



R.M.K. COLLEGE OF ENGINEERING AND TECHNOLOGY

(An Autonomous Institution)

RSM Nagar, Puduvoiyal– 601206, Gummidipoondi (T.K), Thiruvallur (D.T), Tamil Nadu
Approved by AICTE, New Delhi/ Affiliated to Anna University, Chennai
Accredited by NBA (All Eligible Courses) / NAAC with "A" GRADE
An ISO 21001:2018 Certified Institution



B.E. – COMPUTER SCIENCE AND ENGINEERING(CYBER SECURITY) REGULATIONS – 2022 CHOICE BASED CREDIT SYSTEM

PROGRAMME EDUCATIONAL OBJECTIVES (PEOs)

Graduates of Computer Science and Engineering (Cyber Security) Program will

1. Acquire the knowledge, skills and the attitude necessary for the analysis of Cyber security.
2. Apply the cutting-edge latest technology within a professional, legal and ethical framework and will operate effectively in a multidisciplinary stream.
3. Practice continued, self-learning to keep their knowledge and skills up to date and to remain abreast of the latest developments in cyber security.

PROGRAM OUTCOMES (POs)

After the successful completion of the program, the graduates will be able to:

1. **Engineering Knowledge:** Apply the knowledge of mathematics, science, engineering fundamentals and an engineering specialization to the solution of complex engineering problems.
2. **Problem analysis:** Identify, formulate, review research literature, and analyze complex engineering problems reaching substantiated conclusions using first principles of mathematics, natural sciences, and engineering sciences.
3. **Design / development of solutions:** Design solutions for complex engineering problems and design system components or processes that meet the specified needs with appropriate consideration for the public health and safety, and the cultural, societal, and environmental considerations.
4. **Conduct investigations of complex problems:** Use research based knowledge and research methods including design of experiments, analysis and interpretation of data, and synthesis of the information to provide valid conclusions.
5. **Modern tool usage:** Create, select, and apply appropriate techniques, resources, and modern engineering and IT tools including prediction and modeling to complex engineering activities with an understanding of the limitations.

6. **The Engineer and Society:** Apply reasoning informed by the contextual knowledge to assess societal, health, safety, legal and cultural issues and the consequent responsibilities relevant to the professional engineering practice.
7. **Environment and sustainability:** Understand the impact of the professional engineering solutions in societal and environmental contexts , and demonstrate the knowledge of, and need for sustainable development.
8. **Ethics:** Apply ethical principles and commit to professional ethics and responsibilities and norms of the engineering practice.
9. **Individual and team work:** Function effectively as an individual, and as a member or leader in diverse teams, and in multidisciplinary settings.
10. **Communication:** Communicate effectively on complex engineering activities with the engineering community and with society at large, such as, being able to comprehend and write effective reports and design documentation, make effective presentations, and give and receive clear instructions.
11. **Project Management and finance:** Demonstrate knowledge and understanding of the engineering and management principles and apply these to one's own work, as a member and leader in a team, to manage projects and in multidisciplinary environments.
12. **Lifelong learning:** Recognize the need for, and have the preparation and ability to engage in independent and lifelong learning in the broadest context of technological change.

PROGRAM SPECIFIC OUTCOMES

1. To understand, analyze, design, and develop computing solutions by applying algorithms, web design, database management, networking & cyber security.
2. To develop cyber security skills including network defense, ethical hacking, penetration testing, application security and cryptography to provide real time solution
3. To apply standard tools, practices and strategies in cyber security for successful career and entrepreneurship.

MAPPING OF PROGRAMME EDUCATIONAL OBJECTIVES WITH PROGRAMME OUTCOMES

A broad relation between the programme objective and the outcomes is given in the following table

PROGRAMME EDUCATIONAL OBJECTIVES	PROGRAMME OUTCOMES											
	1	2	3	4	5	6	7	8	9	10	11	12
I	3	3	3	3	2	2	2	1	1	1	1	1
II	3	3	3	3	2	1	1	1	3	3	1	3
III	3	3	3	3	2	2	2	3	3	3	2	1

MAPPING OF PROGRAM SPECIFIC OBJECTIVES WITH PROGRAMME OUTCOMES

A broad relation between the Program Specific Objectives and the outcomes is given in the following table

PROGRAMME SPECIFIC OBJECTIVES	PROGRAMME OUTCOMES											
	1	2	3	4	5	6	7	8	9	10	11	12
I	3	3	3	3	2	1	1	1	3	3	1	3
II	3	3	3	3	3	3	2	3	3	3	2	3
III	3	3	3	3	3	2	2	3	3	3	3	3

Contribution 1: Reasonable 2: Significant 3: Strong

MAPPING OF COURSE OUTCOMES WITH PROGRAMME OUTCOMES

A broad relation between the Course Outcomes and Programme Outcomes is given in the following table.

YEAR III	SEMESTER V	Professional Elective II	✓	✓	✓		✓			✓	✓	✓		✓	
		Open Elective I	✓	✓	✓		✓			✓	✓	✓		✓	
		Computer Networks	✓	✓	✓		✓			✓	✓	✓		✓	
		Ethical Hacking													
		Secure Coding													
		Professional Elective III													
		Advanced Aptitude and Coding Skills I	✓	✓	✓						✓	✓			
		Internship and Seminar	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
		Indian Constitution (Non Credit)	✓	✓							✓	✓			
		YEAR III	SEMESTER VI	Professional Ethics						✓	✓	✓	✓	✓	✓
Professional Elective IV															
Professional Elective V															
Open Elective II															
Automata Theory and Compiler Design	✓			✓	✓		✓			✓	✓	✓		✓	
Cyber Forensics	✓			✓	✓		✓			✓	✓	✓		✓	
Cryptocurrency and Blockchain Technologies	✓			✓	✓		✓			✓	✓	✓		✓	
Advanced Aptitude and Coding Skills II	✓			✓							✓	✓			
YEAR IV	SEMESTER VII	Professional Elective VI													
		Open Elective III													
		Open Elective IV													
		Intrusion Detection and Internet Security	✓	✓	✓	✓	✓			✓	✓	✓		✓	
		Cryptography and Cyber Security	✓	✓	✓	✓	✓			✓	✓	✓		✓	

EMERGING TECHNOLOGIES	Industrial IoT	✓	✓	✓		✓			✓	✓	✓		✓
	GPU Computing	✓	✓	✓		✓			✓	✓	✓		✓
	Introduction Augmented and Virtual Reality												
	Digital Marketing	✓	✓	✓		✓			✓	✓	✓		✓
	Quantum Computing	✓	✓	✓		✓			✓	✓	✓		✓
	Intelligent Robots*	✓	✓	✓		✓			✓	✓	✓		✓
	Game Development*	✓	✓	✓		✓			✓	✓	✓		✓
	Principles of 3D Printing and Design*	✓	✓	✓		✓			✓	✓	✓		✓
	Computer Vision	✓	✓	✓		✓			✓	✓	✓		✓



R.M.K. COLLEGE OF ENGINEERING AND TECHNOLOGY

(An Autonomous Institution)

RSM Nagar, Pudukkottai- 601206, Gummidipoondi (T.K), Thiruvallur (D.T), Tamil Nadu
 Approved by AICTE, New Delhi/ Affiliated to Anna University, Chennai
 Accredited by NBA (All Eligible Courses) / NAAC with "A" GRADE
 An ISO 21001:2018 Certified Institution



B.E. - COMPUTER SCIENCE AND ENGINEERING(CYBER SECURITY)
REGULATIONS – 2022
CHOICE BASED CREDIT SYSTEM
I - VIII SEMESTER CURRICULUM AND SYLLABI
(For the Students admitted from the Academic Year 2022-23)

SEMESTER – I								
Sl. No.	Course Code	Course Title	Category	Contact Periods	L	T	P	C
THEORY COURSES WITH LABORATORY COMPONENT								
1	22MA101	Matrices and Calculus	BSC	5	3	0	2	4
2	22CH101	Engineering Chemistry	BSC	5	3	0	2	4
3	22CS101	Problem Solving using C++	ESC	5	3	0	2	4
4	22CS102	Software Development Practices	ESC	5	3	0	2	4
5	22EC101	Digital Principles and System Design	ESC	5	3	0	2	4
LABORATORY COURSES WITH THEORY COMPONENT								
6	22GE101	Computer Aided Engineering Graphics	ESC	3	1	0	2	2
LABORATORY COURSES								
7	22GE111	Product Development Lab-1	EEC	2	0	0	2	1
MANDATORY COURSES								
8		Induction Program (Non Credit)	MC	3 Weeks				
TOTAL				30	16	0	14	23

SEMESTER – II								
Sl. No.	Course Code	Course Title	Category	Contact Periods	L	T	P	C
THEORY COURSES								
1	22GE101	Heritage of Tamils	HSMC	1	1	0	0	1
THEORY COURSES WITH LABORATORY COMPONENT								
2	22MA201	Transforms and Numerical Methods	BSC	5	3	0	2	4
3	22CS201	Data Structures	ESC	5	3	0	2	4
4	22PH201	Physics for Computer Science and Information Technology	BSC	5	3	0	2	4
5	22HS101	Professional Communication	HSMC	4	2	0	2	3
6	22CS202	Java Programming	ESC	5	3	0	2	4
7	22CS203	Database Management System	PCC	5	3	0	2	4
LABORATORY COURSES								
8	22GE211	Product Development Lab – 2	EEC	2	0	0	2	1
MANDATORY COURSES								
9	22CH104	Environmental Sciences and Sustainability (Non Credit)	MC	2	2	0	0	0
AUDIT COURSES								
10		Yoga for Stress Management	AC	1	1	0	0	0
TOTAL				35	21	0	14	25

SEMESTER – III								
Sl. No.	Course Code	Course Title	Category	Contact Periods	L	T	P	C
THEORY COURSES								
1	22MA301	Discrete Mathematics	BSC	4	3	1	0	4
2	22GE302	Universal Human Values II: Understanding Harmony	HSMC	3	3	0	0	3
3	22GE201	Tamils and Technology	HSMC	1	1	0	0	1
4	22CS302	Computer Organization and Architecture	ESC	3	3	0	0	3
THEORY COURSES WITH LABORATORY COMPONENT								
5	22CS301	Advanced Java Programming	PCC	5	3	0	2	4
6	22CS303	Design and Analysis of Algorithms	PCC	4	2	0	2	3
7	22CY301	Operating Systems using Linux	PCC	4	2	0	2	3
LABORATORY COURSES								
8	22CS313	Product Development Lab – 3	EEC	2	0	0	2	1
EMPLOYABILITY ENHANCEMENT COURSES								
9	22CS311	Aptitude and Coding Skills I	EEC	2	0	0	2	1
10	22CS312	Internship and Seminar	EEC	2	0	0	2	1
AUDIT COURSES								
11		Value Education (Non Credit)	AC	1	1	0	0	0
TOTAL				31	18	1	12	24

SEMESTER – IV								
Sl. No.	Course Code	Course Title	Category	Contact Periods	L	T	P	C
THEORY COURSES WITH LABORATORY COMPONENT								
1	22MA403	Linear Algebra and Number Theory	BSC	5	3	0	2	4
2	22CS401	Distributed and Cloud Computing	PCC	4	2	0	2	3
3	22CY401	Cyber Security Essentials	PCC	5	3	0	2	4
4	22AI301	Artificial Intelligence	PCC	5	3	0	2	4
5		Professional Elective I	PEC	4	2	0	2	3
LABORATORY COURSES								
6	22CS413	Product Development Lab – 4	EEC	2	0	0	2	1
EMPLOYABILITY ENHANCEMENT COURSES								
7	22CS411	Aptitude and Coding Skills II	EEC	2	0	0	2	1
8	22CS412	Mini Project and Design Thinking Lab	EEC	2	0	0	2	1
AUDIT COURSES								
9		Yoga/Personality Development (Non Credit)	AC	1	1	0	0	0
TOTAL				30	14	0	16	21

*2 weeks for one credit. Internship during 4 Semester Summer Vacation

SEMESTER – V								
Sl. No.	Course Code	Course Title	Category	Contact Periods	L	T	P	C
THEORY COURSES								
1		Professional Elective II	PEC	3	3	0	0	3
2		Open Elective I	OEC	3	3	0	0	3
THEORY COURSES WITH LABORATORY COMPONENT								
3	22CS501	Computer Networks	PCC	5	3	0	2	4
4	22CS901	Ethical Hacking	PCC	4	2	0	2	3
5	22CY501	Secure Coding	PCC	5	3	0	2	4
6		Professional Elective III	PEC	4	2	0	2	3
EMPLOYABILITY ENHANCEMENT COURSES								
7	22CS511	Advanced Aptitude and Coding Skills I	EEC	2	0	0	2	1
8	22CS512	Internship and Seminar	EEC	2	0	0	2	1
AUDIT COURSES								
9		Indian Constitution (Non Credit)	MC	1	1	0	0	0
TOTAL				29	17	0	12	22

*2 weeks for one credit. Internship during 4th Semester Summer Vacation

SEMESTER – VI								
Sl. No.	Course Code	Course Title	Category	Contact Periods	L	T	P	C
THEORY COURSES								
1	22CS603	Professional Ethics	HSMC	3	3	0	0	3
2		Professional Elective IV	PEC	3	3	0	0	3
3		Professional Elective V	PEC	3	3	0	0	3
4		Open Elective II	OEC	3	3	0	0	3
5	22AI602	Automata Theory and Compiler Design	PCC	3	3	0	0	3
THEORY COURSES WITH LABORATORY COMPONENT								
6	22CY601	Cyber Forensics	PCC	5	3	0	2	4
7	22CY602	Cryptocurrency and Blockchain Technologies	PCC	4	2	0	2	3
EMPLOYABILITY ENHANCEMENT COURSES								
8	22CS611	Advanced Aptitude and Coding Skills II	EEC	2	0	0	2	1
TOTAL				26	20	0	6	23

SEMESTER – VII								
Sl. No.	Course Code	Course Title	Category	Contact Periods	L	T	P	C
THEORY COURSES								
1		Professional Elective VI	PEC	3	3	0	0	3
2		Open Elective III	OEC	3	3	0	0	3
3		Open Elective IV	OEC	3	3	0	0	3
THEORY COURSES WITH LABORATORY COMPONENT								
3	22CS701	Cryptography and Cyber Security	PCC	5	3	0	2	4
4	22CY701	Intrusion Detection and Internet Security	PCC	5	3	0	2	4
EMPLOYABILITY ENHANCEMENT COURSES								
MANDATORY COURSES								
7		Essence of Indian Knowledge Tradition (Non Credit)	MC	1	1	0	0	0
TOTAL				20	16	0	4	17

SEMESTER – VIII								
Sl. No.	Course Code	Course Title	Category	Contact Periods	L	T	P	C
EMPLOYABILITY ENHANCEMENT COURSES								
1	22CS811	Project Work	EEC	16	0	0	16	8
TOTAL				16	0	0	16	8

Credit Summary

S. No.	Subject Area	Credits Per Semester								Credit Total	Percentage
		I	II	III	IV	V	VI	VII	VIII		
1	HSMC		4	4			3			11	6.75%
2	BSC	8	8	4	4					24	14.72%
3	ESC	14	8	3						25	15.34%
4	PCC		4	10	11	11	10	8		54	33.13%
5	PEC				3	6	6	3		18	11.04%
6	OEC					3	3	6		12	7.36%
7	EEC	1	1	3	3	2	1		8	19	11.66%
8	MC/AC	-	-	-	-	-	-	-	-	-	
Total		23	25	24	21	22	23	17	8	163	

HSMC - Humanities and Social Sciences including Management Course; BSC – Basic Science Course; ESC – Engineering Science Course; PCC – Professional Core Course; PEC – Professional Elective Course; OEC – Open Elective Course; EEC – Employability Enhancement Course; MC – Mandatory Course; AC – Audit Course.

