

Computer Networks(KCS- 603)		
Course Outcome ( CO)		Bloom's Knowledge Level (KL)
<b>At the end of course , the student will be able to</b>		
CO1	Explain basic concepts, OSI reference model, services and role of each layer of OSI model and TCP/IP, networks devices and transmission media, Analog and digital data transmission	K <sub>1</sub> ,K <sub>2</sub>
CO2	Apply channel allocation, framing, error and flow control techniques.	K <sub>3</sub>
CO3	Describe the functions of Network Layer i.e. Logical addressing, subnetting & Routing Mechanism.	K <sub>2</sub> ,K <sub>3</sub>
CO4	Explain the different Transport Layer function i.e. Port addressing, Connection Management, Error control and Flow control mechanism.	K <sub>2</sub> ,K <sub>3</sub>
CO5	Explain the functions offered by session and presentation layer and their Implementation.	K <sub>2</sub> ,K <sub>3</sub>
CO6	Explain the different protocols used at application layer i.e. HTTP, SNMP, SMTP, FTP, TELNET and VPN.	K <sub>2</sub>
<b>DETAILED SYLLABUS</b>		<b>3-0-0</b>
Unit	Topic	Proposed Lecture
I	<b>Introductory Concepts:</b> Goals and applications of networks, Categories of networks, Organization of the Internet, ISP, Network structure and architecture (layering principles, services, protocols and standards), The OSI reference model, TCP/IP protocol suite, Network devices and components. <b>Physical Layer:</b> Network topology design, Types of connections, Transmission media, Signal transmission and encoding, Network performance and transmission impairments, Switching techniques and multiplexing.	<b>08</b>
II	<b>Link layer:</b> Framing, Error Detection and Correction, Flow control (Elementary Data Link Protocols, Sliding Window protocols). Medium Access Control and Local Area Networks: Channel allocation, Multiple access protocols, LAN standards, Link layer switches & bridges (learning bridge and spanning tree algorithms).	<b>08</b>
III	<b>Network Layer:</b> Point-to-point networks, Logical addressing, Basic internetworking (IP, CIDR, ARP, RARP, DHCP, ICMP), Routing, forwarding and delivery, Static and dynamic routing, Routing algorithms and protocols, Congestion control algorithms, IPv6.	<b>08</b>
IV	<b>Transport Layer:</b> Process-to-process delivery, Transport layer protocols (UDP and TCP), Multiplexing, Connection management, Flow control and retransmission, Window management, TCP Congestion control, Quality of service.	<b>08</b>
V	<b>Application Layer:</b> Domain Name System, World Wide Web and Hyper Text Transfer Protocol, Electronic mail, File Transfer Protocol, Remote login, Network management, Data compression, Cryptography – basic concepts.	<b>08</b>
<b>Text books and References:</b>		
<ol style="list-style-type: none"> <li>1. Behrouz Forouzan, "Data Communication and Networking", McGraw Hill</li> <li>2. Andrew Tanenbaum "Computer Networks", Prentice Hall.</li> <li>3. William Stallings, "Data and Computer Communication", Pearson.</li> <li>4. Kurose and Ross, "Computer Networking- A Top-Down Approach", Pearson.</li> <li>5. Peterson and Davie, "Computer Networks: A Systems Approach", Morgan Kaufmann</li> <li>6. W. A. Shay, "Understanding Communications and Networks", Cengage Learning.</li> <li>7. D. Comer, "Computer Networks and Internets", Pearson.</li> <li>8. Behrouz Forouzan, "TCP/IP Protocol Suite", McGraw Hill.</li> </ol>		

# Subject: Indian Traditions, Cultural and Society

Subject Code KNC 602 L:T:P 2:0:0

## **Module 1- Society State and Polity in India**

State in Ancient India: Evolutionary Theory, Force Theory, Mystical Theory Contract Theory, Stages of State Formation in Ancient India, Kingship , Council of Ministers Administration Political Ideals in Ancient India Conditions' of the Welfare of Societies, The Seven Limbs of the State, Society in Ancient India, Purusārtha, Varnāshrama System, Āshrama or the Stages of Life, Marriage, Understanding Gender as a social category, The representation of Women in Historical traditions, Challenges faced by Women. Four-class Classification, Slavery.

