e quality of assessing a	nd analysing the obtained data										

	Course Outcomes
CO1	Identify relevant information to supplement to the Microprocessor and Microcontroller course6.
CO2	Set up programming strategies and select proper mnemonics and run their program on the training boards.
CO3	Practice different types of programming keeping in mind technical issues and evaluate possible causes of discrepancy in practical experimental
	observations in comparison
CO4	Develop testing and experimental procedures on Microprocessor and Microcontroller analyse their operation under different cases.
CO5	Prepare professional quality textual and computational results, incorporating accepted data analysis and synthesis methods, simulation
	software and word- processing tools

S. No.	List of Experiments	Contact Hrs.	Mapped CO
1	Write a program to two add 16 bit Hexadecimal numbers without carry.	2	1
2	Write a program to two add 16 bit Hexadecimal numbers with carry.	2	1
3	Write a program to find the greatest number from an array of 10 numbers.	2	2
4	Write a program to calculate the factorial of a number.	2	2
5	Write a program to multiply two 16-bit numbers result should be greater than 16 bit.	2	3
6	Write a program to input 5 numbers and arrange them in descending order.	2	3
7	Write a program to convert the string data it's Two's complement form.	2	4
8	Write a program to multiply two 8-bit signed - numbers.	2	4
9	Write a program to read 8 bit data from Port B. Complement this data & send it back to Port A.	2	5
10	Write a program to move a block of data from one memory location to another.	2	5

PO-PSO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
<u> </u>															
CO1	2	3	2	2	-	1	-	-	2	2	2	2	2	1	1
CO2	3	3	1	2	2	1	1	1	2	2	2	2	2	1	1
CO3	1	2	3	2	-	3	-	2	2	3	1	-	2	1	1
CO4	2	3	-	2	2	1	-	1	2	2	-	2	2	1	1
CO5	1	2	1	2	3	-	2	-	2	2	1	2	2	1	1



Effective from Session: 2016	Effective from Session: 2016-17												
Course Code	CS306	Title of the Course	COMPUTER NETWORKS LAB	L	Т	P	С						
Year	III	Semester	ester V										
Pre-Requisite	None	Co-requisite	None										
Course Objectives	Resource sha knowledge of protocols usi Ethernet/Inter	ring is the main objective working principles of ng network tools such net networking.	ve of the computer network Lab. The objective of this lab various communication protocols. Analyse structure and the as and network simulators (NS2). This lab provides	course format a prac	is to g s of TC tical ap	et pract P/IP la pproach	ical iyer i to						

	Course Outcomes
CO1	Understand the practical approach to network communication protocols.
CO2	Understand network layers, structure/format and role of each network layer.
CO3	Able to design and implement various network application such as data transmission between client and server, file transfer, real-time
	multimedia transmission.
CO4	Understand the various Routing Protocols/Algorithms and Internetworking.
CO5	Understand the structure and organization of computer networks; including the division into network layers, role of each layer, and
	relationships between the layers

S. No.	List of Experiments	Contact Hrs.	Mapped CO
1	Simulation of Basic Router Configuration in cisco packet tracer	2	1
2	Simulation of Router Name and Password in cisco packet tracer	2	1
3	Simulation of Banner motd and login in Cisco packet tracer	2	2
4	Simulation of telnet in Cisco packet tracer	2	2
5	Simulation of DHCP in Cisco packet tracer	2	3
6	Simulation of RIP in cisco packet tracer	2	3
7	.Simulation of OSPF in cisco packet tracer	2	4
8	Simulation of crate and add VLAN in cisco packet tracer	2	4
9	Simulation of STP in cisco packet tracer	2	5
10	Simulation of two router communication in cisco packet Tracer	2	5

PO-PSO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	POS	POO	PO10	PO11	PO12	DSO1	DSO2	PSO3	
СО	FOI	102	105	F04	F05	FU0	F07	100	F09	F010	FUIT	FO12	1301	F302	1505	
CO1	2	1	2		3		3						2	1	3	
CO2	1	1	1	2	1		1						1	3	1	
CO3	3	2	2	2			3						3	1	2	
CO4	2	1	3	1			2						1	2	1	
CO5	1	2	1				3						2	1	2	



Effective from Session: 2021-22											
Course Code	CS-345	Title of the Course	f the Course Advance Computer Architecture L								
Year	III	Semester	VI	3	1	0	4				
Pre-Requisite	None	Co-requisite									
Course Objectives	The main aim program perfection themes include	n of the course is to help ormance, and the new de le: memory hierarchy, c	students understand the effect of modern computer architec evelopments in computer architecture and how it affects alg aching, pipelining, parallelism and multiprocessors	tures o orithm	on softw design	/are and . Main	L				