PROFESSIONAL ELECTIVE COURSES: VERTICALS

Cyber Security	Cloud Computing	Full Stack Development	Data Science	Artificial Intelligence	Advanced Security Technologies	Emerging Technologies
Information Security	Cloud Foundations	UI/UX Design	Data Science using Python*	Soft Computing*	Cyber Physical Systems	Industrial IoT
Social Network Security	Cloud Architecting	MERN Stack Development	Data Exploration and Visualization*	Neural Networks and Deep Learning*	AI in Cyber Security	GPU Computing
Steganography and Digital Water marking	Virtualization	Mobile Architecture and Application Development	Text and Speech Analytics*	Reinforcement and Ensemble Learning*	DevOps Security	Introduction to Augmented and Virtual Reality
Cloud and Data Security	DevOps	Microservice Architecture	Image and Video Analytics*	Applied AI and ML*	Database and Application Security	Digital Marketing
Web Security	Data Engineering in Cloud	Web Application Security	Stream Processing and Analytics*	Recommender Systems*	Malware Analysis*	Quantum Computing
Vulnerability Analysis and Penetration Testing	Cloud Security Foundations	Blockchain Technology	Cognitive Science and Analytics*	Generative AI Fundamentals*	Applied Cryptography*	Intelligent Robots
Engineering Secure software systems	Software Defined Networks*	Software Testing and Automation*			Biometric Security*	Game Development
Network Design and Programming	Storage Technologies*	DevOps*			Hardware Security*	Principles Of 3D Printing and Design
Fault Tolerant Computing	Machine Learning for NLP in Cloud*	Usability Design of Software Application*			Cyber Security Governance Risk and Compliance*	Computer Vision
Enterprise Cyber Security	Cloud Services Management*	Generative AI Fundamentals*			Cyber Security Law*	
Rest Application Development Using Spring Boot and JPA	Rest Application Development Using Spring Boot and JPA	Rest Application Development Using Spring Boot and JPA				
Capstone Project*	Capstone Project*	Capstone Project*	Capstone Project*	Capstone Project*	Capstone Project*	

* Minimum of 2 advanced courses with Capstone Project for Honours Degree

ELECTIVE VERTICALS

CYBER SECURITY								
Sl. No.	Course Code	Course Title	Category	Contact Periods	L	T	P	C
1	22CY901	Information Security	PEC	3	3	0	0	3
2	22CS902	Social Network Security	PEC	4	2	0	2	3
3	22CY902	Steganography and Digital Watermarking	PEC	3	3	0	0	3
4	22CS939	Cloud and Data Security	PEC	3	3	0	0	3
5	22CS904	Web Security	PEC	4	2	0	2	3
6	22CS906	Vulnerability Analysis and Penetration Testing	PEC	3	3	0	0	3
7	22CS927	Engineering Secure software systems	PEC	3	3	0	0	3
8	22CS928	Network Design and Programming*	PEC	3	3	0	0	3
9	22CS929	Fault Tolerant Computing	PEC	3	3	0	0	3
10	22CS930	Enterprise Cyber Security	PEC	3	3	0	0	3
11	22CS938	Rest Application Development Using Spring Boot and JPA	PEC	4	2	0	2	3
12	22CS812	Capstone Project*	EEC	12	0	0	12	6
CLOUD COMPUTING								
1	22CS907	Cloud Foundations	PEC	4	2	0	2	3
2	22CS908	Cloud Architecting	PEC	4	2	0	2	3
3	22CS909	Virtualization	PEC	3	3	0	0	3
4	22CS910	DevOps	PEC	4	2	0	2	3
5	22CS911	Data Engineering in Cloud	PEC	3	3	0	0	3
6	22CS912	Cloud Security Foundations	PEC	3	3	0	0	3
7	22CS931	Software Defined Networks*	PEC	3	3	0	0	3
8	22CS932	Storage Technologies*	PEC	3	3	0	0	3
9	22CS933	Machine Learning for NLP in Cloud*	PEC	3	3	0	0	3
10	22CS934	Cloud Services Management*	PEC	3	3	0	0	3
11	22CS938	Rest Application Development Using Spring Boot and JPA	PEC	4	2	0	2	3
12	22CS812	Capstone Project*	EEC	12	0	0	12	6

FULL STACK DEVELOPMENT								
1	22CS913	UI/UX Design	PEC	4	2	0	2	3
2	22CS914	MERN Stack Development	PEC	4	2	0	2	3
3	22CS915	Mobile Architecture and Application Development	PEC	4	2	0	2	3
4	22CS916	Micro Service Architecture	PEC	3	3	0	0	3
5	22CS917	Web Application Security	PEC	3	3	0	0	3

6	22CS903	Blockchain Technology	PEC	3	3	0	0	3
7	22CS918	Software Testing and Automation*	PEC	3	3	0	0	3
8	22CS910	DevOps*	PEC	3	3	0	0	3
9	22CS919	Usability Design of Software Application*	PEC	3	3	0	0	3
10	22CS920	Generative AIFundamental*	PEC	3	3	0	0	3
11	22CS938	Rest Application Development Using Spring Boot and JPA	PEC	4	2	0	2	3
12	22CS812	Capstone Project*	EEC	12	0	0	12	6
DATA SCIENCE								
1	22AI302	Data Science using Python*	PEC	4	2	0	2	3
2	22CS935	Data Exploration and Visualization*	PEC	3	3	0	0	3
3	22AI903	Text and Speech Analytics*	PEC	3	3	0	0	3
4	22AI904	Image and Video Analytics*	PEC	3	3	0	0	3
5	22AI905	Stream Processing and Analytics*	PEC	3	3	0	0	3
6	22AI906	Cognitive Science and Analytics*	PEC	3	3	0	0	3
7	22CS812	Capstone Project*	EEC	12	0	0	12	6
ARTIFICIAL INTELLIGENCE								
1	22AI907	Software Computing*	PEC	4	2	0	2	3
2	22CS936	Neural Networks and Deep Learning*	PEC	3	3	0	0	3
3	22CS937	Reinforcement and Ensemble Learning*	PEC	3	3	0	0	3
4	22AI922	Applied AI and ML*	PEC	3	3	0	0	3
5	22AI927	Recommender Systems*	PEC	3	3	0	0	3
6	22CS920	Generative AI Fundamentals*	PEC	3	3	0	0	3
7	22CS812	Capstone Project*	PEC	12	0	0	12	6
ADVANCE SECURITY TECHNOLOGIES								
1	22CY903	Cyber Physical Systems	PEC	4	2	0	2	3
2	22CY904	AI in Cyber Security	PEC	4	2	0	2	3
3	22CY905	DevOps Security	PEC	3	3	0	0	3
4	22CY906	Database and Application Security	PEC	3	3	0	0	3
5	22CY907	Malware Analysis	PEC	3	3	0	0	3
6	22CY908	Applied Cryptography	PEC	3	3	0	0	3
7	22CY909	Biometrics And Security	PEC	3	3	0	0	3
8	22CY910	Hardware Security	PEC	3	3	0	0	3
9	22CY911	Cyber Security Governance Risk And Compliance	PEC	3	3	0	0	3
10	22CY912	Cyber Security Law	PEC	3	3	0	0	3
11	22CS812	Capstone Project*	EEC	12	0	0	12	6

EMERGING TECHNOLOGIES								
1	22CS921	Industrial IoT	PEC	3	3	0	0	3
2	22AI913	GPU Computing	PEC	3	3	0	0	3
3	22CS922	Introduction to Augmented and Virtual Reality	PEC	3	3	0	0	3
4	22CS923	Digital Marketing	PEC	3	3	0	0	3
5	22CS924	Quantum Computing	PEC	3	3	0	0	3
6	22AI910	Intelligent Robots	PEC	3	3	0	0	3
7	22CS925	Game Development	PEC	3	3	0	0	3
8	22CS926	Principles of 3D Printing and Design	PEC	3	3	0	0	3
9	22AI909	Computer Vision	PEC	3	3	0	0	3

OPEN ELECTIVE OFFERED TO OTHER DEPARTMENTS

1	22CY001	Social Network Security	OEC	3	3	0	0	3
2	22CY002	Information Security	OEC	3	3	0	0	3
3	22CY003	Cyber Security Law	OEC	3	3	0	0	3
4	22CY004	Introduction to Cyber Security	OEC	3	3	0	0	3

R2022 CURRICULUM

B.E (HONOURS) IN COMPUTER SCIENCE AND ENGINEERING (CYBERSECURITY) WITH SPECIALIZATION IN

Sl. No.	NAME OF THE HONOURS DEGREE WITH SPECIALIZATION
1	Cloud Computing
2	Full Stack Development
3	Data Science
4	Artificial Intelligence
5	Advanced Security Technologies

Additional 18 credits to be completed from the courses offered in the specific Professional Elective Verticals

R2022 CURRICULUM

B. E. (HONOURS) IN COMPUTER SCIENCE AND ENGINEERING (CYBERSECURITY)

Additional 18 credits to be completed from the courses offered in the Professional Elective Verticals.

R2022 CURRICULUM

B.E. CSE (CS) WITH MINOR DEGREE

Sl. No.	Name of the Minor Degree	Offering Department
1.	Internet of Things	Electronics and Communication Engineering

R2022 CURRICULUM

MINOR DEGREE CURRICULUM OFFERED BY DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING(CYBER SECURITY) (FOR OTHER B.E. / B.Tech PROGRAMMES)

Sl. No.	NAME OF THE MINOR DEGREE WITH SPECIALIZATION
1	Cyber Security
2	Data Science

CYBER SECURITY

1	22CS501	Computer Networks	PCC	4	2	0	2	3
2	22CS701	Cryptography and Cyber Security	PCC	4	2	0	2	3
3	22CS901	Ethical Hacking	PEC	4	2	0	2	3
4	22CS905	Digital and Mobile Forensics	PEC	3	3	0	0	3
5	22CS812	Capstone Project	EEC	12	0	0	12	6

DATA SCIENCE

1	22AI302	Data Science using Python	PCC	4	2	0	2	3
2	22CS935	Data Exploration and Visualization	PCC	3	3	0	0	3
3	22AI904	Image and Video Analytics	PEC	3	3	0	0	3
4	22AI903	Text and Speech Analytics	PEC	4	2	0	2	3
5	22CS812	Capstone Project	EEC	12	0	0	12	6

SEMESTER – I

22MA101	MATRICES & CALCULUS (Common to All Branches)	L	T	P	C	
		3	0	2	4	
OBJECTIVES:						
The Course will enable learners to:						
<ul style="list-style-type: none"> • Explain the concepts of matrix algebra techniques needed for practical applications. • Determine the curvature of the curves. • Illustrate the simple applications of multivariable calculus and vector calculus. • Elaborate the concept and application of multiple integrals. 						
UNIT I	MATRICES					15
Eigenvalues and Eigenvectors of a real matrix – Properties of Eigenvalues and Eigenvectors — Statement and applications of Cayley-Hamilton Theorem — Diagonalization of matrices by orthogonal transformation – Reduction of a quadratic form to canonical form by orthogonal transformation – Nature of quadratic forms.						
Theory: 9						
Experiments using SCILAB:						
<ol style="list-style-type: none"> 1. Introduction to SCILAB through matrices and general syntax. 2. Finding the Eigenvalues and Eigenvectors. 3. Plotting the graph of a quadratic form. 						
Laboratory: 6						

UNIT II	SINGLE VARIABLE CALCULUS	15
<p>Curvature in Cartesian and Polar Co-ordinates – Centre and radius of curvature – Circle of curvature – Evolutes.</p> <p style="text-align: right;">Theory: 9</p> <p>Experiments using SCILAB:</p> <ol style="list-style-type: none"> 1. Evaluating the radius of curvature. 2. Finding the coordinates of the center of curvature. 3. Tracing of Curves. <p style="text-align: right;">Laboratory: 6</p>		
UNIT III	MULTIVARIABLE CALCULUS	15
<p>Partial derivatives (excluding Euler's theorem) – Total derivative – Differentiation of implicit functions – Jacobian and properties – Taylor's series for functions of two variables</p> <p>– Maxima and minima of functions of two variables.</p> <p style="text-align: right;">Theory: 9</p> <p>Experiments using SCILAB:</p> <ol style="list-style-type: none"> 1. Evaluating the maxima of functions of several variables. 2. Evaluating the minima of functions of several variables. 3. Evaluation of Jacobians. <p style="text-align: right;">Laboratory: 6</p>		
UNIT IV	MULTIPLE INTEGRALS	15
<p>Double integrals – Change of order of integration – Area enclosed by plane curves – Triple integrals – Volume of solids.</p> <p style="text-align: right;">Theory: 9</p> <p>Experiments using SCILAB:</p> <ol style="list-style-type: none"> 1. Evaluating area under a curve. 2. Evaluating area using double integral. 3. Evaluation of volume by integrals. <p style="text-align: right;">Laboratory: 6</p>		
UNIT V	VECTOR CALCULUS	15
<p>Gradient, divergence and curl (excluding vector identities) – Directional derivative – Irrotational and Solenoidal vector fields – Vector integration – Green's theorem in a plane and Gauss divergence theorem (Statement only) – Simple applications involving cubes and rectangular parallelepipeds.</p> <p style="text-align: right;">Theory: 9</p> <p>Experiments using SCILAB:</p> <ol style="list-style-type: none"> 1. Evaluating gradient. 2. Evaluating directional derivative. 3. Evaluating divergent and curl. <p style="text-align: right;">Laboratory: 6</p>		
TOTAL: 75 PERIODS		
<p>OUTCOMES:</p> <p>Upon completion of the course, the students will be able to:</p> <p>CO1: Use the matrix algebra methods to diagonalize the matrix.</p> <p>CO2: Determine the evolute of the curve.</p> <p>CO3: Apply differential calculus ideas on the function of several variables.</p> <p>CO4: Evaluate the area and volume by applying the concept of multiple integration.</p> <p>CO5: Utilize the concept of vector calculus in evaluating integrals.</p>		

TEXT BOOKS:

1. Erwin Kreyszig, "Advanced Engineering Mathematics", John Wiley and Sons, 10th Edition, New Delhi, 2016.
2. B.S. Grewal, "Higher Engineering Mathematics", Khanna Publishers, New Delhi, 43rd Edition, 2014.

REFERENCES:

1. M. K. Venkataraman, "Engineering Mathematics", Volume I, 4th Edition, The National Publication Company, Chennai, 2003.
2. SivaramakrishnaDass, C. Vijayakumari, "Engineering Mathematics", Pearson Education India, 4th Edition 2019.
3. H. K. Dass, and Er. Rajnish Verma, "Higher Engineering Mathematics", S. Chand Private Limited, 3rd Edition 2014.
4. B.V. Ramana, "Higher Engineering Mathematics", Tata McGraw Hill Publishing Company, 6th Edition, New Delhi, 2008.
5. S.S. Sastry, "Engineering Mathematics", Vol. I & II, PHI Learning Private Limited, 4th Edition, New Delhi, 2014.

LIST OF EQUIPMENTS:

1. SCILAB- Open source

22CH101	ENGINEERING CHEMISTRY (Common to All Branches)	L	T	P	C
		3	0	2	4
OBJECTIVES:					
The Course will enable learners to:					
<ul style="list-style-type: none"> • To understand the water quality criteria and interpret its applications in water purification. • To gain insights into the basic concepts of electrochemistry and implement its applications in chemical sensors. • To acquire knowledge on the fundamental principle of energy storage devices and relate it to electric vehicles. • To identify the different types of smart materials and explore their applications in Engineering and Technology. • To assimilate the preparation, properties and applications of nanomaterials in various fields. 					