## **Module 2- Indian Literature, Culture, Tradition, and Practices**

Evolution of script and languages in India: Harappan Script and Brahmi Script. The Vedas, the Upanishads, the Ramayana and the Mahabharata, Puranas, Buddhist And Jain Literature in Pali, Prakrit And Sanskrit, Kautilya's Arthashastra, Famous Sanskrit Authors, Telugu Literature, Kannada Literature, Malayalam Literature ,Sangama Literature Northern Indian Languages & Literature, Persian And Urdu ,Hindi Literature

## **Module 3- Indian Religion, Philosophy, and Practices Module**

Pre-Vedic and Vedic Religion, Buddhism, Jainism, Six System Indian Philosophy, Shankaracharya, Various Philosophical Doctrines , Other Heterodox Sects, Bhakti Movement, Sufi movement, Socio religious reform movement of 19th century, Modern religious practices

## **4-Science, Management and Indian Knowledge System Module**

Astronomy in India, Chemistry in India, Mathematics in India, Physics in India, Agriculture in India, Medicine in India ,Metallurgy in India, Geography, Biology, Harappan Technologies, Water Management in India, Textile Technology in India ,Writing Technology in India Pyrotechnics in India Trade in Ancient India/,India's Dominance up to Pre-colonial Times

## **5- Cultural Heritage and Performing Arts**

Indian Architect, Engineering and Architecture in Ancient India, Sculptures, Seals, coins, Pottery, Puppetry, Dance, Music, Theatre, drama, Painting, Martial Arts Traditions, Fairs and Festivals, Current developments in Arts and Cultural, Indian's Cultural Contribution to the World. Indian Cinema

## **COURSE OBJECTIVES**

\*The course aims at imparting basic principles of thought process, reasoning and inference to identify the roots and details of some of the contemporary issues faced by our nation and try to locate possible solutions to these challenges by digging deep into our past.

\*To enable the students to understand the importance of our surroundings and encourage the students to contribute towards sustainable development.

\*To sensitize students towards issues related to 'Indian' culture, tradition and its composite character.

\*To make students aware of holistic life styles of Yogic-science and wisdom capsules in Sanskrit literature that are important in modern society with rapid technological advancements and societal disruptions.

\*To acquaint students with Indian Knowledge System, Indian perspective of modern scientific world-view and basic principles of Yoga and holistic health care system.

## **COURSE OUTCOMES:**

Ability to understand, connect up and explain basics of Indian Traditional knowledge modern scientific perspective.

### **Suggested Pedagogy for Teachers**

- Project based learning
- Case studies
- Group discussion
- Presentations

## KOE-061 REAL TIME SYSTEMS

Unit	Topics	Lectures
I	<b>Introduction</b> Definition, Typical Real Time Applications: Digital Control, High Level Controls, Signal Processing etc., Release Times, Dead-lines, and Timing Constraints, Hard Real Time Systems and Soft Real Time Systems, Reference Models for Real Time Systems: Processors and Resources, Temporal Parameters of Real Time Workload, Periodic Task Model, Precedence Constraints and Data Dependency.	8
II	<b>Real Time Scheduling</b> Common Approaches to Real Time Scheduling: Clock Driven Approach, Weighted Round Robin Approach, Priority Driven Approach, Dynamic Versus Static Systems, Optimality of Effective-Deadline-First (EDF) and Least-Slack-Time-First (LST) Algorithms, Rate Monotonic Algorithm, Offline Versus Online Scheduling, Scheduling Aperiodic and Sporadic jobs in Priority Driven and Clock Driven Systems.	8
III	<b>Resources Sharing</b> Effect of Resource Contention and Resource Access Control (RAC), Non-preemptive Critical Sections, Basic Priority-Inheritance and Priority-Ceiling Protocols, Stack Based Priority- Ceiling Protocol, Use of Priority-Ceiling Protocol in Dynamic Priority Systems, Preemption Ceiling Protocol, Access Control in Multiple-Module Resources, Controlling Concurrent Accesses to Data Objects.	8
IV	<b>Real Time Communication</b> Basic Concepts in Real time Communication, Soft and Hard RT Communication systems, Model of Real Time Communication, Priority-Based Service and Weighted Round-Robin Service Disciplines for Switched Networks, Medium Access Control Protocols for Broadcast Networks, Internet and Resource Reservation Protocols.	
V	<b>Real Time Operating Systems and Databases</b> Features of RTOS, Time Services, UNIX as RTOS, POSIX Issues, Characteristic of Temporal data, Temporal Consistency, Con-currency Control, Overview of Commercial Real Time databases.	8