	Course Outcomes
CO1	Registers, bus as well as memory and its hierarchy and input/output devices.
CO2	Division based algorithms for different representation of data and discuss I/O interfaces,
	ports and Data Transfer modes
CO3	Register and stack organization and construct different control units.
CO4	Types of memory and memory mapping of one type with other
CO5	Knowledge about Interconnection Network, non-blocking network, cross har network, and shuffle exchange network

Unit No.	Title of the Unit	Content of Unit	Contact Hrs.	Mapped CO
1	Introduction	Introduction to Computer Architecture, Evolution of Computer Architecture, Parallel Computing, Parallel Architectural Classification Schemes: Flynn's, Shores, Feng's Classification; Performance of Parallel Processors: Speedup Performance Laws, Amdahl Law, and Gustafson Law, Performance Metrics and Measures.	8	1
2	Pipeline Processing:	Pipeline Processing: Introduction to Pipeline Processing, Arithmetic Pipelines, Pipelined Instruction Processing, Instruction Level Parallelism. Interlocks, Hazards, and Hazards Detentions & Resolution, Scheduling of Pipelines	8	2
3	Processor Architectures:	Processor Architectures: Superscalar Architecture, Vector Architecture and VLIW Architecture, Super pipeline design, Memory Technology: Cache Architecture; Cache Coherence and Synchronization Mechanisms, Shared-Memory Organizations	10	3
4	Synchronous parallel processing	Synchronous parallel processing, SIMD Architecture and programming principals, SIMD parallel algorithm, Data mapping and memory in Array Processor	10	4
5	Interconnection Network	Interconnection Network, introduction to permutations, group of mapping, decomposition of a permutation into cycles, elementary permutation used in interconnection network, complete non-blocking network, cross bar network, clos network, Benes's network, shuffle exchange network	8	5
Referen	nce Books:			

1. Peterson & Heresy, "Quantitative approach to computer Architecture"

2. Kai Hwang, "Advanced Computer Architecture", McGraw Hill International.

3. "Morgan Kaufman". Quin, "Parallel computing, Theory & Practices", McGraw Hill

4. Bhujde, "Parallel Computing", New Age International Hwang, "Advance ComputerArchitecture

PO- PSO CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1	3	3	2	1	1	3	1	1	1		1	3	1	2	2
CO2	3	3	3	2	1	1	1	1	1		1	2		2	1
CO3	3	2	1	1			1	1	1		1	3		1	2
CO4	3	2	2		3	2	1	1	1		1	2	3	2	3
CO5	3	1	1	1	1	2	3	1	1	1	1	2	1	2	2



Effective from Session: 2016	Effective from Session: 2016-17												
Course Code	CS-320	Title of the Course	Real Time System	L	Т	Р	С						
Year	III	Semester	VI	3	1	0	4						
Pre-Requisite	None	Co-requisite	None										
Course Objectives	To give know	ledge and understandin	gs of Real time databases and their applications										

	Course Outcomes
CO1	Apply the knowledge of operating system concepts to understand real time system concepts like tasks and scheduling.
CO2	Analyze the various parameters related to the different types of scheduling in single processor and multiprocessor environments.
CO3	The basic concepts of real time databases and their applications.
CO4	Apply the basic concepts of fault tolerance and clocks to design an effective real time system.
CO5	Identify the various protocols for effective resource sharing.

Unit No.	Title of the Unit	Content of Unit	Contact Hrs.	Mapped CO
1	Introduction	Introduction to Real Time Systems, Structure of Real Time System, Various Classification of Real Time Systems, Embedded System, Characterizing, Real Time System & Task	8	1
1		Various Issues in Real Time System	0	1
	Task Assignment	Classical Uniprocessor Scheduling Algo- Rate Monotonic, EDF. Uniprocessor Scheduling of		
2	& Scheduling	IRIS Tasks, Identical and Nononidentical Linear & Concave Reward Function, 0/1 Reward	8	2
		RM Scheduling, A Myopic Offline Scheduling FAB Algorithm & Buddy Strategy		
	Real Time	Real Time vs. General purpose Database, Main Memory database,		
3	Database	Concurrency Control Issues, Real Time OS- Threads and Tasks, Kernel, Case Study of	8	3
		QNX, VRTX, Vx Works.		
	Fault Tolerance	Introduction Fault, Fault Detection and Error Containment, Redundancy Data Diversity,		
4	Techniques	Reversal Checks, Malicious & Integrated Failure Handling. Clock Synchronization: Introduction Clocks A Nonfault Tolograph Synchronization Algorithms Impact of Fault	8	4
		Fault Tolerant Synchronization in H/Wand S/W		
5	Real Time	Introduction, N/W Topologies, Protocols: Internet & Resource Reservation Protocols, Real	0	5
5	Communication	Time Protocol, Contention-Based Protocol.	0	5
Referen	ce Books:			
1.	C.M. Krishna & Shin,	"Real Time Systems", Mc Graw Hill 1985.		
2.	Jane W.S. LIU, "Real	Time Systems", Pearson Education".		
3.	Levi & Agarwal, "Rea	al Time System", McGraw Hill.		