UNIT I	WATER TECHNOLOGY	15
<p>Sources of water –Impurities - Drinking water quality parameters –Hardness and its types, problems - Municipal water treatment and disinfection (chlorination- break-point chlorination,UV, Ozonation). Boiler troubles- Scales and sludges, Boiler feed water: Requirements - Internal treatment (phosphate, colloidal, sodium aluminate and Calgon conditioning). External treatment –Ion exchange demineralization - Principle, process and fouling.</p> <p>Desalination of brackish water: Reverse osmosis –principle-types of membranes, process and fouling.</p> <p style="text-align: right;">(Theory-9)</p> <p>Determination of total, temporary and permanent hardness of water by EDTA method. Determination of chloride content of water sample by argentometric method. Determination of alkalinity in water sample</p> <p style="text-align: right;">(Laboratory-6)</p>		
UNIT II	ELECTROCHEMISTRY AND SENSORS	15
<p>Introduction- Conductance- factors affecting conductance — Electrodes– origin of electrode potential — single electrode potential, standard electrode potential — measurement of single electrode potential –over voltage - reference electrodes (standard hydrogen electrode, calomel electrode)-ion selective electrode- glass electrode - Nernst equation (derivation),numerical problems, Electrochemical series and its applications.</p> <p>Chemical sensors – Principle of chemical sensors – Breath analyzer– Gas sensors – CO₂ sensors-Sensor for health care – Glucose sensor.</p> <p style="text-align: right;">(Theory-9)</p> <p>Determination of the amount of NaOH using a conductivity meter. Determination of the amount of acids in a mixture using a conductivity meter. Determination of the amount of given hydrochloric acid using a pH meter.</p> <p style="text-align: right;">(Laboratory-6)</p>		
UNIT III	ENERGY STORAGE DEVICES AND ENERGY SOURCES	15
<p>Batteries –Primary alkaline battery - Secondary battery - Pb-acid battery, Fuel cell - H₂ – O₂ fuel cell.</p> <p>Batteries used in E- vehicle: Ni-metal hydride battery, Li-ion Battery, Li-air Battery Nuclear Energy – Nuclear fission, fusion, differences, characteristics – nuclear chain reactions – light water nuclear reactor – breeder reactor.</p> <p style="text-align: right;">(Theory-9)</p> <p>Determination of single electrode potential of the given electrode. Estimation of the iron content of the given solution using a potentiometer. Determination of electrochemical cell potential (using different electrodes/ different concentrations of electrolytes)</p> <p>(Laboratory-6)</p>		

UNIT IV	SMART MATERIALS FOR ENGINEERING APPLICATIONS	15
<p>Polymers – Definition – Classification – smart polymeric materials - Preparation, properties and applications of Piezoelectric polymer - Polyvinylidene fluoride (PVDF), Electroactive polymer- Polyaniline (PANI) and Biodegradable polymer - Polylactic acid (PLA).</p> <p>Polymer composites: Definition, Classification – FRP's – Kevlar.</p> <p>Shape Memory Alloys: Introduction, Shape memory effect – Functional properties of SMAs – Types of SMA - Nitinol (Ni-Ti) alloys - applications.</p> <p>Chromogenic materials: Introduction – Types - applications.</p> <p style="text-align: right;">(Theory-9)</p> <p>Determination of the molecular weight of polymer using Ostwald viscometer.</p> <p>Application of polymeric fibers in 3D printing.</p> <p style="text-align: right;">(Laboratory-6)</p>		
UNIT V	NANO CHEMISTRY	15
<p>Introduction – synthesis – top-down process (laser ablation, chemical vapor deposition), bottom-up process (precipitation, electrochemical deposition) – properties of nanomaterials – types – nanotubes -carbon nanotubes, applications of CNT - nanocomposites – General applications of nanomaterials in electronics, information technology, medical and healthcare, energy, environmental remediation, construction and transportation industries.</p> <p style="text-align: right;">(Theory-9)</p> <p>Determination of concentration of BaSO₄ nanoparticles by conductometric titrations.</p> <p>Preparation of ZnO nanocrystal by precipitation method.</p> <p style="text-align: right;">(Laboratory-6)</p>		
TOTAL: 75 PERIODS		
<p>OUTCOMES:</p> <p>Upon completion of the course, the students will be able to:</p> <p>CO1: Interpret the water quality parameters and explain the various water treatment methods.</p> <p>CO2: Construct the electro chemical cells and sensors.</p> <p>CO3: Compare different energy storage devices and predict their relevance in electric vehicles.</p> <p>CO4: Classify different types of smart materials, their properties and applications in Engineering and Technology.</p> <p>CO5: Integrate the concepts of nano chemistry and enumerate its applications in various fields.</p>		
<p>TEXT BOOKS:</p> <ol style="list-style-type: none"> 1. P. C. Jain and Monika Jain, "Engineering Chemistry", 17th Edition, Dhanpat Rai Publishing Company Pvt. Ltd., New Delhi, 2022. 2. Sivasankar B., "Engineering Chemistry", Tata McGraw-Hill Publishing Company Ltd., New Delhi, 2012. 		

REFERENCES:

1. S.S. Dara and S.S. Umare, "A Textbook of Engineering Chemistry", 12th Edition, S.Chand & Company, New Delhi, 2013.
2. V.R. Gowarikar, Polymer Science, 2nd edition, New Age International Publishers, 2021.
3. J. C. Kuriacose and J. Rajaram, "Chemistry in Engineering and Technology", Volume -1 & Volume -2, Tata McGraw-Hill Education Pvt. Ltd., 2010.
4. Geoffrey A. Ozin, Andre C. Arsenault and Ludovico Cademartiri, "Nanochemistry: A Chemical Approach to Nanomaterials", 2nd Edition, RSC publishers, 2015.
5. Prasanna Chandrasekhar, "Conducting polymers, fundamentals and applications – Including Carbon Nanotubes and Graphene", Second Edition, Springer Science & Business Media, New York, 2019.
6. J. Mendham, R. C. Denney, J. D. Barnes, M. J. K. Thomas and B. Sivasankar, "Vogel's Quantitative Chemical Analysis", 6th edition, Pearson Education Pvt. Ltd., 2019.

LIST OF EQUIPMENTS:

1. Conductivity meter – 20 Nos.
2. pH meter - 19 Nos.
3. Potentiometer - 20 Nos.

22CS101	PROBLEM SOLVING USING C++	L	T	P	C
	(Common to All Branches)	3	0	2	4
OBJECTIVES:					
The Course will enable learners to:					
<ul style="list-style-type: none"> • To learn problem solving and programming fundamentals. • To gain knowledge on pointers and functions. • To apply the principles of object oriented programming. • To understand operator overloading, inheritance and polymorphism. • To use the functionalities of I/O operations, files build C++ programs using exceptions. 					
UNIT I	PROBLEM SOLVING AND PROGRAMMING FUNDAMENTALS	15			
<p>Computational thinking for Problem solving – Algorithmic thinking for Problem solving - Building Blocks - Problem Solving and Decomposition - Dealing with Error – Evaluation. Overview of C – Data types – Identifiers – Variables – Storage Class Specifiers – Constants – Operators - Expressions – Statements – Arrays and Strings – Single-Dimensional – Two-Dimensional Arrays – Arrays of Strings – Multidimensional Arrays.</p> <p>List of Exercise/Experiments:</p> <ol style="list-style-type: none"> 1. Write C/C++ programs for the following: <ol style="list-style-type: none"> a. Find the sum of individual digits of a positive integer. b. Compute the GCD of two numbers. c. Find the roots of a number (Newton's method) 2. Write C/C++ programs using arrays: <ol style="list-style-type: none"> a. Find the maximum of an array of numbers. b. Remove duplicates from an array of numbers. c. Print the numbers in an array after removing even numbers. 3. Write C/C++ programs using strings: <ol style="list-style-type: none"> a. Checking for palindrome. b. Count the occurrences of each character in a given word. 					

UNIT II	POINTERS AND FUNCTIONS	15
<p>Pointers -Variables – Operators – Expressions – Pointers and Arrays – Functions - Scope Rules – Function Arguments – return Statement – Recursion – Structures – Unions –Enumerations.</p> <p>List of Exercise/Experiments:</p> <ol style="list-style-type: none"> 1. Generate salary slip of employees using structures and pointers. Create a structure Employee with the following members: EID, Ename, Designation, DOB, DOJ, Basicpay Note that DOB and DOJ should be implemented using structure within structure. 2. Compute internal marks of students for five different subjects using structures and functions. 		
UNIT III	CLASSES AND OBJECTS	15
<p>Concepts of Object Oriented Programming – Benefits of OOP – Simple C++ program -Classes and Objects - Member functions - Nesting of member functions - Private member functions - Memory Allocation for Objects - Static Data Members - Static Member functions - Array of Objects - Objects as function arguments - Returning objects - friend functions – Const Member functions - Constructors – Destructors.</p> <p>List of Exercise/Experiments:</p> <ol style="list-style-type: none"> 1. Write a program Illustrating Class Declarations, Definition, and Accessing Class Members. 2. Program to illustrate default constructor, parameterized constructor and copy constructors. 		
UNIT IV	OPERATOR OVERLOADING, INHERITANCE ANDPOLYMORPHISM	15
<p>Operator Overloading - Overloading Using Friend functions – Inheritance – Types of inheritance – Virtual Base Class - Abstract Class – Constructors in Derived Classes - member class: nesting of classes. Pointer to objects – this pointer- Pointer to derived Class - Virtual functions – Pure Virtual Functions – Polymorphism.</p> <p>List of Exercise/Experiments:</p> <ol style="list-style-type: none"> 1. Write a Program to Demonstrate the i) Operator Overloading. ii) Function Overloading. 2. Write a Program to Demonstrate Friend Function and Friend Class. 3. Program to demonstrate inline functions. 4. Program for Overriding of member functions. 5. Write C++ programs that illustrate how the following forms of inheritance are supported: <ol style="list-style-type: none"> a) Single inheritance b)Multiple inheritance c)Multi level inheritance d)Hierarchical inheritance. 		

UNIT V	I/O, FILES AND EXCEPTIONS	15
<p>C++ Streams – Unformatted I/O - Formatted Console I/O – Opening and Closing File –File modes - File pointers and their manipulations – Templates – Class Templates – Function Templates - Exception handling.</p>		
<p>List of Exercise/Experiments:</p> <ol style="list-style-type: none"> 1. Program to demonstrate pure virtual function implementation. 2. Count the number of account holders whose balance is less than the minimum balance using sequential access file. 3. Write a Program to Demonstrate the Catching of all Exceptions. 4. Mini project. 		
<p>TOTAL: 45+30 = 75 PERIODS</p>		
<p>OUTCOMES: Upon completion of the course, the students will be able to:</p> <p>CO1: Solve problems using basic constructs in C. CO2: Implement C programs using pointers and functions. CO3: Apply object-oriented concepts and solve real world problems. CO4: Develop C++ programs using operator overloading and polymorphism. CO5: Implement C++ programs using Files and exceptions.</p>		
<p>TEXT BOOKS:</p> <ol style="list-style-type: none"> 1. Herbert Schildt, "The Complete Reference C++", 4th edition, MH, 2015. (Unit 1 & 2) 2. E Balagurusamy,"Object Oriented Programming with C++", 4th Edition, Tata McGraw-Hill Education, 2008. (Unit 3, 4 & 5) 		
<p>REFERENCES:</p> <ol style="list-style-type: none"> 1. Karl Beecher,"Computational Thinking: A beginner's guide to problem-solving and programming", BCS Learning & Development Ltd, 2017. (Unit 1) 2. Nell Dale, Chip Weems, "Programming and Problem Solving with C++", 5th Edition, Jones and Barklett Publishers, 2010. 3. John Hubbard, "Schaum's Outline of Programming with C++", MH, 2016. 4. Yashavant P. Kanetkar, "Let us C++", BPB Publications, 2020 5. ISRD Group, "Introduction to Object-oriented Programming and C++", Tata McGraw-Hill Publishing Company Ltd., 2007. 6. D. S. Malik, "C++ Programming: From Problem Analysis to Program Design", Third Edition, Thomson Course Technology, 2007. 7. https://infyspringboard.onwingspan.com/web/en/app/toc/lex_auth_01297200240671948837_shared/overview 		
<p>LIST OF EQUIPMENTS:</p> <ol style="list-style-type: none"> 1. Standalone desktops with C/C++ compiler (or) Server with C/C++ compiler. 		

22CS102	SOFTWARE DEVELOPMENT PRACTICES (Common to All Branches)	L	T	P	C
		3	0	2	4
OBJECTIVES: The Course will enable learners to: <ul style="list-style-type: none"> • To discuss the essence of agile development methods. • To set up and create a GitHub repository. • To create interactive websites using HTML • To design interactive websites using CSS. • To develop dynamic web page using Java script. 					
UNIT I	AGILE SOFTWARE DEVELOPMENT AND Git and GitHub	15			
<p>Software Engineering Practices – Waterfall Model - Agility – Agile Process – Extreme Programming - Agile Process Models – Adaptive Software Development – Scrum – Dynamic Systems Development Method – Crystal – Feature Driven Development – Lean Software Development – Agile Modeling – Agile Unified Process – Tool set for Agile Process.</p> <p>Introduction to Git –Setting up a Git Repository - Recording Changes to the Repository - Viewing the Commit History - Undoing Things - Working with Remotes -Tagging - Git Aliases - Git Branching - Branches in a Nutshell - Basic Branching and Merging - Branch Management - Branching Workflows - Remote Branches - Rebasing.</p> <p>Introduction to GitHub – Set up and Configuration - Contribution to Projects, Maintaining a Project – Scripting GitHub.</p> <p>List of Exercise/Experiments:</p> <ol style="list-style-type: none"> 1. Form a Team, Decide on a project: <ol style="list-style-type: none"> a) Create a repository in GitHub for the team. b) Choose and follow a Git workflow <ul style="list-style-type: none"> ▪ Each team member can create a StudentName.txt file with contents about themselves and the team project ▪ Each team member can create a branch, commit the file with a proper commit message and push the branch to remote GitHub repository. ▪ Team members can now create a Pull request to merge the branch to master branch or main development branch. ▪ The Pull request can have two reviewers, one peer team member and one faculty. Reviewers can give at least one comment for Pull Request updating. ▪ Once pull request is reviewed and merged, the master or main development branch will have files created by all team members. 2. Create a web page with at least three links to different web pages. Each of the web pages is to be designed by a team member. Follow Git workflow, pull request and peer reviews. 3. Form a Team, Decide on a project: <ol style="list-style-type: none"> c) Create a repository in GitHub for the team. d) Choose and follow a Git workflow <ul style="list-style-type: none"> ▪ Each team member can create a StudentName.txt file with contents about themselves and the team project ▪ Each team member can create a branch, commit the file with a proper commit message and push the branch to remote GitHub repository. ▪ Team members can now create a Pull request to merge the branch 					

<p>to master branch or main development branch.</p> <ul style="list-style-type: none"> ▪ The Pull request can have two reviewers, one peer team member and one faculty. Reviewers can give at least one comment for Pull Request update. ▪ Once pull request is reviewed and merged, the master or main development branch will have files created by all team members. <p>4. Create a web page with at least three links to different web pages. Each of the web pages is to be designed by a team member. Follow Git workflow, pull request and</p> <ul style="list-style-type: none"> ▪ peer reviews. 		
UNIT II	HTML	15
<p>Introduction – Web Basics – Multitier Application Architecture – Cline-Side Scripting versus Server-side Scripting – HTML5 – Headings – Linking – Images – Special Characters and Horizontal Rules – Lists – Tables – Forms – Internal Linking – metaElements – Form input Types – input and datalist Elements – Page-Structure Elements.</p> <p>List of Exercise/Experiments:</p> <p>1. Create web pages using the following:</p> <ul style="list-style-type: none"> • Tables and Lists • Image map • Forms and Form elements • Frames 		
UNIT III	CSS	15
<p>Inline Styles – Embedded Style Sheets – Conflicting Styles – Linking External Style Sheets – Positioning Elements – Backgrounds – Element Dimensions – Box Model and Text Flow – Media Types and Media Queries – Drop-Down Menus – Text Shadows – Rounded Corners – Colour – Box Shadows – Linear Gradients – Radial Gradients –</p> <p>Multiple Background Images – Image Borders – Animations – Transitions and Transformations – Flexible Box Layout Module – Multicolumn Layout.</p> <p>List of Exercise/Experiments:</p> <p>1. Apply Cascading style sheets for the web pages created.</p>		
UNIT IV	JAVASCRIPT BASICS	15
<p>Introduction to Scripting – Obtaining user input – Memory Concepts – Arithmetic – Decision Making: Equality and Relational Operators – JavaScript Control Statements – Functions – Program Modules – Programmer-defined functions – Scope rules – functions</p> <p>– Recursion – Arrays – Declaring and Allocating Arrays – References and Reference Parameters – Passing Arrays to Functions – Multidimensional arrays.</p> <p>List of Exercise/Experiments:</p> <p>Form Validation (Date, Email, User name, Password and Number validation) using JavaScript.</p>		