### Text Books:

1. Real Time Systems – Jane W. S. Liu, Pearson Education Publication.

### Reference Books:

1. Real Time Systems – Mall Rajib, Pearson Education
2. Real-Time Systems: Scheduling, Analysis, and Verification – Albert M. K. Cheng, Wiley.

### Course Outcomes: At the end of this course students will demonstrate the ability to:

1. Describe concepts of Real-Time systems and modeling.
2. Recognize the characteristics of a real-time system in context with real time scheduling.
3. Classify various resource sharing mechanisms and their related protocols.
4. Interpret the basics of real time communication by the knowledge of real time models and protocols.
5. Apply the basics of RTOS in interpretation of real time systems.

**B.TECH. (CSE & CS)**  
**SIXTH SEMESTER (DETAILED SYLLABUS)**

<b>Software Engineering (KCS-601)</b>		
<b>Course Outcome ( CO )</b>		<b>Bloom's Knowledge Level (KL)</b>
<b>At the end of course, the student will be able to</b>		
CO 1	Explain various software characteristics and analyze different software Development Models.	K <sub>1</sub> , K <sub>2</sub>
CO 2	Demonstrate the contents of a SRS and apply basic software quality assurance practices to ensure that design, development meet or exceed applicable standards.	K <sub>1</sub> , K <sub>2</sub>
CO 3	Compare and contrast various methods for software design	K <sub>2</sub> , K <sub>3</sub>
CO 4	Formulate testing strategy for software systems, employ techniques such as unit testing, Test driven development and functional testing.	K <sub>3</sub>
CO 5	Manage software development process independently as well as in teams and make use of Various software management tools for development, maintenance and analysis.	K <sub>5</sub>
<b>DETAILED SYLLABUS</b>		<b>3-1-0</b>
<b>Unit</b>	<b>Topic</b>	<b>Proposed Lecture</b>
<b>I</b>	<b>Introduction:</b> Introduction to Software Engineering, Software Components, Software Characteristics, Software Crisis, Software Engineering Processes, Similarity and Differences from Conventional Engineering Processes, Software Quality Attributes. Software Development Life Cycle (SDLC) Models: Water Fall Model, Prototype Model, Spiral Model, Evolutionary Development Models, Iterative Enhancement Models.	<b>08</b>
<b>II</b>	<b>Software Requirement Specifications (SRS):</b> Requirement Engineering Process: Elicitation, Analysis, Documentation, Review and Management of User Needs, Feasibility Study, Information Modelling, Data Flow Diagrams, Entity Relationship Diagrams, Decision Tables, SRS Document, IEEE Standards for SRS. <b>Software Quality Assurance (SQA):</b> Verification and Validation, SQA Plans, Software Quality Frameworks, ISO 9000 Models, SEI-CMM Model.	<b>08</b>
<b>III</b>	<b>Software Design:</b> Basic Concept of Software Design, Architectural Design, Low Level Design: Modularization, Design Structure Charts, Pseudo Codes, Flow Charts, Coupling and Cohesion Measures, Design Strategies: Function Oriented Design, Object Oriented Design, Top-Down and Bottom-Up Design. <b>Software Measurement and Metrics:</b> Various Size Oriented Measures: Halstead's Software Science, Function Point (FP) Based Measures, Cyclomatic Complexity Measures: Control Flow Graphs.	<b>08</b>
<b>IV</b>	<b>Software Testing:</b> Testing Objectives, Unit Testing, Integration Testing, Acceptance Testing, Regression Testing, Testing for Functionality and Testing for Performance, TopDown and Bottom-Up Testing Strategies: Test Drivers and Test Stubs, Structural Testing (White Box Testing), Functional Testing (Black Box Testing), Test Data Suit Preparation, Alpha and Beta Testing of Products. <b>Static Testing Strategies:</b> Formal Technical Reviews (Peer Reviews), Walk Through, Code Inspection, Compliance with Design and Coding Standards.	<b>08</b>
<b>V</b>	<b>Software Maintenance and Software Project Management:</b> Software as an Evolutionary Entity, Need for Maintenance, Categories of Maintenance: Preventive, Corrective and Perfective Maintenance, Cost of Maintenance, Software Re- Engineering, Reverse Engineering. <b>Software Configuration Management Activities,</b> Change Control Process, Software Version Control, An Overview of CASE Tools. Estimation of Various Parameters such as Cost, Efforts,	<b>08</b>