PO- PSO CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1	3	2	1	1	1	1	2	1	1	1	1	2	3	1	3
CO2	3	2	3	3	3	1			1	1	1	2	3	2	3
CO3	3	3			3	1	1	2	1	1	2	2	1	3	2
CO4	3	2	2		2	1	1		2	1	1				1
CO5	2	3	2	2	2	2	3		2	1	2	2	3	2	2



Effective from Session: 2018	8-19												
Course Code CS-346 Title of the Course Concepts in Advanced Database System L T P													
Year	III	Semester	VI 3 1 0										
Pre-Requisite	None	Co-requisite	None										
Course Objectives	To give the k DBMS, when To give know To give the k To give the k To give the k	knowledge of Advance s in the query imputed. vledge and understandin nowledge about databas nowledge of database tu nowledge about data wa	SQL Queries , which help the student to learn the working gs of Distributed database . se tuning and Explain basic issues of Database security. uning and database security. arehouse , connectivity and different types of emerging database	of Inte	ernal pro	ocessin	g of						

	Course Outcomes
CO1	Have knowledge about advance SQL queries and its applications.
CO2	Have knowledge and understanding of distributed database.
CO3	Have knowledge about database tuning and Explain basic issues related to Database security.
CO4	HaveknowledgeaboutPL/SQLanditsimplementationinvariousqueryprocess.
CO5	Have knowledge and understanding of Advanced data bases and data warehouse.

Unit No.	Title of the Unit	Content of Unit	Contact Hrs.	Mapped CO
1	Query Processing and Optimization	Clustering & Indexing, Query Processing, Estimations for Query Processing Cost Algorithms for executing selection Operations, Algorithms for executing Join Operations, Algorithm for executing Project Operations. Query Optimization: Heuristics for Query Optimizations, Query Evaluation Plans, Pipelined Evaluations, System Catalogue in RDBMS	8	1
2	Object Oriented databases	Database Tuning: Database Workloads, Tuning Decisions, DBMS Benchmarks, Multiple Attribute Search Keys, Extended Relational Model & Object Oriented Database System: Requirement, Properties, Structured Types, Object Identity, Containment, and Class Hierarchy, Logic Based Data Model, and Nested Relational model.	8	2
3	Distributed databases	Distributed Database System: Structure of Distributed Database, Data Fragmentation, Data Model, Query Processing, Semi Join, Parallel & Pipeline Join, Concurrency Control in Distributed Database System, Recovery in Distributed Database System, Distributed Deadlock Detection and Resolution, Commit Protocols	8	3
4	Database Security	Database Securities: Database Security, Access Control and Grant & Revoke on Views and Integrity Constraints, Mandatory & Discretionary Access Control, Role of DBA, Security in Statistical Databases	8	4
5	Enhanced databases	Enhanced Data Model for Advanced Applications: Database Operating System, Introduction to Temporal Database Concepts, Introduction to Spatial and Multimedia Databases, Introduction to Data Mining, Introduction to Active Database System & Deductive Databases, Database Machines, Web Databases.	8	5
Referen	ce Books:			
1- M	ajumdar & Bhattacharya	a, "Database Management System", TMH.		
2- Ko	orth, Silberchatz, Sudars	han, "Database Concepts", Addison Wesley		
3- El	mastri, Navathe, "Funda	umentals of Database Systems", Addison Wesley		
4- Da	ate C.J., "An Introductio	n to Database System", Addison Wesley.		