UNIT V	JAVASCRIPT OBJECTS	15
<p>Objects – Math, String, and Date, Boolean and Number, document Object – Using JSON to Represent objects – DOM: Objects and Collections – Event Handling.</p> <p>List of Exercise/Experiments:</p> <ol style="list-style-type: none"> 1. Implement Event Handling in the web pages. 		
<p>Mini Projects-Develop any one of the following web applications (not limited to one) using above technologies.</p> <ol style="list-style-type: none"> a. Online assessment system b. Ticket reservation system c. Online shopping d. Student management system e. Student result management system f. Library management g. Hospital management h. Attendance management system i. Examination automation system j. Web based chat application 		
TOTAL: 75 PERIODS		
<p>OUTCOMES:</p> <p>Upon completion of the course, the students will be able to:</p> <p>CO1: Apply agile development methods in software development practices.</p> <p>CO2: Set up and create a GitHub repository.</p> <p>CO3: Develop static and dynamic webpages using HTML.</p> <p>CO4: Design interactive personal or professional webpages using CSS.</p> <p>CO5: Develop web pages using Java script with event-handling mechanism.</p>		
<p>TEXT BOOKS:</p> <ol style="list-style-type: none"> 1. Roger S. Pressman, “Software Engineering: A Practitioner’s Approach”, McGraw Hill International Edition, Ninth Edition, 2020. 2. Scott Chacon, Ben Straub, “Pro GIT”, Apress Publisher, 3rd Edition, 2014. 3. Deitel and Deitel and Nieto, “Internet and World Wide Web - How to Program”, Pearson, 5th Edition, 2018. 		
<p>REFERENCES:</p> <ol style="list-style-type: none"> 1. Roman Pichler, “Agile Product Management with Scrum Creating Products that Customers Love”, Pearson Education, 1 st Edition, 2010. 2. Jeffrey C and Jackson, “Web Technologies A Computer Science Perspective”, Pearson Education, 2011. 3. Stephen Wynkoop and John Burke, “Running a Perfect Website”, QUE, 2nd Edition, 1999. 4. Chris Bates, “Web Programming — Building Intranet Applications”, 3rd Edition, Wiley Publications, 2009. 5. Gopalan N.P. and Akilandeswari J., “Web Technology”, Second Edition, Prentice Hall of India, 2014. 6. https://infyspringboard.onwingspan.com/web/en/app/toc/lex_auth_013382690411003904735_shared/overview 7. https://infyspringboard.onwingspan.com/web/en/app/toc/lex_auth_0130944214274703362099_shared/overview 		
<p>LIST OF EQUIPMENTS:</p> <p>Systems with either Netbeans or Eclipse</p> <p>Java/JSP/ISP Webserver/Apache</p> <p>Tomcat / MySQL / Dreamweaver or</p> <p>Equivalent/ Eclipse, WAMP/XAMP</p>		

22EC101	DIGITAL PRINCIPLES AND SYSTEMS DESIGN (Common to All Branches)	L	T	P	C
		3	0	2	4
OBJECTIVES: The Course will enable learners to: <ul style="list-style-type: none"> • To acquire the knowledge in Digital fundamentals and its simplification methods. • To familiarize the design of various combinational digital circuits using logic gates. • To realize various sequential circuits using flip flops. • To interpret various clocked sequential circuits. • To elucidate various semiconductor memories and related technology. • To build various logic functions using Programmable Logic Devices. 					
UNIT I	BOOLEAN ALGEBRA AND LOGIC GATES				9
Review of number systems-representation-conversions, Review of Boolean algebra-theorems, sum of product and product of sum simplification, canonical forms, min term and max term, Simplification of Boolean expressions-Karnaugh map, Implementation of Boolean expressions using logic gates and universal gates. List of Exercise/Experiments: 1. Implementation of Boolean expression using logic gates.					
UNIT II	COMBINATIONAL LOGIC CIRCUITS				9
Design of combinational circuits - Half and Full Adders, Half and Full Subtractors, Binary Parallel Adder – Carry look ahead Adder, Magnitude Comparator, Decoder, Encoder, Priority Encoder, Mux/De-mux, Parity Generator/Checker List of Exercise/Experiments: <ol style="list-style-type: none"> 1. Design of adders 2. Design of subtractors. 3. Design of binary adder using IC7483 4. Design of Multiplexers & Demultiplexers. 5. Design of Encoders and Decoders. 6. Implementation of a boolean function using a multiplexer. 					
UNIT III	SEQUENTIAL CIRCUITS				9
Flip flops — SR, JK, T, D, Master/Slave FF — operation and excitation tables, Asynchronous and Synchronous Counters Design - Shift registers, Universal Shift Register List of Exercise/Experiments: <ol style="list-style-type: none"> 1. Design and implementation of 3 bit ripple counters. 2. Design and implementation of 3 bit synchronous counter 3. Design and implementation of shift registers 					
UNIT IV	SYNCHRONOUS SEQUENTIAL CIRCUITS DESIGN				9
Design of clocked sequential circuits - Moore/Mealy models, state minimization, state assignment, circuit implementation					
UNIT V	MEMORY AND PROGRAMMABLE LOGIC DEVICES				9

Basic memory structure ROM: PROM – EPROM – EEPROM –RAM – Static and dynamicRAM – Programmable Logic Devices: Programmable Logic Array (PLA) – Programmable Array Logic (PAL) – Implementation of combinational logic circuits using PLA, PAL.

TOTAL: 75 PERIODS

OUTCOMES:

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

CO1: Implement digital circuits using simplified Boolean functions.

CO2: Realize Combinational circuits for a given function using logic gates.

CO3: Demonstrate the operation of various counters and shift registers using Flip Flops.

CO4: Analyze Synchronous Sequential circuits.

CO5: Summarize the various types of memory devices.

CO6: Design the Combinational circuits using Programmable Logic Devices.

CO7: Perform practical exercises as an individual and / or team member to manage the task in time.

CO8: Express the experimental results with effective presentation and report.

TEXT BOOKS:

1. M. Morris Mano and Michael D. Ciletti, Digital Design, With an Introduction to the Verilog HDL, VHDL, and System Verilog, 6th Edition, Pearson, 2018.

2. S.Salivahanan and S.Arivazhagan,Digital Circuits and Design, 5th Edition, Oxford University Press, 2018.

REFERENCES:

1. A.Anandkumar, Fundamental of digital circuits, 4th Edition, PHI Publication,2016.

2.WilliamKleitz, Digital Electronics-A Practical approach to VHDL, Prentice Hall International Inc, 2012.

3.CharlesH.Roth, Jr. andLarry L. Kinney, Fundamentals of Logic Design, 7th Edition, Thomson Learning, 2014.

4.Thomas L. Floyd, Digital Fundamentals, 11th Edition, Pearson Education Inc, 2017.

5.John.M Yarbrough, Digital Logic: Applications and Design, 1st Edition, Cengage India, 2006.

NPTEL LINK: <https://nptel.ac.in/courses/108/105/108105132/>

LIST OF EQUIPMENTS:

22GE101	COMPUTER AIDED ENGINEERING GRAPHICS (Common to All Branches)	L	T	P	C
		1	0	2	2

OBJECTIVES:

The Course will enable learners to:

- To help students understand universal technical drawing standards.
- To provide training on drafting software to draw part models.
- To demonstrate the concepts of orthographic and isometric projections.
- To use drawing skills for communicating concepts, ideas for engineering product design.
- Use pictorial views to visualize and draw the isometric view of the objects.

UNIT I	INTRODUCTION TO CONVENTIONS IN ENGINEERING DRAWING AND CONIC SECTIONS	9
<p>Introduction to Engineering Drawing - Importance of graphics in engineering applications – Use of drafting instruments – BIS conventions and specifications – Size, layout and folding of drawing sheets – Lettering and dimensioning. Conic curves - Ellipse, Parabola and Hyperbola by Eccentricity method.</p> <p style="text-align: right;">(Theory - 3)</p> <p>Drawing of a title block with necessary text, projection symbol and lettering using drafting software.</p> <p>Drafting of Conic curves - Ellipse, Parabola and Hyperbola</p> <p style="text-align: right;">(Laboratory - 6)</p>		
UNIT II	ORTHOGRAPHIC PROJECTION	9
<p>Visualization concepts and Orthographic Projection - Layout of views – Orthographic Projection- Conversion of pictorial diagram into orthographic views.</p> <p style="text-align: right;">(Theory - 3)</p>		
<p>Drawing orthographic view of simple solids like Prism, Pyramids, Cylinder, Cone, etc, and dimensioning.</p> <p>Drawing of orthographic views from the given pictorial diagram.</p> <p style="text-align: right;">(Laboratory -6)</p>		
UNIT III	PROJECTION OF PLANES	9
<p>Projection of planes (polygonal and circular surfaces) inclined to both the planes by rotating object method.</p> <p style="text-align: right;">(Theory - 3)</p>		
<p>Drawing of plane Surface inclined to HP.</p> <p>Drawing of plane Surface inclined to VP.</p> <p style="text-align: right;">(Laboratory -6)</p>		
UNIT IV	PROJECTION OF SOLIDS	9
<p>Projection of simple solids like Prisms, Pyramids, Cylinder and Cone when the axis is inclined to HP by rotating object method.</p> <p style="text-align: right;">(Theory - 3)</p>		
<p>Drawing of simple solids like prism and pyramids when the axis is inclined to HP.</p> <p>Drawing of simple solids like cylinder and cone when the axis is inclined to HP.</p> <p style="text-align: right;">(Laboratory -6)</p>		
UNIT V	ISOMETRIC DRAWING	9
<p>Principles of isometric view – Isometric view of simple solids – Prism, Pyramid, Cylinder and Cone.</p> <p style="text-align: right;">(Theory - 3)</p>		
<p>Drawing isometric projection of simple solids.</p> <p>Modeling of 2D to 3D objects using drafting software.</p> <p style="text-align: right;">(Laboratory -6)</p>		
TOTAL: 45 PERIODS		
<p>OUTCOMES:</p> <p>Upon completion of the course, the students will be able to:</p> <p>CO1: Explain the various engineering standards required for drafting and explore knowledge in conic sections.</p> <p>CO2: Draw the orthographic views of 3D primitive objects.</p> <p>CO3: Describe the projection of plane surfaces by the rotating plane method.</p> <p>CO4: Apply the projection concepts and drafting tools to draw projections of solids.</p> <p>CO5: Sketch the pictorial views of the objects using CAD tools.</p>		

TEXT BOOKS:

1. Natarajan K.V., "A text book of Engineering Graphics", Dhanalakshmi Publishers, Chennai, 33rd Edition, 2020.
2. Venugopal K. and Prabhu Raja V., "Engineering Graphics", New Age International (P) Limited, 15th Edition, 2019.

REFERENCES:

1. Bhatt N.D. "Engineering Drawing", Charotar Publishing House, 53rd edition ,2019.
2. BasantAgarwal and Agarwal C.M., "Engineering Drawing", Tata McGraw Hill Publishing Company Limited, New Delhi, 3rd Edition, 2019.
3. Engineering Drawing Practice for Schools and Colleges BIS SP46:2003 (R2008), Published by Bureau of Indian Standards (BIS), 2008.
4. Parthasarathy. N.S and Vela Murali, "Engineering Graphics", Oxford University, Press, New Delhi, 2019.
5. Gopalakrishna. K.R., Engineering Drawing Vol. 1 & 2, Subhas Publications, 27th Edition, 2017.

LIST OF EQUIPMENTS:

22GE111	PRODUCT DEVELOPMENT LAB - 1 (Common to All Branches)	L	T	P	C
		0	0	2	1
<p>The students may be grouped into 3 to 4 and work under a project supervisor. The device/system/component/prototype Idea to be developed by the students and a final presentation to be done by the students about the idea generated at the end of the semester.</p> <p>OBJECTIVES: The Course will enable learners to:</p> <ul style="list-style-type: none"> • Understand the functionalities and limitation of various machine/equipment • Demonstrate various operations that can be performed to machines • Summarize the basic principles of machines to convert their ideas into products 					
<p>I 1. Study of Manufacturing Processes (Carpentry, Plumbing, Machines and Welding). 2. Study of fundamental operations of 3D Printer and Scanner with Software. 3. Study of Smart Machining (CNC and Laser cutting) and Engraving Techniques.</p> <p>II 1. Study of Fundamental of Circuit Design. 2. Study of PCB Milling Machine. 3. Study of Soldering and Desoldering.</p> <p>III 1. Study of Computer Peripheral Devices (Processing Information Devices)</p> <p>IV 1. Present the Product Idea Presentation - Phase – I.</p>					
TOTAL: 30 PERIODS					
<p>Note: The students can select the prototype to be made of their choice after learning the above exercises.</p>					

OUTCOMES:

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

CO1: Understand the concept of manufacturing processes.

CO2: Describe the working of the machine element.

CO3: Discuss the various applications of engineering materials

CO4: Summarize the basics of core engineering concepts.

CO5: Describe the process for converting ideas into products

LIST OF EQUIPMENTS:

1. CNC Router – 1 No.
2. 3D Printer – 1 No.
3. 3D Scanner – 1 No.
4. Laser cutting Machine – 1 No.
5. Centre lathe – 2 Nos.
6. Arc welding transformer with cables and holders – 2 Nos.
7. Plumbing tools – 2 Nos.
8. Carpentry tools – 2 Nos.
9. Multimeter – 10 Nos.
10. Drilling Machine – 1 No.
11. Solder Stations 5 Sets
12. Desoldering Machine – 1 No.
13. PCB Milling Machine – 1 No.
14. Variable Power Supply – 1 No.
15. Electronic Components like Resistors, Transistors, Diode, Inductor, Capacitor, etc. – 10 Sets
16. Personal Desktop Computers – 30 Nos.