<b>KOE-068 SOFTWARE PROJECT MANAGEMENT</b>		
<b>Course Outcome ( CO)</b>		<b>Bloom's Knowledge Level (KL)</b>
<b>At the end of course , the student will be able :</b>		
CO 1	Identify project planning objectives, along with various cost/effort estimation models.	K <sub>3</sub>
CO 2	Organize & schedule project activities to compute critical path for risk analysis.	K <sub>3</sub>
CO 3	Monitor and control project activities.	K <sub>4</sub> , K <sub>5</sub>
CO 4	Formulate testing objectives and test plan to ensure good software quality under SEI-CMM.	K <sub>6</sub>
CO 5	Configure changes and manage risks using project management tools.	K <sub>2</sub> , K <sub>4</sub>

<b>DETAILED SYLLABUS</b>		<b>3-0-0</b>
<b>Unit</b>		<b>Lecture</b>
<b>I</b>	<b>Project Evaluation and Project Planning :</b> Importance of Software Project Management – Activities – Methodologies – Categorization of Software Projects – Setting objectives – Management Principles – Management Control – Project portfolio Management – Cost-benefit evaluation technology – Risk evaluation – Strategic program Management – Stepwise Project Planning.	<b>08</b>
<b>II</b>	<b>Project Life Cycle and Effort Estimation :</b> Software process and Process Models – Choice of Process models – Rapid Application development – Agile methods – Dynamic System Development Method – Extreme Programming– Managing interactive processes – Basics of Software estimation – Effort and Cost estimation techniques – COSMIC Full function points – COCOMO II – a Parametric Productivity Model.	<b>08</b>
<b>III</b>	<b>Activity Planning and Risk Management :</b> Objectives of Activity planning – Project schedules – Activities – Sequencing and scheduling – Network Planning models – Formulating Network Model – Forward Pass & Backward Pass techniques – Critical path (CRM) method – Risk identification – Assessment – Risk Planning – Risk Management – – PERT technique – Monte Carlo simulation – Resource Allocation – Creation of critical paths – Cost schedules.	<b>08</b>
<b>IV</b>	<b>Project Management and Control:</b> Framework for Management and control Collection of data Visualizing progress – Cost monitoring Earned Value Analysis – Prioritizing Monitoring – Project tracking – Change control Software Configuration Management – Managing contracts – Contract Management.	<b>08</b>
<b>V</b>	<b>Staffing in Software Projects :</b> Managing people – Organizational behavior – Best methods of staff selection Motivation – The Oldham Hackman job characteristic model – Stress – Health and Safety – Ethical and Professional concerns – Working in teams Decision making Organizational structures Dispersed and Virtual teams – Communications genres Communication plans Leadership.	<b>08</b>

**Text books:**

1. Bob Hughes, Mike Cotterell and Rajib Mall: Software Project Management – Fifth Edition, McGraw Hill, New Delhi, 2012.
2. Robert K. Wysocki —Effective Software Project Management – Wiley Publication, 2011.
3. Walker Royce: —Software Project Management- Addison-Wesley, 1998.
4. Gopalaswamy Ramesh, —Managing Global Software Projects – McGraw Hill Education (India), Fourteenth Reprint 2013.