PO- PS O CO	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO1 0	PO1 1	PO1 2	PSO 1	PSO 2	PSO 3	PSO 4
CO 1	1	2		1	1		3	2				1	2	1	2	2
CO 2			3	1	3				2	3	3	1	1	2	3	2
CO 3	1	1			2	1		3	3				1	1	1	2
CO 4			1	2			1			3	2	1	2	1	2	1
CO 5	1	2	3		1	2		3					2	2	1	3



Effective from Session: 2016	5-17										
Course Code CS-311 Title of the Course Software Project & Quality Management L											
Year	III	Semester	VI	3	1	0	4				
Pre-Requisite	None	Co-requisite	None								
Course Objectives	 Explain to deve Assess world s To uno docume 	n the basic understandin lop software. the applicability, streng software solutions. derstand various proces entation for software der	g of software, its characteristics, and importance of followir of software, its characteristics, and importance of followir of states and weaknesses of the different development life cycl assess of each phase of SDLC and make the students cap welopment.	ng eng e mod bable 1	ineering els to p to prep	g princij rovide are qua	ples real ality				

	Course Outcomes
CO1	Analyze the systematically stepwise project planning.
CO2	Have knowledge of strategic program management, analysis of technical assessment of projects and study and analysis of different Cost-
	Benefit Evaluation Techniques.
CO3	Apply, analyze and compare effort estimation and different network planning models.
CO4	Evaluation and analysis of different resources and Critical Path, monitoring and control, Prioritizing monitoring and change control.
CO5	Compare and analyze modern project management, contract management, ISO Standards, CMM, Six Sigma Approach.

Unit No.	Title of the Unit	Content of Unit	Contact Hrs.	Mapped CO				
1	Introduction to Wireless Communication:	Overview of Software Project Planning Software Project, Categorization of Software Project, Introduction to Stepwise Project Planning: Identify Project Scope and objectives, Identify Project Infrastructure, Project Products and Activities, Activity risks, Resource Allocation, Project Plan Execution	8	1				
2	Channel Allocation:	nnel Project Evaluation: Strategic Program Management, Technical Assessment, Cost Benefit cation: Analysis, Cash Flow Forecasting, Cost-Benefit Evaluation Techniques: Net profit, Payback Period, Return on Investment, Net Present Value, Internal Rate of Return, Risk Evaluation, Selection of Technologies, overview of software development models.						
3	Telecommunicatio ns Systems:	Software Effort Estimation an Overview, Project Schedules, Network Planning Models, Activity Duration Estimation, and Risk Management: Identification, Analysis and Abatement of Risk	8	3				
4	Wireless LAN:	Resource Allocation: Nature of resources, Identifying Resource Requirements, Scheduling Resources, Creating Critical Path, Counting the Cost, Cost Schedules. Monitoring and Control: Visualizing progress, Cost Monitoring, Prioritizing Monitoring, Getting Project Back to Target, Change Control	8	4				
5	Mobile network layer:	Contract Management, Human Resource Management, Software Quality Definition, Software Quality Assurance, Quality Assurance Plan, Quality Matrices, ISO Standards, CMM, Six Sigma Approach	8	5				
Referen	ce Books:							
1.	Software Project Manag	ement by Bob Hughes and Mike Cotterell, Third Edition, TMH.						
2.	Information Technology	Project Management by Kathy Schwalbe, International Student Edition, THOMSON Course Te	chnology, 20	003.				
3.	Software Quality by Mo	rdechai Ben-Menachem/Garry S Marliss. Thomson Learning Publication						

Software Project Management A Unified Framework by Walker Royce. Pearson Education.

		Course Articulation Matrix: (Mapping of COs with POs and PSOs)														
PO- PSO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3	PSO4
CO																
CO1	3	3	2	1	1	3	1	1	1	1	1	3	1	2	2	
CO2	3	3	3	2	1		1	1	1	1	1			2	1	
CO3	3	2	1	1	2	3	1	1	1	1	1	3	2	1	2	
CO4	3	2	2	2		1		1			1	2	3		3	
CO5	1	2	3		1	2		3					2	1	1	3



Effective from Session: 2021	1-22										
Course Code	CS-347	Title of the Course	Green Computing	L	Т	Р	С				
Year	III	Semester	VI	3	1	0	4				
Pre-Requisite	None	Co-requisite	None								
Course Objectives	To understand various processes of each phase of SDLC and make the students capable to prepare quality documentation										
Course Objectives	for software of	levelopment.									