SEMESTER – II

22GE201	HERITAGE OF TAMILS (Common to All Branches)	L	T	P	C
		1	0	0	1
OBJECTIVES: The Course will enable learners to:					
<ul style="list-style-type: none"> • Recognize Tamil literature and its significance in Tamil culture. • Introduce the Tamils' rich artistic and cultural legacy. • Familiarize the different types of folk and martial arts that are unique to Tamil Nadu. • Acquaint the concept of Thinaï in Tamil literature and culture. • Comprehend the significance of Tamil in developing Indian culture. 					
UNIT I	LANGUAGE AND LITERATURE	3			
Language Families in India - Dravidian Languages – Tamil as a Classical Language - Classical Literature in Tamil – Secular Nature of Sangam Literature – Distributive Justice in Sangam Literature - Management Principles in Thirukural - Tamil Epics and Impact of Buddhism & Jainism in Tamil Land - Bakthi Literature Azhwars and Nayanmars - Forms of minor Poetry – Development of Modern literature in Tamil - Contribution of Bharathiyar and Bharathidhasan.					
UNIT II	HERITAGE - ROCK ART PAINTINGS TO MODERN ART – SCULPTURE	3			
Hero stone to modern sculpture - Bronze icons - Tribes and their handicrafts - Art of temple car making -- Massive Terracotta sculptures, Village deities, Thiruvalluvar Statue at Kanyakumari, Making of musical instruments - Mridhangam, Parai, Veenai, Yazh and Nadhaswaram - Role of Temples in Social and Economic Life of Tamils.					
UNIT III	FOLK AND MARTIAL ARTS	3			

Therukoothu, Karagattam, Villu Pattu, Kaniyan Koothu, Oyillattam, Leatherpuppetry, Silambattam, Valari, Tiger dance - Sports and Games of Tamils.		
UNIT IV	THINAI CONCEPT OF TAMILS	3
Flora and Fauna of Tamils & Aham and Puram Concept from Tholkappiyam and Sangam Literature - Aram Concept of Tamils - Education and Literacy during Sangam Age - Ancient Cities and Ports of Sangam Age - Export and Import during Sangam Age - Overseas Conquest of Cholas.		
UNIT V	CONTRIBUTION OF TAMILS TO INDIAN NATIONAL MOVEMENT AND INDIAN CULTURE	3
Contribution of Tamils to Indian Freedom Struggle – The Cultural Influence of Tamils over the other parts of India – Self-Respect Movement – Role of Siddha Medicine in Indigenous Systems of Medicine – Inscriptions & Manuscripts – Print History of Tamil Books.		
TOTAL: 15 PERIODS		
OUTCOMES:		
Upon completion of the course, the students will be able to:		
CO1: State the role of Tamil literature in shaping Tamil Cultural roots.		
CO2: Express the cultural and religious significance of Tamil art and sculptures.		
CO3: Identify and describe the techniques of folk and martial arts.		
CO4: Classify the role of Thinaï concept in Tamil culture and literature.		
CO5: Compare the idea of cultural and intellectual contributions of Tamils.		

TEXT BOOKS & REFERENCES:	
தமிழக வரலாறு – மக்களும் பண்பாடும் – கே.கே. பிள்ளை (வெளியீடு):	
1. தமிழ்நாடு பாடநூல் மற்றும் கல்வியியல் பணிகள் கழகம்).	
2. கண்ணித தமிழ் – முனைவர் இல. சுந்தரம். (விகடன் பிரசுரம்).	
3. கழடி – வைகை நதிக்கரையில் சங்ககால நகர நாகரிகம் (தொல்லியல் துறை வெளியீடு)	
4. பொருளை – ஆற்றங்கரை நாகரிகம். (தொல்லியல் துறை வெளியீடு)	
5. Social Life of Tamils (Dr.K.K. Pillay) A joint publication of TNTB & ESC and RMRL – (in print)	
6. Social Life of the Tamils - The Classical Period (Dr.S .Singaravelu) (Published by: International Institute of Tamil Studies.	
7. Historical Heritage of the Tamils (Dr.S.V.Subatamanian, Dr.K.D.Thirunavukkarasu) (Published by: International Institute of Tamil Studies).	
8. The Contributions of the Tamils to Indian Culture (Dr. M. Valarmathi) (Published by: International Institute of Tamil Studies.)	
9. Keeladi - 'Sangam City Civilization on the banks of river Vaigai' (Jointly Published by: Department of Archaeology & Tamil Nadu Text Book and Educational Services Corporation, Tamil Nadu)	
10. Studies in the History of India with Special Reference to Tamil Nadu (Dr. K. K. Pillay) (Published by: The Author)	
11. Porunai Civilization (Jointly Published by: Department of Archaeology & Tamil Nadu Text Book and Educational Services Corporation, Tamil Nadu)	
12. Journey of Civilization Indus to Vaigai (R. Balakrishnan) (Published by: RMRL) – Reference Book	

22MA201	TRANSFORMS AND NUMERICAL METHODS (Common to CSE /ADS / CSE(CS))	L	T	P	C
		3	0	2	4

OBJECTIVES:**The Course will enable learners to:**

- Introduce the concepts of Laplace transforms and Z-transforms.
- Illustrate the application of transforms in solving differential and difference equations.
- Explain the Numerical methods for handling algebraic and transcendental equations.
- Introduce the numerical techniques for interpolation, differentiation and integration.

UNIT I	LAPLACE TRANSFORMS	15
<p>Laplace transforms – Sufficient condition for existence – Transform of elementary functions – Basic properties – Transforms of derivatives and integrals of functions – Derivatives and integrals of transforms – Transforms of unit step function and impulse functions – Transform of periodic functions. Inverse Laplace transform – Convolution theorem (Statement only).</p> <p style="text-align: right;">Theory: 9</p> <p>Experiments using SCILAB:</p> <ol style="list-style-type: none"> 1. Finding Laplace transform of a function. 2. Finding inverse Laplace Transforms. 3. Determine the input for given output function of Laplace Transform. <p style="text-align: right;">Laboratory: 6</p>		
UNIT II	Z – TRANSFORMS	15
<p>Z-transforms – Elementary properties – Inverse Z-transforms – partial fractions method –residues method – Convolution theorem.</p> <p style="text-align: right;">Theory: 9</p> <p>Experiments using SCILAB:</p> <ol style="list-style-type: none"> 1. Finding Z –transform of a sequence. 2. Finding convolution of two sequences. 3. Plotting the input and output function of Z transform. <p style="text-align: right;">Laboratory: 6</p>		
UNIT III	SOLUTION OF DIFFERENTIAL AND DIFFERENCE EQUATIONS	15
<p>Solution of linear ordinary differential equation of second order with constant coefficients and first order simultaneous equations with constant coefficients using Laplace transform. Formation of difference equations — Solution of first and second order difference equations with constant coefficients using Z-transform.</p> <p style="text-align: right;">Theory: 9</p> <p>Experiments using SCILAB:</p> <ol style="list-style-type: none"> 1. Solving second order Ordinary Differential Equation. 2. Finding the Laplace transform and its inverse of a function numerically. 3. Finding the Z-transform numerically <p style="text-align: right;">Laboratory: 6</p>		
UNIT IV	SOLUTION OF EQUATIONS AND EIGENVALUE PROBLEMS	15
<p>Solution of algebraic and transcendental equations by Newton Raphson method - Solution of linear system of equations — Gauss elimination method — Gauss Jordan method – Gauss Seidel Iterative method– Eigenvalues of a matrix by Power method.</p> <p style="text-align: right;">Theory: 9</p> <p>Experiments using SCILAB:</p> <ol style="list-style-type: none"> 1. Finding the real roots of algebraic and transcendental equations using Newton Raphson method. 2. Finding the largest Eigenvalue by power method. 		

3. Solving system of linear equations using Gauss Seidel Method.		
		Laboratory: 6
UNIT V	NUMERICAL DIFFERENTIATION AND INTEGRATION	15
Finite differences — Forward and Backward differences — Interpolation — Newton's forward and backward interpolation formulae - Lagrange's interpolation for unequal intervals - Numerical Differentiation - Newton's and Lagrange's formulae - Numerical integration using Trapezoidal and Simpson's 1/3 rules – Evaluation of double integrals by Trapezoidal and Simpson's 1/3 rules.		
		Theory: 9
Experiments using SCILAB:		
<ol style="list-style-type: none"> 1. Finding approximately the missing value using Lagrange interpolation. 2. Evaluating line integrals by trapezoidal rule. 3. Evaluating line integrals by Simpson's rule. 		
		Laboratory: 6
TOTAL: 75 PERIODS		
OUTCOMES:		
Upon completion of the course, the students will be able to:		
CO1: Determine Laplace transform and inverse transform of simple functions.		
CO2: Determine Z- transform and inverse transform of simple functions.		
CO3: Solve ordinary differential equations using Laplace transform and difference equations using Z-Transform.		
CO4: Compute the solutions of algebraic, transcendental and the system of equations.		
CO5: Appreciate the numerical techniques of interpolation in various intervals and apply the numerical techniques of differentiation and integration for engineering problems.		
TEXT BOOKS:		
1. Bali N., Goyal M. and Watkins C., "Advanced Engineering Mathematics", Firewall Media (An imprint of Lakshmi Publications Pvt., Ltd.), New Delhi, 7 th Edition, 2009.		
2. Grewal, B.S., and Grewal, J.S., "Numerical Methods in Engineering and Science", Khanna Publishers, 10 th Edition, New Delhi, 2015.		
REFERENCES:		
1. Erwin. Kreyszig, "Advanced Engineering Mathematics", John Wiley and Sons, 10 th Edition, New Delhi, 2016.		
2. Jain R.K. and Iyengar S. R. K., "Advanced Engineering Mathematics", Narosa Publications, New Delhi, 3 rd Edition, 2007.		
3. Wylie, R.C. and Barrett, L.C., "Advanced Engineering Mathematics", Tata McGrawHill Education Pvt. Ltd, 6 th Edition, New Delhi, 2012.		
4. Mathews, J.H. "Numerical Methods for Mathematics, Science and Engineering", 2 nd Edition, Prentice Hall, 1992.		
5. Sastry S.S, "Introductory Methods of Numerical Analysis", PHI Learning Pvt. Ltd, 5 th Edition, 2015.		
LIST OF EQUIPMENTS:		
1. SCILAB - Open source		

22CS201	DATA STRUCTURES (Common to CSE, ECE, ADS and CSE(CS))	L	T	P	C
		3	0	2	4
OBJECTIVES: The Course will enable learners to: <ul style="list-style-type: none"> To understand the concepts of List ADT. To learn linear data structures – stacks and queues ADTs. To understand and apply Tree data structures. To understand and apply Graph structures. To analyze sorting, searching and hashing algorithms. 					
UNIT I	LINEAR DATA STRUCTURES – LIST				15
Algorithm analysis - running time calculations - Abstract Data Types (ADTs) – List ADT – array- based implementation – linked list implementation – singly linked lists - circularly linked lists - doubly-linked lists – applications of lists – Polynomial Manipulation – All operations (Insertion, Deletion, Merge, Traversal). List of Exercise/Experiments: <ul style="list-style-type: none"> Array implementation of List ADTs. Linked list implementation of List ADTs. 					
UNIT II	LINEAR DATA STRUCTURES – STACKS, QUEUES				15
Stack ADT – Stack Model - Implementations: Array and Linked list - Applications - Balancing symbols - Evaluating arithmetic expressions - Conversion of Infix to postfix expression - Queue ADT – Queue Model - Implementations: Array and Linked list - applications of queues - Priority Queues – Binary Heap – Applications of Priority Queues. List of Exercise/Experiments: <ul style="list-style-type: none"> Array implementation of Stack and Queue ADTs. Linked list implementation of Stack and Queue ADTs. Applications of List – Polynomial manipulations Applications of Stack – Infix to postfix conversion and expression evaluation. 					
UNIT III	NON LINEAR DATA STRUCTURES – TREES				15
Tree ADT – tree traversals - Binary Tree ADT – expression trees – applications of trees –binary search tree ADT– AVL Tree. List of Exercise/Experiments: <ul style="list-style-type: none"> Implementation of Binary Trees and operations of Binary Trees. Implementation of Binary Search Trees. Implementation of Heaps using Priority Queues. 					
UNIT IV	NON LINEAR DATA STRUCTURES - GRAPHS				15
Definition – Representation of Graph – Types of graph - Breadth-first traversal - Depth-firsttraversal – Topological Sort – Applications of graphs – BiConnectivity – Euler circuits. List of Exercise/Experiments: <ul style="list-style-type: none"> Graph representation and Traversal algorithms. 					
UNIT V	SEARCHING, SORTING AND HASHING TECHNIQUES				15
Searching- Linear Search - Binary Search - Sorting - Bubble sort - Selection sort - Insertionsort – Hashing - Hash Functions – Separate Chaining – Open Addressing – Rehashing – Extendible Hashing. List of Exercise/Experiments: <ul style="list-style-type: none"> Implement searching and sorting algorithms. 					
					TOTAL: 75 PERIODS

OUTCOMES: Upon completion of the course, the students will be able to: CO1: Implement abstract data types for list. CO2: Solve real world problems using appropriate linear data structures. CO3: Apply appropriate tree data structures in problem solving. CO4: Implement appropriate Graph representations and solve real-world applications. CO5: Implement various searching and sorting algorithms.			
TEXT BOOKS:			
1. Mark Allen Weiss, "Data Structures and Algorithm Analysis in C++", 4th Edition, Pearson Education, 2014.			
2. Sartaj Sahni, "Data Structures, Algorithms and Applications in C++", Silicon paper publications, 2004.			
REFERENCES:			
1. Rajesh K. Shukla, "Data Structures using C and C++", Wiley India Publications, 2009.			
2. Narasimha Karumanchi, "Data Structure and Algorithmic Thinking with Python: Data Structure and Algorithmic Puzzles", CareerMonk Publications, 2020.			
3. Jean-Paul Tremblay and Paul Sorenson, "An Introduction to Data Structures with Application", McGraw-Hill, 2017.			
4. Mark Allen Weiss, "Data Structures and Algorithm Analysis in Java", Third Edition, Pearson Education, 2012.			
5. Ellis Horowitz, Sartaj Sahni, Susan Anderson-Freed, "Fundamentals of Data Structures in C", Second Edition, University Press, 2008.			
6. Ellis Horowitz, Sartaj Sahni, Dinesh P Mehta, "Fundamentals of Data Structures in C++", Second Edition, Silicon Press, 2007.			
7. https://infyspringboard.onwingspan.com/web/en/app/toc/lex_auth_01350157816505139210584/overview			
LIST OF EQUIPMENTS:			
Systems with Linux/Ubuntu Operating System with gnu C++ compiler			

22PH201	PHYSICS FOR COMPUTER SCIENCE AND INFORMATION TECHNOLOGY (Common to All Branches)	L	T	P	C
		3	0	2	4
OBJECTIVES: The Course will enable learners to:					
<ul style="list-style-type: none"> Learn the fundamental concepts of Physics and apply this knowledge to scientific, engineering and technological problems. Make the students enrich basic knowledge in electronics and quantum concepts and apply the same in computing fields. 					
UNIT I	LASER AND FIBRE OPTICS	15			
Population of energy levels – Einstein’s A and B coefficients derivation - Resonant cavity - Optical amplification (qualitative) - Semiconductor lasers: homojunction and heterojunction- Engineering applications of lasers in data storage (qualitative). Fibre optics: Principle and propagation of light through optical fibre - V-number - Types of optical fibres (Material, refractive index and mode) - Losses in optical fibre - Fibre optic communication - Fibre optic sensors (pressure and displacement). <div style="text-align: right;">(Theory -9)</div>					
List of Experiments:					
1. Determination of divergence of laser beam 2. Determination of acceptance angle and numerical aperture of an optical fibre <div style="text-align: right;">(Laboratory -6)</div>					