**Web Technology (KCS-602)**

**Course Outcome ( CO)**

**Bloom's Knowledge Level (KL)**

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

CO 1	Explain web development Strategies and Protocols governing Web.	K <sub>1</sub> , K <sub>2</sub>
CO 2	Develop Java programs for window/web-based applications.	K <sub>2</sub> , K <sub>3</sub>
CO 3	Design web pages using HTML, XML, CSS and JavaScript.	K <sub>2</sub> , K <sub>3</sub>
CO 4	Creation of client-server environment using socket programming	K <sub>1</sub> , K <sub>2</sub> ,
CO 5	Building enterprise level applications and manipulate web databases using JDBC	K <sub>3</sub> , K <sub>4</sub>
CO6	Design interactive web applications using Servlets and JSP	K <sub>2</sub> , K <sub>3</sub>

**DETAILED SYLLABUS**

**3-0-0**

<b>Unit</b>	<b>Topic</b>	<b>Proposed Lecture</b>
<b>I</b>	<b>Introduction:</b> Introduction and Web Development Strategies, History of Web and Internet, Protocols Governing Web, Writing Web Projects, Connecting to Internet, Introduction to Internet services and tools, Introduction to client-server computing. Core Java: Introduction, Operator, Data type, Variable, Arrays, Methods & Classes, Inheritance, Package and Interface, Exception Handling, Multithread programming, I/O, Java Applet, String handling, Event handling, Introduction to AWT, AWT controls, Layout managers	<b>08</b>
<b>II</b>	<b>Web Page Designing:</b> HTML: List, Table, Images, Frames, forms, CSS, Document type definition, XML: DTD, XML schemes, Object Models, presenting and using XML, Using XML Processors: DOM and SAX, Dynamic HTML	<b>08</b>
<b>III</b>	<b>Scripting:</b> Java script: Introduction, documents, forms, statements, functions, objects; introduction to AJAX, <b>Networking :</b> Internet Addressing, InetAddress, Factory Methods, Instance Methods, TCP/IP Client Sockets, URL, URL Connection, TCP/IP Server Sockets, Datagram.	<b>08</b>
<b>IV</b>	<b>Enterprise Java Bean:</b> Preparing a Class to be a JavaBeans, Creating a JavaBeans, JavaBeans Properties, Types of beans, Stateful Session bean, Stateless Session bean, Entity bean <b>Java Database Connectivity (JDBC):</b> Merging Data from Multiple Tables: Joining, Manipulating, Databases with JDBC, Prepared Statements, Transaction Processing, Stored Procedures.	<b>08</b>
<b>V</b>	<b>Servlets:</b> Servlet Overview and Architecture, Interface Servlet and the Servlet Life Cycle, Handling HTTP get Requests, Handling HTTP post Requests, Redirecting Requests to Other Resources, Session Tracking, Cookies, Session Tracking with Http Session <b>Java Server Pages (JSP):</b> Introduction, Java Server Pages Overview, A First Java Server Page Example, Implicit Objects, Scripting, Standard Actions, Directives, Custom Tag Libraries..	<b>08</b>

**Text books:**

1. Burdman, Jessica, "Collaborative Web Development" Addison Wesley
2. Xavier, C, " Web Technology and Design" , New Age International
3. Ivan Bayross," HTML, DHTML, Java Script, Perl & CGI", BPB Publication
4. Bhave, "Programming with Java", Pearson Education
5. Herbert Schildt, "The Complete Reference:Java", McGraw Hill.
6. Hans Bergsten, "Java Server Pages", SPD O'Reilly
7. Margaret Levine Young, "The Complete Reference Internet", McGraw Hill.
8. Naughton, Schildt, "The Complete Reference JAVA2", McGraw Hill.
9. Balagurusamy E, "Programming in JAVA", McGraw Hill.