	Course Outcomes											
CO1	Obtain the fundamentals of green computing and its IT strategies											
CO2	Learn about green assets, modeling and information systems											
CO3	Acquire knowledge on grid framework											
CO4	Understand the concept of green compliance											
CO5	Work with case studies											

Unit No.	Title of the Unit	Content of Unit	Contact Hrs.	Mapped CO
1	Introduction	Green IT Fundamentals: Business, IT, and the Environment –Environmental Impacts of IT, Green IT, Holistic Approach to Greening IT, Greening IT, Applying IT for enhancing. Environmental sustainability, Green IT Standards and Eco-Labelling of IT, Enterprise Green, IT strategy, Green IT: Burden or Opportunity?	8	1
2	Green Devices and Hardware with Green Software	Green Devices Hardware/Software: Introduction, Life Cycle of a device or hardware, Reuse, Recycle and Dispose, Energy-saving software techniques, Evaluating and measuring software Impact to platform power	8	2
3	Green Assets and Modeling and Grid Framework	Green Assets: Buildings, Data Centers, Networks, and Devices – Green Business Process Management: Modeling, Optimization, and Collaboration –Green Information Systems: Design and Development Models. Virtualization of IT systems – Role of electric utilities, Telecommuting, teleconferencing and teleporting – Materials recycling – Best ways for Green PC – Green Data center – Green Grid framework	8	3
4	Green Compliance and Social Aspects	Socio-cultural aspects of Green IT – Green Enterprise Transformation Roadmap – Green Compliance: Protocols, Standards, and Audits – Emergent Carbon Issues: Technologies and Future. Introduction, Strategizing Green Initiatives, Implementation of Green IT, Information Assurance, Communication and Social media	8	4
5	Regulating the Green IT and CASE STUDIES	Introduction, The regulatory environment and IT manufacturers, Non regulatory government initiatives, Industry associations and standards bodies, Green building standards, Green data centers, Social movements and Greenpeace. Case Studies – Applying Green IT Strategies and Applications to a Home, Hospital, Packaging Industry and Telecom Sector.	8	5
Referen	ce Books:			
1- 1	BhuvanUnhelkar, —Gre	een IT Strategies and Applications-Using Environmental Intelligencel, CRC Press, June 2014.		
2- 1	Woody Leonhard, Kathe	erine Murray, —Green Home computing for dummiesl, August 2012.		

3- Harnessing Green IT Principles and Practices, San Murugesan, G.R. Gangadharan, Wiley Publication, ISBN:9788126539680

	PO-PSO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
-	C01	3	3	2	3	3					2	1	2	2	3	1
	CO2	3	3	1	2	1			1	1	2	2	1			3
	CO3	3	3	3	1	1	1				2	2	2	2	2	3
	CO4	2	2	1	2	1	2	2	3	2	2			1	2	1
	CO5	3	1	1	1	1	2	1					2	1		



Effective from Session: 2021	1-22							
Course Code	CS-348	Title of the Course	Human Computer Interaction	L	Т	Р	С	
Year	III	Semester	VI	3	1	0	4	
Pre-Requisite	None Co-requisite None							
Course Objectives	To give the k To give the k	nowledge of TCP/IP pro nowledge of packet swin nowledge of sliding win nowledge of the CDMA nowledge of network lay nowledge of routing. nowledge of TCP & UD nowledge of congestion nowledge of quality of s nowledge of DNS, FTP,	tocol. tching and message switching. dow protocol. yer protocols viz. Ipv4, ARP, RARP. OP. control. cervice. , TELNET and remote logging.					

	Course Outcomes
CO1	Acquire fundamental concepts of computer components functions regarding interaction with human and vice versa
CO2	Analyze interface problems to recognize what design approach and interaction styles are required in the light of usability standards and
	guidelines.
CO3	Utilize basic concepts to construct a user-interaction strategy for a given problem its usability evaluation and to meet desired needs within
	realistic constraints such as social, political and ethical norms.
CO4	Ability to design and develop an interface by using appropriate HCI techniques that are preferred by the user.
CO5	Ability to apply different evaluation technique with case studies.

Unit No.	Title of the Unit	Content of Unit	Contact Hrs.	Mapped CO
1	Introduction to user-centric design	Introduction to user-centric design – case studies, historical evolution, issues and challenges and current trend, Engineering user-centric systems – relation with software engineering, iterative life-cycle, prototyping, guidelines, case studies	8	1
2	User-centric computing	User-centric computing – framework, introduction to models, model taxonomy, Computational user models (classical) – GOMS, KLM, Fitts' law, Hick-Hymans law.	8	2
3	Computational user models	Computational user models (contemporary) 2D and 3D pointing, constrained navigation, mobile typing, touch interaction, Formal models – case study with matrix algebra, specification and verification of properties, formal dialog modeling.	8	3
4	Empirical research	Empirical research – research question formulation, experiment design, data analysis, statistical significance test. Case Study 1- Multi-Key press Hindi Text Input Method on a Mobile Phone.	8	4
5	User-centric design evaluation	User-centric design evaluation – overview of evaluation techniques, expert evaluation, user evaluation, model-based evaluation with case studies. Case Study 2 – GUI design for a mobile phone based Matrimonial application.	8	5
Referen	ce Books:			
4 5 Referen	User-centric design evaluation ce Books:	Mobile Phone. User-centric design evaluation – overview of evaluation techniques, expert evaluation, user evaluation, model-based evaluation with case studies. Case Study 2 – GUI design for a mobile phone based Matrimonial application.	8	4 5