UNIT II	ELECTRON THEORIES OF MATERIALS	15
<p>Classical free electron theory - Expressions for electrical conductivity and thermal conductivity - Wiedemann-Franz law - Success and failures of CFT- Effect of temperature on Fermi function- Density of energy states and average energy of electron at 0 K - Energy bands in solids.</p> <p style="text-align: right;">(Theory -9)</p> <p>List of Experiments</p> <ol style="list-style-type: none"> 1. Determination of thermal conductivity of a bad conductor by Lee's disc method 2. Measurement of the internal resistance using potentiometer <p style="text-align: right;">(Laboratory -6)</p>		
UNIT III	SEMICONDUCTOR PHYSICS	15
<p>Intrinsic Semiconductors — E-kdiagram-Direct and indirect band gap semiconductors - Carrier concentration in intrinsic semiconductors- Band gap determination-Extrinsic semiconductors - Carrier concentration in n-type and p-typesemiconductors -Electrical conductivity of intrinsic and extrinsic semiconductors - Variation of Fermi level with temperature and impurity concentration - Hall effect and its applications.</p> <p style="text-align: right;">(Theory -9)</p> <p>List of Experiments</p> <ol style="list-style-type: none"> 1. Bandgap determination of intrinsic semiconductor. 2. Determination of wavelength of semiconductor laser <p style="text-align: right;">(Laboratory-6)</p>		
UNIT IV	INTRODUCTION TO NANO DEVICES AND QUANTUM COMPUTING	15
<p>Introduction to nanomaterial -Electron density in a bulk material - Size dependence of Fermi energy - Quantum confinement - Quantum structures - Density of states in quantum well, quantum wire and quantum dot structures - Band gap of nanomaterial. Quantum computing: Quantum states - classical bits - quantum bits or qubits - CNOT gate - multiple qubits - Bloch sphere - quantum gates - advantages of quantum computing over classical computing.</p> <p style="text-align: right;">(Theory - 9)</p> <p>List of Experiments</p> <ol style="list-style-type: none"> 1. Synthesis of nanoparticles by sol-gel method 2. Determination of particle size using laser source <p style="text-align: right;">(Laboratory -6)</p>		
UNIT V	MAGNETIC AND SUPERCONDUCTING MATERIALS	15
<p>Introduction- Bohr magneton -magnetic dipole moment - origin of magnetic moments - types of magnetic materials-Ferromagnetism: Domain Theory - antiferromagnetism - ferrimagnetism - magnetic principle in computer data storage - Magnetic hard disc (GMR sensor) - Introduction to spintronics. Superconducting materials – properties, types of superconductors, applications –SQUID and MAGLEV trains - <i>superconducting qubits in quantum computing</i>.</p> <p style="text-align: right;">(Theory -9)</p> <p>List of Experiments</p> <ol style="list-style-type: none"> 1. Determination of hysteresis loss using B-H loop 2. Determination of magnetic susceptibility of a paramagnetic liquid using Quincke's apparatus <p style="text-align: right;">(Laboratory -6)</p>		
TOTAL: 75 PERIODS		

OUTCOMES:

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

- CO1:** Discuss the basic principles of working of laser and their applications in fibre optic communication
- CO2:** Summarize the classical and quantum electron theories and energy band structures
- CO3:** Describe the conductivity in intrinsic and extrinsic semiconductors and importance of Hall effect measurements
- CO4:** Associate the properties of nanoscale materials and their applications in quantum computing
- CO5:** Interpret the properties of magnetic and superconducting materials and their applications in computer data storage

TEXT BOOKS:

1. **S.O. Kasap**, Principles of Electronic Materials and Devices, McGraw-Hill Education (Indian Edition) 2020.
2. **Jasprit Singh**, Semiconductor Devices: Basic Principles, Wiley (Indian Edition) 2007.
3. **Parag K Lala**, Quantum Computing: A Beginner's Introduction, McGraw-Hill Education (Indian Edition) 2020.

REFERENCES:

1. **R.P. Feynman**, The Feynman Lectures on Physics - Vol. II, The New Millennium Edition, 2012.
2. **M.A.Wahab**, Solid State Physics, 3rd Edition, Narosa Publishing House Pvt.Ltd., 2015.
3. **B.Rogers, J. Adams and S.Pennathur**, Nanotechnology: Understanding Small System, CRC Press, 2014.
4. **C.P. Williams**, Explorations in Quantum Computing, Springer-Verlag London, 2011.
5. **Wilson J.D. and Hernandez C.A.**, Physics Laboratory Experiments, Houghton Mifflin Company, New York 2005.
6. **Department of Physics**, Physics laboratory manual, R.M.K. Group of Institutions, 2021.

LIST OF EQUIPMENTS:

1.	Semiconductor Laser	6 Nos.
2.	Determination of optical fibre parameters	6 Nos.
3.	Lee's disc apparatus	6 Nos.
4.	Potentiometer	6 Nos.
5.	Bandgap determination set up	6 Nos.
6.	Sol-gel synthesis	2 Nos.
7.	B-H loop set-up	5 Nos.
8.	Quincke's apparatus	2 Nos.

22HS101	PROFESSIONAL COMMUNICATION (Common to All Branches)	L	T	P	C
		2	0	2	3

OBJECTIVES:**The Course will enable learners to:**

- Strengthen basic reading and writing skills.
- Comprehend listening contexts competently.
- Inculcate reading habit and develop effective reading skills.
- Improve active and passive vocabulary.
- Acquire speech clarity with right pronunciation.
- Develop vocabulary of a general kind and enhance grammatical accuracy.
- Imbibe Content and Language Integrated Learning (CLIL).

UNIT I	FORMAL AND INFORMAL COMMUNICATION	12
<p>Listening: Short Texts, Short Formal and Informal Conversations Speaking: Self Introduction, Exchanging Personal Information Reading: Practice in Skimming, Scanning and Predicting, Reading Comprehension Writing: Free Writing, Hints Development Grammar: Parts of Speech, Prepositions. Vocabulary: Compound Nouns, Technical Words.</p> <p style="text-align: right;">(Theory 6)</p> <p>1. Familiarization of Vowel Sounds-Monophthongs, Diphthongs and Consonant Sounds 2. Listening to Formal Conversations in British and American Accents 3. Guided Writing</p> <p style="text-align: right;">(Laboratory 6)</p>		

UNIT II	GRAMMAR AND LANGUAGE DEVELOPMENT	12
<p>Listening: Telephonic Conversations. Speaking: Sharing information of a personal kind - Greetings — Taking leave. Reading: Short comprehension passages - Pre-reading and Post-reading(multiple choice questions shortquestions / open and close ended questions)Writing: Instructions, Recommendations, Checklists Grammar: Tenses, Framing 'Wh' & 'Yes' or 'No' questions Vocabulary: Numerical Adjectives, Collocations</p> <p style="text-align: right;">(Theory 6)</p> <p>1. Communication Etiquettes 2. Self -Introduction using SWOT Analysis</p> <p style="text-align: right;">(Laboratory 6)</p>		
UNIT III	BASIC TECHNICAL WRITING AND STUDY SKILLS	12
<p>Listening: Listening to longer texts and filling up the tables Speaking: Asking about routine actions and expressing opinions Reading: Short texts (Cloze Test) Writing: Formal letters, E-mail writing, Interpretation of Charts and Graphs Grammar: Cause and Effect expressions, Conditional Clauses Vocabulary: Often misspelled and confusing words</p> <p style="text-align: right;">(Theory 6)</p> <p>Mechanics of Reading Skills News Reading–Cloze Tests</p> <p style="text-align: right;">(Laboratory 6)</p>		
UNIT IV	GROUP DISCUSSION AND JOB APPLICATIONS	12

Listening: Listening to recorded dialogues of conversations and completing exercises based on them
Speaking: Discussion on Social issues.
Reading: Reading text from magazines
Writing: Purpose Expressions, Letter of Application, Minutes of Meeting.
Grammar: Modal Verbs, Subject-Verb agreement
Vocabulary : Sequence Words

(Theory 6)

1. Group Presentation, Group Discussion: Do's and Don'ts of Group Discussion
2. Discussions on failure and success in interviews of famous personalities
Spotting Errors

(Laboratory 6)

UNIT V	ART OF REPORTING	12
---------------	-------------------------	-----------

Listening: Listening to TED talks
Speaking: Debate & Presentations
Reading: Biographies
Writing: Definitions (Single line & Extended), Report Writing (Industrial visit, Accident and Feasibility reports)
Grammar: Reported speech
Vocabulary : Verbal Analogies

(Theory 6)

1. Writing based on listening to academic lectures and discussions
2. Leadership skills, Negotiation skills
3. Mechanics of Report Writing

(Laboratory 6)

LIST OF PROJECTS

1. Create a podcast on a topic that will be interesting to college students
2. Read and Review (Movie/Book/Technical Article)
3. Presentation on Social Issues
4. Submit a report on "Global English: A study"

TOTAL: 60 PERIODS

OUTCOMES:
Upon completion of the course, the students will be able to:
 CO1: Comprehend conversations and short talks delivered in English
 CO2: Participate efficiently in informal conversations and develop an awareness of the self and apply well-defined techniques
 CO3: Read articles of a general kind in magazines and newspapers efficiently
 CO4: Write short general essays, personal letters and E-mails in English
 CO5: Develop vocabulary of a general kind by enriching reading skills

TEXT BOOKS:

1. Kumar, Suresh E, & Sreehari, P. *Communicative English*. Orient Black Swan, 2007.
2. Richards, Jack C. *Interchange Students' Book-2* New Delhi: CUP, 2015.

REFERENCES:

1. **Bailey, Stephen.** *Academic Writing: A practical guide for students.* New York:Rutledge,2011.
2. **Dhanavel, S P.** *English and Soft Skills, Volume Two,* Orient Black Swan.
3. **Elbow, Peter.** *Writing Without Teachers.* London: Oxford University Press, 1973.
4. **Larsen, Kristine.** *Stephen Hawking: A Biography,* Greenwood: Publishing Group, 2005.
5. **Redston, Chris & Gillies Cunningham.** *Face2Face (Pre- intermediate Students'Book &Workbook)* Cambridge University Press, New Delhi: 2005.
6. Lewis, Norman. *Word Power Made Easy, Latest Edition:* Penguin Random House India: 2015

WEB REFERENCES:

1. Basics of Business Communication
https://infyspringboard.onwingspan.com/en/app/toc/lex_auth_012688768083632128308_shared/overview
2. communicating to Succeed
https://infyspringboard.onwingspan.com/en/app/toc/lex_auth_012686653619175424640_shared/overview
3. Business English
https://infyspringboard.onwingspan.com/en/app/toc/lex_auth_012683227498151936279_shared/overview
https://infyspringboard.onwingspan.com/web/en/app/toc/lex_auth_013267708367904768573/overview (lab support)
4. Business Writing
https://infyspringboard.onwingspan.com/web/en/app/toc/lex_auth_01268947760100966433_shared/overview
5. Email Etiquettes
https://infyspringboard.onwingspan.com/web/en/app/toc/lex_auth_01329462386556108817682_shared/overview
6. Email Writing Skills
https://infyspringboard.onwingspan.com/en/app/toc/lex_auth_01268954363013529666_shared/overview
7. Time Management
https://infyspringboard.onwingspan.com/en/app/toc/lex_auth_012985921210736640721_shared/overview
8. Understanding Body Language
https://infyspringboard.onwingspan.com/en/app/toc/lex_auth_01297973765144576024689_shared/overview

ONLINE RESOURCES: <https://infyspringboard.onwingspan.com/web/en/page/home>

22CS202	JAVA PROGRAMMING (Common to All Branches)	L	T	P	C	
		3	0	2	4	
OBJECTIVES: The Course will enable learners to: <ul style="list-style-type: none"> To explain object oriented programming concepts and fundamentals of Java To apply the principles of packages, interfaces and exceptions To develop a Java application with I/O streams, threads and generic programming To build applications using strings and collections. To apply the JDBC concepts 						
UNIT I	JAVA FUNDAMENTALS					15
<p>An Overview of Java - Data Types, Variables, and Arrays – Operators - Control Statements – Class Fundamentals – Declaring objects – Methods – Constructors –this keyword – Overloading methods - Overloading constructors - Access Control –Static – Final</p> <p>List of Exercise/Experiments:</p> <p>1. Develop a Java application to generate Electricity bill. You must use one super class called EB Bill and must have two sub classes namely Domestic Bill and Commercial Bill. Create a class with the following members: Consumer no., consumer name, previous month reading, current month reading, type of EB connection (i.e domestic or commercial). Compute the bill amount using the following tariff</p> <p>If the type of the EB connection is domestic, calculate the amount to be paid as follows: First 100 units - Rs. 1 per unit 101-200 units - Rs. 2.50 per unit 201 -500 units - Rs. 4 per unit > 501 units - Rs. 6 per unit</p> <p>If the type of the EB connection is commercial, calculate the amount to be paid as follows: First 100 units - Rs. 2 per unit 101-200 units - Rs. 4.50 per unit 201 -500 units - Rs. 6 per unit > 501 units - Rs. 7 per unit</p> <p>2. Arrays Manipulations: (Use Methods for implementing these in a Class)</p> <ol style="list-style-type: none"> Find kth smallest element in an unsorted array Find the sub array with given sum Matrix manipulations – Addition, Subtraction, Multiplication Remove duplicate elements in an Array Accept an integer value N and print the Nth digit in the integer sequence 1,2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15 and so on till infinity. Example: The 11th digit in the sequence 12345678910111213.... is 0. 						
UNIT II	INHERITANCE, INTERFACES AND EXCEPTION HANDLING					15

Inheritance: Inheritance basics, Using super, Method Overriding, Using Abstract Classes, Using final with Inheritance - Packages and Interfaces: Packages, Packages and member access, Importing Packages, Interfaces, Static Methods in an Interface
 — Exception Handling: Exception- Handling Fundamentals, Exception Types, Uncaught Exceptions, Using try and catch, Multiple catch Clauses, Nested try Statements, throw, throws, finally, Java's Built-in Exceptions.

List of Exercise/Experiments:

1. Develop a Java application to implement currency converter (Dollar to INR, EURO to INR, Yen to INR and vice versa), distance converter (meter to KM, milesto KM and vice versa), time converter (hours to minutes, seconds and vice versa) using packages.
2. Develop a Java application with Employee class with Emp_name, Emp_id, Address, Mail_id, Mobile_no as members. Inherit the classes, Programmer, Assistant Professor, Associate Professor and Professor from employee class. Add Basic Pay (BP) as the member of all the inherited classes with 97% of BP as DA, 10 % of BP as HRA, 12% of BP as PF, 0.1% of BP for staff club fund. Generate pay slips for the employees with their gross and net salary.
3. Design a Java interface for ADT Stack. Implement this interface using array and built-in classes. Provide necessary exception handling in both the implementations.
4. Write a Java Program to create an abstract class named Shape that contains two integers and an empty method named print Area(). Provide three classes named Rectangle, Triangle and Circle such that each one of the classes extends the class Shape. Each one of the classes contains the methods print Area () that prints the area of the given shape and Number of sides() that prints the number of sides of the given shape.
5. Write a Java program to apply built-in and user defined exceptions.

UNIT III	MULTITHREADING, I/O AND GENERIC PROGRAMMING	15
Multithreaded Programming: Creating a Thread, Thread Priorities, Synchronization, Interthread Communication — I/O: I/O Basics, Reading Console Input, Writing Console Output, Reading and Writing Files – Generics: Introduction, Generic class, Bounded Types, Generic Methods, Generic Interfaces, Generic Restrictions.		
List of Exercise/Experiments: 1. Write a Java program to read and copy the content of one file to other by handling all file related exceptions.		
UNIT IV	STRING HANDLING AND COLLECTIONS	15

Lambda Expressions - String Handling – Collections: The Collection Interfaces, The Collection Classes – Iterator – Map - Regular Expression Processing.

List of Exercise/Experiments:

1. String Manipulation:

- a. Reversing a set of words and count the frequency of each letter in the string.
- b. Pattern Recognition - Find the number of patterns of form 1[0]1 where [0] represents any number of zeroes (minimum requirement is one 0) there should not be any other character except 0 in the [0] sequence in a given binary string.
- c. Remove all the occurrences of string S2 in string S1 and print the remaining.
- d. Find the longest repeating sequence in a string
- e. Print the number of unique string values that can be formed by rearranging the letters in the string S.

2. Write a Java program that correctly implements producer consumer problem using the concept of inter thread communication.

3. Collections:

- a. Write a program to perform string operations using ArrayList. Write functions for the following
 - i. Append - add at end
 - ii. Insert – add at particular index
 - iii. Search
 - iv. List all string starts with given letter
- b. Find the frequency of words in a given text.

UNIT V | JDBC CONNECTIVITY

15

JDBC – DataSource, Configurations, Connection, Connection Pools, Driver Types, ResultSet, Prepared Statement, Named Parameter, Embedded SQL (Insert, Update, Delete, Join, union etc), ResultSet Navigation, Connection Close and Clean up.