 Samit Bhattacharya (July, 2019). Human-Computer Interaction: User-Centric Computing for Design, McGraw-Hill India, Print Edition: ISBN-13: 978-93-5316-804-9; ISBN-10: 93-5316-804-X, E-book Edition: ISBN-13: 978-93-5316-805-6; ISBN-10: 93-5316-805-8.

2- Dix A., Finlay J., Abowd G. D. and Beale R. Human Computer Interaction, 3rd edition, Pearson Education, 2005.

3- Preece J., Rogers Y., Sharp H., Baniyon D., Holland S. and Carey T. Human Computer Interaction, Addison-Wesley, 1994.
4- B. Shneiderman; Designing the User Interface, Addison Wesley 2000 (Indian Reprint).

PO- PSO CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1	3	3	2	1	1	3	1	1	1	1	1	3	1	2	2
CO2	3	3	3	2	1	1	1	1	1	1	1	2	3	2	1
CO3	3	2	1	1			1			1	1	3		1	2
CO4	3	2	2		1	2	1	1	1					2	3
CO5	3	1	1	1	1	2	3	1	1	1	1	2	1	2	2



Effective from Session: 2016	5-17						
Course Code	CS-340	Title of the Course	Software Engineering	L	Т	Р	С
Year	III	Semester	V	3	1	0	4
Pre-Requisite	None	Co-requisite	None				
Course Objectives	 Explain to deve Assess world s To und docum To dev Study of 	a the basic understandin lop software. the applicability, streng software solutions. derstand various process entation for software de elop effort estimation ar of CASE tools, Quality A	g of software, its characteristics, and importance of following the general set of the different development life cycl sees of each phase of SDLC and make the students cap velopment. Ind risk management skills for developing software. Assurance activities etc. for focusing on quality issues of soft	ng eng e mod pable s ftware.	ineerin els to p to prep	g princi	ples real ality

	Course Outcomes
CO1	Identify the best suitable SDLC model for a given set of user requirements.
CO2	Estimate the total effort, to assess and manage the potential risks involved while developing the software.
CO3	Create a good quality SRS and design a highly cohesive and low coupled software.
CO4	Follow the standard coding guidelines and practices and prepare best possible test cases to uncover errors.
CO5	Work on modern CASE tools and follow the international quality standards to produce good quality software.