List of Exercise/Experiments:

- Mini Project (using JDBC)

TOTAL: 75 PERIODS

OUTCOMES:

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

- CO1:** Understand the object oriented programming concepts and fundamentals of Java.
- CO2:** Develop Java programs with the packages, interfaces and exceptions.
- CO3:** Build Java applications with I/O streams, threads and generics programming.
- CO4:** Apply strings and collections in developing applications.
- CO5:** Implement the concepts of JDBC.

TEXT BOOKS:

- 1. Herbert Schildt, “Java: The Complete Reference”, 11th Edition, McGraw Hill Education, 2019.

REFERENCES:

- 1. Cay S. Horstmann, Gary Cornell, “Core Java Volume – I Fundamentals”, 11th Edition, Prentice Hall, 2019.

2. Paul Deitel, Harvey Deitel, Java SE 8 for programmers, 3rd Edition, Pearson, 2015.
3. Steven Holzner, Java 2 Black book, Dream tech press, 2011.
4. Timothy Budd, Understanding Object-oriented programming with Java, Third Edition, Pearson Education, 2008.
5. https://infyspringboard.onwingspan.com/web/en/app/toc/lex_29959473947367270000_shared/overview
LIST OF EQUIPMENTS:
Java and Eclipse / NetBeans IDE or Equivalent

22CS203	DATABASE MANAGEMENT SYSTEM (Common to CSE/ ADS/CSE(CS))	L	T	P	C
		3	0	2	4
OBJECTIVES:					
<p>The Course will enable learners to:</p> <ul style="list-style-type: none"> To understand the basic concepts of Data modeling and Database Systems. To understand SQL and effective relational database design concepts. To learn relational algebra, calculus and normalization. To know the fundamental concepts of transaction processing, concurrency control techniques, recovery procedure and data storage techniques. To understand query processing, efficient data querying and advanced databases. 					
UNIT I	DATABASE CONCEPTS	15			
<p>Concept of Database and Overview of DBMS - Characteristics of databases - Data Models, Schemas and Instances - Three-Schema Architecture - Database Languages and Interfaces - Introductions to data models types - ER Model- ER Diagrams - Enhanced ER Model - reducing ER to table Applications: ER model of University Database Application — Relational Database Design by ER- and EER-to-Relational Mapping.</p> <p>List of Exercise/Experiments:</p> <p>1. Data Definition Commands, Data Manipulation Commands for inserting, deleting, updating and retrieving Tables and Transaction Control statements</p>					
UNIT II	STRUCTURED QUERY LANGUAGE	15			
<p>SQL Data Definition and Data Types – Constraints – Queries – INSERT, UPDATE, and DELETE in SQL - Views - Integrity Procedures, Functions, Cursor and Triggers - Embedded SQL - Dynamic SQL.</p> <p>List of Exercise/Experiments:</p> <p>1. Database Querying – Simple queries, Nested queries, Sub queries and Joins</p> <p>2. Views, Sequences, Synonyms</p> <p>3. Database Programming: Implicit and Explicit Cursors</p>					
UNIT III	RELATIONAL ALGEBRA, CALCULUS AND NORMALIZATION	15			

<p>Relational Algebra – Operations - Domain Relational Calculus- Tuple Relational Calculus - Fundamental operations. Relational Database Design - Functional Dependency – Normalization (1NF, 2NF3NF and BCNF) – Multivalued Dependency and 4NF – Joint Dependencies and 5NF - De-normalization.</p> <p>List of Exercise/Experiments: 1. Procedures and Functions 2. Triggers</p>		
UNIT IV	TRANSACTIONS, CONCURRENCY CONTROL AND DATA STORAGE	15
<p>Transaction Concepts – ACID Properties – Schedules based on Recoverability, Serializability – Concurrency Control – Need for Concurrency – Locking Protocols – Two Phase Locking – Transaction Recovery – Concepts – Deferred Update – Immediate Update. Organization of Records in Files – Unordered, Ordered – Hashing Techniques – RAID – Ordered Indexes – Multilevel Indexes - B+ tree Index Files – B tree Index Files.</p> <p>List of Exercise/Experiments: 1. Exception Handling 2. Database Design using ER modeling, normalization and Implementation for any application 3. Database Connectivity with Front End Tools</p>		
UNIT V	QUERY OPTIMIZATION AND ADVANCED DATABASES	15
<p>Query Processing Overview – Algorithms for SELECT and JOIN operations – Query optimization using Heuristics. Distributed Database Concepts – Design – Concurrency Control and Recovery – NOSQL Systems – Document-Based NOSQL Systems and MongoDB.</p> <p>List of Exercise/Experiments: 1. Case Study using real life database applications anyone from the following list a) Inventory Management for a E Mart Grocery Shop b) Society Financial Management c) Cop Friendly App – Eseva d) Property Management – eMall e) Star Small and Medium Banking and Finance ● Build Entity Model diagram. The diagram should align with the business and functional goals stated in the application. ● Apply Normalization rules in designing the tables in scope. ● Prepared applicable views, triggers (for auditing purposes), functions for enabling enterprise grade features. ● Build PL SQL / Stored Procedures for Complex Functionalities, ex EOD Batch Processing for calculating the EMI for Gold Loan for each eligible Customer. ● Ability to showcase ACID Properties with sample queries with appropriate settings</p>		
TOTAL: 75 PERIODS		
OUTCOMES:		
<p>Upon completion of the course, the students will be able to: CO1: Map ER model to Relational model to perform database design effectively. CO2: Implement SQL and effective relational database design concepts. CO3: Apply relational algebra, calculus and normalization techniques in database design. CO4: Understand the concepts of transaction processing, concurrency control, recovery procedure and data storage techniques. CO5: Apply query optimization techniques and understand advanced databases.</p>		

TEXT BOOKS:
1. Elmasri R. and S. Navathe, "Fundamentals of Database Systems", Pearson Education, 7th Edition, 2016.
2. Abraham Silberschatz, Henry F.Korth, "Database System Concepts", TataMcGraw Hill , 7th Edition, 2021.
REFERENCES:
1. Elmasri R. and S. Navathe, Database Systems: Models, Languages, Design and Application Programming, Pearson Education, 2013.Raghu Ramakrishnan, Gehrke "Database Management Systems", MCGraw Hill, 3rd Edition 2014.
2. Plunkett T., B. Macdonald, "Oracle Big Data Hand Book" , McGraw Hill, First Edition, 2013
3. Gupta G K , "Database Management Systems" , Tata McGraw Hill Education Private Limited, New Delhi, 2011.
4. C. J. Date, A.Kannan, S. Swamynathan, "An Introduction to Database Systems", Eighth Edition, Pearson Education, 2015.
5. Maqsood Alam, Aalok Muley, Chaitanya Kadaru, Ashok Joshi, Oracle NoSQL Database: Real-Time Big Data Management for the Enterprise, McGraw Hill Professional, 2013.
6. Thomas Connolly, Carolyn Begg, "Database Systems: A Practical Approach to Design, Implementation and Management" , Pearson, 6th Edition, 2015.
7. Database Management System Part – 1 https://infyspringboard.onwingspan.com/web/en/app/toc/lex_auth_01275806667282022456_shared/overview
8. Database Management System Part – 2 https://infyspringboard.onwingspan.com/web/en/app/toc/lex_auth_0127673005629194241_shared/overview
9. Online Resources: https://infyspringboard.onwingspan.com/web/en/page/home
LIST OF EQUIPMENTS:
1. MySql and Eclipse / NetBeans IDE or Equivalent

22GE211	PRODUCT DEVELOPMENT LAB - 2 (Common to All Branches)	L	T	P	C
		0	0	2	1
The students may be grouped into a batch of strength 3 or 4 to work under a project supervisor. The student batches should study the device/system/component and will do literature review to develop prototype idea. Further at the end of the semester they will make a final presentation to exhibit the conceptual design skills and the process to develop a product.					
OBJECTIVES:					

The Course will enable learners to:

- Use the innovative design methodology to articulate the product concepts.
- Summarize the requisite Engineering Principles for transforming concepts into products.
- Conduct basic tests to extract the qualitative and quantitative performance factors.

List of Exercise/Experiments

1. Study of Basic Engineering Design Concepts.
2. Conduct a literature survey on the implementation of the design concepts.
3. Prepare the design concepts for an identified literature gap.
4. Present the Product Idea Presentation – Phase II.

TOTAL: 30 PERIODS**OUTCOMES:****Upon completion of the course, the students will be able to:****CO1:** Understand the working and capacity of various engineering systems.**CO2:** Infer the outcomes in the product development process.**CO3:** Perform basic engineering and material characterization tests.**CO4:** Demonstrate the ability to provide conceptual design strategies for a product.**CO5:** Implement the Science, Engineering, Technology and Mathematics (STEM) for product design.**LIST OF EQUIPMENTS:**

22CH104	ENVIRONMENTAL SCIENCE AND SUSTAINABILITY (Common to All Branches)	L	T	P	C
		2	0	0	0

OBJECTIVES:**The Course will enable learners to:**

- To gain knowledge of the environment and various natural resources.
- To identify the Scientific and Technological solutions to pollution issues and waste management.
- To understand the significance of the conservation of biodiversity.
- To recognize the needs and benefits of sustainability and its management.
- To comprehend the effects of human population on the environment.

UNIT I | NATURAL RESOURCES**7**

Definition, scope and importance of environment — need for public awareness. Introduction to natural resources - Types - Forest resources: Use and over-exploitation, deforestation and its impacts, Food resources: effects of modern agriculture, organic farming, Renewable energy sources - Solar, Wind, Geothermal, Tidal, OTE and Biomass.

Field activity -Tree plantation**UNIT II | POLLUTION AND WASTE MANAGEMENT****7**

Pollution - Definition –causes, effects and control measures of (a) Air pollution (b) Water pollution (c) Soil pollution (d) Noise pollution (e) Nuclear hazards - nuclear accidents and holocaust -Role of an individual in prevention of pollution –Case studies.

Waste management- Municipal solid wastes, e- waste, plastic waste.**Field study – Solid waste management of the institution**

UNIT III	BIODIVERSITY AND ITS CONSERVATION	6
Biodiversity: types – values of biodiversity, India as a mega-diversity nation – hot-spots of biodiversity – threats to biodiversity – endangered and endemic species, extinct, rare, vulnerable species of India – conservation of biodiversity: In-situ and ex-situ method. Field study – Biodiversity of the institution		
UNIT IV	SUSTAINABILITY AND MANAGEMENT	5
Sustainability-concept, needs and challenges-Circular economy -Sustainable Development Goals- Concept of Carbon footprint, Environmental Impact Assessment, Clean Development Mechanism, solutions. Field study – Carbon footprint of the institution		
UNIT V	HUMAN POPULATION	5
Introduction - Population growth, variation among nations, population explosion, Environment and human health – endemic/epidemic/pandemic– Role of information technology in environment and human health. Case Study – Pandemics of 21st century		
TOTAL: 30 PERIODS		
OUTCOMES:		
Upon completion of the course, the students will be able to:		
CO1: Investigate and use conservational practices to protect natural resources.		
CO2: Identify the causes of pollutants and illustrate suitable methods for pollution abatement.		
CO3: Adapt the values of biodiversity and its conservation methods.		
CO4: Recognize suitable sustainable development practices and apply it in day-to-day life.		
CO5: Assess the impacts of human population and suggest suitable solutions.		
TEXT BOOKS:		
1. Anubha Kaushik and C.P. Kaushik, “Perspectives in environmental studies”, New Age International Publishers, 2 nd edition, 2021.		
2. Benny Joseph, Environmental Science and Engineering, Tata McGraw-Hill, New Delhi, 2017.		
3. Gilbert M. Masters, Introduction to Environmental Engineering and Science, 3 rd edition, Pearson Education, 2014.		
4. Erach Bharuch, Textbook of Environmental Studies for Undergraduate Courses, Third Edition, Universities Press(I) Pvt. Ltd., Hyderabad, 2021.		
REFERENCES:		
1. William P. Cunningham & Mary Ann Cunningham Environmental Science: A Global Concern, McGraw Hill, 14 th edition, 2017.		
2. Rajagopalan, R, Environmental Studies-From Crisis to Cure, Oxford University Press, 2015.		
3. G. Tyler Miller and Scott E. Spoolman, —Environmental Science, Cengage Learning India Pvt, Ltd., Delhi, 2014.		
4. Allen, D. T. and Shonnard, D. R., Sustainability Engineering: Concepts, Design and Case Studies, Prentice Hall, 2012.		
5. Bradley. A.S; Adebayo, A.O., Maria, P. Engineering applications in sustainable design and development, Cengage learning, 2015.		
6. Environment Impact Assessment Guidelines, Notification of Government of India, 2006 and subsequent amendments, 2022		

SEMESTER III

22MA301	DISCRETE MATHEMATICS (Common to CSE, CSE(CS), ADS)	L	T	P	C
		3	1	0	4
OBJECTIVES:					
The Course will enable learners to:					
<ul style="list-style-type: none"> • Describe the arguments using connectives and rules of inference. • Introduce the basic concept of counting and generating functions. • Define the graphs and it's models. • Understand the concept of group theory, lattices and Boolean algebra. 					
UNIT I	LOGIC AND PROOFS				15
Propositional logic - Propositional equivalences - Predicates and quantifiers - Nested quantifiers - Rules of inference - Introduction to proofs - Proof methods and strategy.					
UNIT II	COMBINATORICS				15
Mathematical induction - Strong induction and well ordering The basics of counting - The pigeonhole principle - Permutations and combinations - Recurrence relations - Solving linear recurrence relations - Generating functions - Inclusion and exclusion principle and its applications.					
UNIT III	GRAPHS				15
Graphs and graph models - Graph terminology and special types of graphs - Matrix representation of graphs and graph isomorphism - Connectivity - Euler and Hamilton paths.					
UNIT IV	ALGEBRAIC STRUCTURES				15
Algebraic systems - Semi groups and monoids - Groups - Subgroups - Homomorphism's - Normal subgroup and cosets - Lagrange's theorem - Definitions and examples of Rings and Fields.					
UNIT V	LATTICES AND BOOLEAN ALGEBRA				15
Partial ordering - Posets - Lattices as posets - Properties of lattices - Lattices as algebraic systems - Sub lattices - Direct product and homomorphism - Some special lattices - Boolean algebra.					
TOTAL: 75 PERIODS					
OUTCOMES:					
Upon completion of the course, the students will be able to:					
CO1: Validate the arguments using connectives and rule of inference.					
CO2: Solve linear recurrence relations.					
CO3: Determine Euler's path and Hamilton paths.					
CO4: Identify algebraic structures of groups, rings, and fields.					
CO5: Interpret lattices as algebraic structures.					
TEXT BOOKS:					
1. Rosen, K.H., "Discrete Mathematics and its Applications", 8th Edition, Tata McGraw Hill Pub. Co.Ltd., New Delhi, Special Indian Edition, 2021.					
2. Tremblay, J.P. and Manohar.R, " Discrete Mathematical Structures with Applications to ComputerScience", Tata McGraw Hill Pub. Co. Ltd, New Delhi, 30th Reprint, 2017.					
REFERENCES:					
1. Grimaldi, R.P. "Discrete and Combinatorial Mathematics: An Applied Introduction", 5th Edition, Pearson Education Asia, Delhi, 2014.					
2. Lipschutz, S. and Mark Lipson., "Discrete Mathematics", Schaum's Outlines, Tata McGraw Hill Pub. Co. Ltd., New Delhi, 3rd Edition, 2010.					
Koshy, T. "Discrete Mathematics with Applications", Elsevier Publications, 2006					