Unit No.	Title of the Unit	Content of Unit	Contact Hrs.	Mapped CO
1	Introduction to Software Engineering	Types of Software, Software Characteristics, Quality of a Good Software, Software Myths, Software Components, Software Crisis, Software Engineering: Definition, Challenges, Software Engineering Processes, Similarity and Differences from Conventional Engineering Processes. Software Development Life Cycle Models: Build and Fix Models, Waterfall Model, Prototyping Model, RAD Model Iterative Enhancement Model, Evolutionary Development Model and Spiral Model, WINWIN Spiral Model, Fourth Generation Techniques.	8	1
2	Planning a Software	Process Planning, Effort Estimation: Uncertainities in Effort Estimation, Building Effort Estimation Models, A Bottom-Up Estimation Approach, COCOMO Model, Project Scheduling & Staffing: Overall Scheduling, Detailed Scheduling, Team Structure, Software Configuration Management(SCM): - Baselines, Version Control, Change Control & Configuration Audit, Risk Management: Reactive and Proactive Risk Strategies, Software Risks, Risk Analysis, Identification, Projection, Assessment, Monitoring and Managing the Risk, RMMM Plan.	8	2
3	Software Requirements Analysis and Specification	Software Requirements: Need for SRS, Requirement Process, Problem Analysis: Informal & formal Approaches, Data Flow Modeling, Object Oriented Modeling, Prototyping, Requirements Specifications: Characteristics of an SRS, Components of SRS, Specification Language, Structure of Requirement Document: IEEE Standards for SRS, Validation, Metrics. Designing and Coding: Designing: Function Oriented Design: Design Principles: Problem Partitioning and Hierarchy, Abstraction, Modularity, Top Down and Bottom-Up Strategies, Module Level Concepts: Coupling, Cohesion; Structure Design Methodology, Verification, Introduction to Object Oriented Design & User Interface Design, Software Measurement Metrics: Various Size Oriented Measures- Halestead's Software Science, Function Point (FP) Based Measures, Cyclomatic Complexity Measures; Control Flow Graphs.	8	3
4	Coding & Testing	 Coding: Programming Principles and Guidelines: Common Coding Errors, Structured Programming, Information Hiding, Programming Practices, Coding Standards, Coding Process, Refactoring, Verification: Code Inspection, Static Analysis, Proving Correctness, Combining Different Techniques, Metrics. Testing: Testing: Testing Fundamentals: Error Fault and Failure, Test Oracles, Test Cases and Test Criteria, Test Case Execution and Analysis, Unit Testing, Integration Testing: : Top Down and Bottom up, Acceptance Testing: Alpha and Beta Testing., Regression Testing, functional and non-functional testing. Testing Techniques: White Box: Logic Coverage, Path Coverage, Loop Coverage, Data Flow Testing. Black Box Testing: Boundary Value Analysis, Equivalence Class Testing, state Table Based Testing, Decision Table Based Testing. 	8	4
5	Computer Aided Software Engineering (CASE)	CASE Tools, Scope, Benefits of CASE Tool, support in Software Life Cycle, Architecture of CASE Environment, Types of CASE Tools, Software Reliability and Quality Management: -Software Quality Management: Quality Concepts, Software Quality Assurance, Software Reviews, Formal Technical Reviews, and Statistical Quality Assurance. Software Reliability, ISO 9000 Quality Standards, CMM Levels.	8	5
Referen	ce Books:			
1. Softw	are Engineering: A Prac	ctitioner's Approach by Roger S. Pressman, McGraw-Hill International edition.		

2. An Integrated Approach to Software Engineering, by Pankaj Jalote, Narosa Publishing House.

3. Software Engineering by K.K. Agarwal.

4. Software Engineering by Ian Sommerville, Addison-Wesley.

					Cour	se Arti	culation	n Matri	x: (Map	ping of (COs with	POs and	PSOs)			
PO- PSO CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3	PSO4
CO1	2	3	2	2		1	1	2	2	3	2	1	3			
CO2	3	3	2	2	1		1		2	1	3	1		2	1	
CO3	3	3	3	2					3	3		2		3		
CO4	3	2	2	2	1	3		2	3	3		2	2	1		
CO5	3	1	3	2	3	2	1	2	2	2	2	2			1	1



Effective from Session: 2016-17											
Course Code	CS-312	Title of the Course	itle of the Course Digital Image Processing								
Year	III	Semester	V	3	1	0	4				
Pre-Requisite	Pre-Requisite None Co-requisite None										
Course Objectives	To explain ba To expose stu To impart kno To introduce	sics of digital signal pro dents to different low le owledge of image comp advanced image process	cessing such as Fourier analysis evel image processing tasks such as filtering, edge detection ression as well as various image Segmentation techniques. sing algorithms for face detection and recognition.	etc.							

	Course Outcomes							
CO1	Explain basic image processing techniques for solving real problems							
CO2	Apply image processing techniques for solving problems in computer science							
CO3	Evaluate algorithms for higher level image processing.							
CO4	Develop understanding for object registration and recognition							
CO5	Develop an application using existing image processing algorithms							

Unit No.	Title of the Unit	Content of Unit	Contact Hrs.	Mapped CO					
1	Introduction and Fundamentals	Motivation and Perspective, Applications, Components of Image Processing System, Element of Visual Perception, A Simple Image Model, Sampling and Quantization.	8	1					
2	Image Enhancement in Spatial Domain	Introduction; Basic Gray Level Functions – Piecewise-Linear Transformation Functions: Contrast Stretching; Histogram Specification; Histogram Equalization; Local Enhancement; Enhancement using Arithmetic/Logic Operations – Image Subtraction, Image Averaging; Basics of Spatial Filtering; Smoothing - Mean filter, Ordered Statistic Filter; Sharpening – The Laplacian.	8	2					
3	Color Image Processing	 Color Fundamentals, Color Models, Converting Colors to different models, Color Transformation, Smoothing and Sharpening, Color Segmentation. Morphological Image Processing Introduction, Logic Operations involving Binary Images, Dilation and Erosion, Opening and Closing, Morphological Algorithms – Boundary Extraction, Region Filling, Extraction of Connected Components, Convex Hull, Thinning, Thickening. 	8	3					
4	Registration	Introduction, Geometric Transformation – Plane to Plane transformation, Mapping, Stereo Imaging – Algorithms to Establish Correspondence, Algorithms to Recover Depth Segmentation Introduction, Region Extraction, Pixel-Based Approach, Multi-level Thresholding, Local Thresholding, Region-based Approach, Edge and Line Detection: Edge Detection, Edge Operators, Pattern Fitting Approach, Edge Linking and Edge Following, Edge Elements Extraction by Thresholding, Edge Detector Performance, Line Detection, Corner Detection.	8	4					
5	Feature Extraction	Representation, Topological Attributes, Geometric Attributes. Description Boundary-based Description, Region based Description, Relationship. Object Recognition Deterministic Methods, Clustering, Statistical Classification, Syntactic Recognition, Tree Search, Graph Matching	8	5					
Reference Books:									
1. Digital Image Processing 2nd Edition, Rafael C. Gonzalez and Richard E. Woods. Published by: Pearson Education.									
2. Digital Image Processing and Computer Vision, R.J. Schalkoff. Published by: John Wiley and Sons, NY.									
1. Fu	indamentals of Digital I	mage Processing, A.K. Jain. Published by Prentice Hall, Upper Saddle River, NJ.							
e-Lear	e-Learning Source:								

https://nptel.ac.in/courses/106106131

	Course Articulation Matrix: (Mapping of COs with POs and PSOs)															
PO- PSO CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3	PSO4
C01	2	1	3	1	1	3	1	2	1	1	2	3	2			2
CO2	3	2	3	2	1	1			2		2	1	3			3
CO3	2	2	1	1	2	2	3		1		3			3		2
CO4	3	2	2	2	3	3					2			3		3
CO5	3	1	1	1	1	2	1				2				3	3



Effective from Session: 2016-17										
Course Code	CS310	Title of the Course	OPEN SOURCE SOFTWARE TECHNOLOGIES LAB	L	Т	Р	С			
Year	III	Semester	V	0	0	2	1			
Pre-Requisite	None	Co-requisite	None							
Course Objectives	To motivate s To teach stud To teach stud To learn usin To learn PHF	tudents to use open sou ents to setup their own l ents to setup their own y g MySql as an open sou as open source develop	ree operating systems. Linux server . web server and commands ree database system. ment programming language.							

Course Outcomes

CO1	Explain common open source licenses and the impact of choosing a license to explain open- source project structure and how to successfully
	set up a project
CO2	Competent with Linux in their systems Install different useful packages in Linux using RPM can Schedule task automatically and run
	administrative commands.
CO3	Able to understand web server easily how to store, process and deliver web pages to the users. How intercommunication is done using by
	variety of available Protocols.
CO4	Analyze the existing design of a database schema and apply concepts of normalization to design an optimal database by formulating complex
	queries in MySQL.
CO5	Design and develop Client Server applications using open source scripting language. Able how to design GUI Applications in open source
	scripting language to evaluate different processes.

S. No.	List of Experiments	Contact Hrs.	Mapped CO
1	Overview of FOSS & Basic Command interface on Linux	2	1
2	Usage of Basic Linux Commands, File and Folder Management Commands	2	1
3	Learning Network related Command and Administrative Commands	2	2
4	Learning Vi Editor & its Modes And GUI Tools	2	2
5	Learning Shell Script, A Shell Script to demonstrate various control Constructs	2	3
6	A Script to check for a file and directory existence in the file system	2	3
7	A Script to execute different command to demonstrate Switch cases statement	2	4
8	A Script to handle command line argument and other Special symbols	2	4
9	Learn how to Compile, Debug & Execute C, C++ & Java Programming Codes without IDEs.	2	5
10	Learning about LAMP STACK its Installation And Configuration on Linux (Ubuntu) and Perform Post Installation Exercises	2	5

PO-PSO	DO1	DO3	DO3	DO4	DO5	DO6	DO7	DOS	DO0	PO10	PO11	DO12	DSO1	DSO2	DSO2
СО	FOI	F02	105	F04	105	FU0	F07	100	F09	F010	FOIT	FO12	1301	F302	1303
CO1	2	2	3	1					2			3	3	2	
CO2	2	3	3	2					2			1	2	2	
CO3	3	3	2	2		2	3		2			1	1	2	
CO4	2	2	3	2	1	2			2			1	2	1	
CO5	2	2	2	2					2			1			3

Name & Sign of Program Coordinator	Sign & Seal of HoD