22GE302	Universal Human Values 2: Understanding Harmony	L	T	P	C
		3	0	0	3
<p>OBJECTIVES:</p> <p>The Course will enable learners to:</p> <ul style="list-style-type: none"> • Development of a holistic perspective based on self-exploration about themselves (human being), family, society and nature/existence. • Understanding (or developing clarity) of the harmony in the human being, family, society and nature/existence • Strengthening of self-reflection. • Development of commitment and courage to act. 					
<p>COURSE TOPICS:</p> <p>The course has 30 lectures (2 lecture hours) and 15 practice sessions (1 Tutorial hour) in 5 Units:</p>					
UNIT I	NEED, BASIC GUIDELINES, CONTENT AND PROCESS FOR VALUE EDUCATION	9			
<ul style="list-style-type: none"> • Purpose and motivation for the course, recapitulation from Universal Human Values-I • Self-Exploration–what is it? - Its content and process; ‘Natural Acceptance’ and Experiential Validation- as the process for self-exploration • Continuous Happiness and Prosperity- A look at basic Human Aspirations • Right understanding, Relationship and Physical Facility- The basic requirements for fulfilment of aspirations of every human being with their correct priority • Understanding Happiness and Prosperity correctly- A critical appraisal of the current scenario • Method to fulfil the above human aspirations: Understanding and living in harmony at various levels. <p>Include practice sessions to discuss natural acceptance in human being as the innate acceptance for living with responsibility (living in relationship, harmony and co-existence) rather than as arbitrariness in choice based on liking-disliking</p>					
UNIT II	UNDERSTANDING HARMONY IN THE HUMAN BEING – HARMONY IN MYSELF!	9			
<ul style="list-style-type: none"> • Understanding human being as a co-existence of the sentient ‘I’ and the material ‘Body’ • Understanding the needs of Self (‘I’) and ‘Body’ - happiness and physical facility • Understanding the body as an instrument of ‘I’ (I being the doer, seer and enjoyer) • Understanding the characteristics and activities of ‘I’ and harmony in ‘I’ • ‘Understanding the harmony of I with the Body: Sanyam and Health; correct appraisal of Physical needs, meaning of Prosperity in detail • Programs to ensure Sanyam and Health. <p>Include practice sessions to discuss the role others have played in making material goods available to me. Identifying from one’s own life. Differentiate between prosperity and accumulation. Discuss programs for ensuring health vs dealing with disease</p>					

UNIT III	UNDERSTANDING HARMONY IN THE FAMILY AND SOCIETY- HARMONY IN HUMAN-HUMAN RELATIONSHIP	9
<ul style="list-style-type: none"> • Understanding values in human-human relationship; meaning of Justice (nine universal values in relationships) and program for its fulfilment to ensure mutual happiness; Trust and Respect as the foundational values of relationship • Understanding the meaning of Trust; Difference between intention and competence • Understanding the meaning of Respect; Difference between respect and differentiation; the other salient values in relationship • Understanding the harmony in the society (society being an extension of family): Resolution, Prosperity, Fearlessness (trust) and co-existence as comprehensive Human Goals • Visualizing a universal harmonious order in society- Undivided society, Universal order-from family to world family. <p>Include practice sessions to reflect on relationships in family, hostel and institutes extended family, real life examples, teacher-student relationship, goal of education etc. Gratitude as a universal value in relationships. Discuss with scenarios. Elicit examples from students' lives.</p>		
UNIT IV	UNDERSTANDING HARMONY IN THE NATURE AND EXISTENCE - WHOLE EXISTENCE AS COEXISTENCE	9
<ul style="list-style-type: none"> • Understanding the harmony in nature • Interconnectedness and mutual fulfilment among the four orders of nature- recyclability and self-regulation in nature • Understanding Existence as Co-existence of mutually interacting units in all-pervasive space • Holistic perception of harmony at all levels of existence. • Include practice sessions to discuss human being as cause of imbalance in nature (film "Home" can be used), pollution, depletion of resources and role of technology etc. 		
UNIT V	IMPLICATIONS OF THE ABOVE HOLISTIC UNDERSTANDING OF HARMONY ON PROFESSIONAL ETHICS	9
<ul style="list-style-type: none"> • Natural acceptance of human values • Definitiveness of Ethical Human Conduct • Basis for Humanistic Education, Humanistic Constitution and Humanistic Universal Order • Competence in professional ethics: a. Ability to utilize the professional competence for augmenting universal human order b. Ability to identify the scope and characteristics of people friendly and eco-friendly production systems, c. Ability to identify and develop appropriate technologies and management patterns for above production systems. • Case studies of typical holistic technologies, management models and production systems. • Strategy for transition from the present state to Universal Human Order: a. At the level of individual: as socially and ecologically responsible engineers, technologists and managers b. At the level of society: as mutually enriching institutions and organizations • Sum up. <p>Include practice exercises and case studies will be taken up in practice (tutorial) sessions eg. To discuss the conduct as an engineer or scientist etc.</p>		

OUTCOMES:

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

CO1: Would become more aware of themselves, and their surroundings (family, society, nature).

CO2: Would become more responsible in life, and in handling problems with sustainable solutions, while keeping human relationships and human nature in mind.

CO3: Would have better critical ability.

CO4: Would become sensitive to their commitment towards what they have understood (human values, human relationship, and human society).

CO5: Would be able to apply what they have learnt to their own self in different day-to-day settings in real life, at least a beginning would be made in this direction.

TEXT BOOK:

1. R R Gaur, R Sangal, G P Bagaria, "Human Values and Professional Ethics", Excel Books, New Delhi, Second Edition 2019.

REFERENCES:

1. A Nagaraj, "Jeevan Vidya: Ek Parichaya", Jeevan Vidya Prakashan, Amarkantak, 1999.

2. E. F Schumacher, "Small is Beautiful", Vintage classics, London, 1993.

3. A.N. Tripathi, "Human Values", New Age Intl. Publishers, New Delhi, Third Edition 2020.

4. Maulana Abdul Kalam Azad, "India Wins Freedom", Oriental blackswan private limited, Hyderabad, 2020.

5. Mahatma Gandhi, "Hind Swaraj or Indian Home Rule", Maheswari Publications, Delhi 2020.

6. Romain Rolland, "The life of Vivekananda and the universal gospel", Publication house of Ramakrishna Math, Kolkata, Thirty second edition 2018.

7. Romain Rolland, "Mahatma Gandhi: The man who become one with the universal being", Srishti Publishers & Distributors, New Delhi, Sixth Edition 2013.

8. Heaton, Dennis P. "The story of stuff." (2010): 553-556.

9. Gandhi, Mohandas Karamchand, "The story of my experiments with truth: An autobiography", Om Books International, 2018.

10. Andrews, Cecile, "Slow is beautiful: new visions of community, leisure, and joie de vivre", New society publishers, 2006.

11. Kumarappa, Joseph Cornelius, "The economy of permanence. CP", All India Village Industries Assn., 1946.

12. Vivekananda-Romain Rolland (English)

13. Gandhi-Romain Rolland (English)

22GE201	TAMILS AND TECHNOLOGY (Common to All Branches)	L	T	P	C
		1	0	0	1

OBJECTIVES:**The Course will enable learners to:**

- Recognize the historical significance of weaving and pottery technologies in ancient Tamil civilization.
- Highlight the concepts of design and construction technology during the Sangam age.
- Provide an overview of manufacturing technology and its role in Tamil society.
- Illustrate the agricultural and irrigation techniques employed in ancient Tamil society.
- Promote scientific Tamil and Tamil computing.

UNIT I	WEAVING AND CERAMIC TECHNOLOGY	3
Weaving Industry during Sangam Age – Ceramic technology – Black and Red Ware Potteries (BRW) – Graffiti on Potteries.		
UNIT II	DESIGN AND CONSTRUCTION TECHNOLOGY	3
Designing and Structural construction House & Designs in household materials during Sangam Age - Building materials and Hero stones of Sangam age – Details of Stage Constructions in Silappathikaram - Sculptures and Temples of Mamallapuram – Great Temples of Cholas and other worship places - Temples of Nayaka Period - Type study (Madurai Meenakshi Temple)- Thirumalai Nayakar Mahal - Chetti Nadu Houses, Indo - Saracenic architecture at Madras during British Period.		
UNIT III	MANUFACTURING TECHNOLOGY	3
Art of Ship Building - Metallurgical studies - Iron industry - Iron smelting, steel -Copper and gold- Coins as source of history - Minting of Coins – Beads making-industries Stone beads - Glass beads - Terracotta beads -Shell beads/ bone beads - Archeological evidences - Gem stone types described in Silappathikaram.		
UNIT IV	AGRICULTURE AND IRRIGATION TECHNOLOGY	3
Dam, Tank, ponds, Sluice, Significance of Kumizhi Thoompu of Chola Period, Animal Husbandry - Wells designed for cattle use - Agriculture and Agro Processing - Knowledge of Sea - Fisheries – Pearl - Conche diving - Ancient Knowledge of Ocean - Knowledge Specific Society.		
UNIT V	SCIENTIFIC TAMIL & TAMIL COMPUTING	3
Development of Scientific Tamil - Tamil computing – Digitalization of Tamil Books – Development of Tamil Software – Tamil Virtual Academy – Tamil Digital Library – Online Tamil Dictionaries –Sorkuvai Project.		
TOTAL: 15 PERIODS		

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

- CO1:** Identify the role of weaving and ceramic technology in ancient Tamil Culture.
- CO2:** Assess the design and construction technology ideas in the current Tamil society.
- CO3:** Identify the different types of manufacturing technology used in Tamil society and their significance.
- CO4:** Classify agricultural and irrigation technologies in ancient Tamil society and its current relevance.
- CO5:** Discuss the fundamentals of scientific Tamil and Tamil computing.

TEXT BOOKS & REFERENCE BOOKS:	
1.	தமிழக வரலாறு – மக்களும் பண்பாடும் – கே.கே. பிள்ளை (வெளியீடு: தமிழ்நாடு பாடநூல் மற்றும் கல்வியியல் பணிகள் கழகம்).
2.	கண்ணித தமிழ் – முனைவர் இல. சுந்தரம். (வகடன பரசுரம்).
3.	கழடி – வைகை நதிககரையால சங்ககால நகர நாகரகம் (தொலனயல துறை வெளியீடு)
4.	பொருறை – ஆற்றங்கரை நாகரிகம். (தொல்லியல் துறை வெளியீடு)
5.	Social Life of Tamils (Dr.K.K. Pillay) A joint publication of TNTB & ESC and RMRL – (in print)
6.	Social Life of the Tamils - The Classical Period (Dr.S .Singaravelu) (Published by: International Institute of Tamil Studies.
7.	Historical Heritage of the Tamils (Dr.S.V.Subatamanian, Dr.K.D.Thirunavukkarasu) (Published by: International Institute of Tamil Studies).
8.	The Contributions of the Tamils to Indian Culture (Dr. M. Valarmathi) (Published by: International Institute of Tamil Studies.)
9.	Keeladi - 'Sangam City Civilization on the banks of river Vaigai' (Jointly Published by: Department of Archaeology & Tamil Nadu Text Book and Educational Services Corporation, Tamil Nadu)
10.	Studies in the History of India with Special Reference to Tamil Nadu (Dr. K. K. Pillay) (Published by: The Author)
11.	Porunai Civilization (Jointly Published by: Department of Archaeology & Tamil Nadu Text Book and Educational Services Corporation, Tamil Nadu)
12.	Journey of Civilization Indus to Vaigai (R. Balakrishnan) (Published by: RMRL) – Reference Book

22CS302	COMPUTER ORGANIZATION AND ARCHITECTURE (Common to CSE, ADS and CSE(CS))	L	T	P	C
		3	0	0	3
OBJECTIVES: The Course will enable learners to:					
<ul style="list-style-type: none"> Describe the basic principles and operations of digital computers. Design arithmetic and logic unit for various fixed and floating point operations Construct pipeline architectures for RISC processors. Explain various memory systems & I/O interfacing Discuss parallel processor and multi-processor architectures 					
UNIT I	COMPUTER FUNDAMENTALS				9
Computer Types - Functional Units — Basic Operational Concepts — Number Representation and Arithmetic Operations - Performance Measurement — Instruction Set Architecture - Memory Locations and Addresses - Instructions and Instruction Sequencing - Addressing Modes.					
UNIT II	COMPUTER ARITHMETIC				9
Addition and Subtraction of Signed Numbers - Design of Fast Adders - Multiplication of Unsigned Numbers - Multiplication of Signed Numbers - Fast Multiplication - Integer Division - Floating-Point Numbers and Operations.					
UNIT III	BASIC PROCESSING UNIT AND PIPELINING				9

Basic Processing Unit: Concepts - Instruction Execution - Hardware Components - Instruction Fetch and Execution Steps -Control Signals - Hardwired Control. Pipelining: Basic Concept - Pipeline Organization- Pipelining Issues - Data Dependencies - Memory Delays - Branch Delays - Resource Limitations - Performance Evaluation -Superscalar Operation.

UNIT IV	I/O AND MEMORY	9
----------------	-----------------------	----------

Input/Output Organization: Bus Structure - Bus Operation - Arbitration - The Memory System: Basic Concepts - Semiconductor RAM Memories - Read-only Memories - Direct Memory Access - Memory Hierarchy - Cache Memories - Performance Considerations - Virtual Memory - Memory Management Requirements - Secondary Storage.

UNIT V	PARALLEL PROCESSING AND MULTICORE COMPUTERS	9
---------------	--	----------

Parallel Processing: Use of Multiple Processors - Symmetric Multiprocessors - Multithreading and Chip Multiprocessors - Clusters - Nonuniform Memory Access Computers Vector Computation - Multicore Organization.

TOTAL: 45 PERIODS

OUTCOMES:

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

- CO1:** Explain the basic principles and operations of digital computers.
- CO2:** Design Arithmetic and Logic Unit to perform fixed and floating-point operations
- CO3:** Develop pipeline architectures for RISC Processors.
- CO4:** Summarize Various Memory systems & I/O interfacings.
- CO5:** Recognize Parallel Processor and Multi Processor Architectures

TEXT BOOKS:

1. Carl Hamacher, Zvonko Vranesic, Safwat Zaky, Computer organization, Tata McGraw Hill, Sixth edition, 2012.
2. David A. Patterson and John L. Hennessy Computer Organization and Design-The Hardware/Software Interface 5th edition, Morgan Kaufmann, 2013.

REFERENCES:

1. John P. Hayes, Computer Architecture and Organization, Third Edition, TataMcGraw Hill, 2012.
2. David A. Patterson and John L. Hennessy Computer Organization and Design-The Hardware/Software Interface, 6th edition, Morgan Kaufmann, 2021.
3. John L. Hennessy and David A. Patterson, Computer Architecture – A Quantitate Approach, Morgan Kaufmann / Elsevier Publishers, Fifth Edition, 2012.

LIST OF EQUIPMENTS:

-

22CS301	ADVANCED JAVA PROGRAMMING (Common to CSE, CSE(CS))	L	T	P	C
		3	0	2	4

OBJECTIVES:

The Course will enable learners to:

- To use the functionalities of Collections and IO Streams
- To use the functionalities of Java Stream API and unit testing framework using Junits.
- To provide a framework to map object-oriented domain models to relational databases for web applications using ORM Hibernate tool.
- To provide infrastructure support using Spring Framework.
- To Implement Model – View – Controller design pattern using Spring MVC.

UNIT I	COLLECTIONS AND IO STREAMS	9+6
---------------	-----------------------------------	------------

The NavigableSet interface, the Queue interface, the Dequeue interface – The Collection classes – PriorityQueue – ArrayDeque – EnumSet – Comparators – More Utility Classes –StringTokenizer - Date – Calendar – Comparable interface – Observer Interface – Streams Types of Streams - The Byte-stream I/O hierarchy - Character Stream Hierarchy – Random Access File class - the java.io.Console Class – Serialization – Dates - Numbers, and Currency - Working with Dates - Numbers and Currencies – Parsing - Tokenizing and Formatting - Locating Data viaPattern Matching, Tokenizing.

List of Exercises

4. Write a Java program to create an ArrayList of integers and add elements to it. Display the contents of the ArrayList.
5. Write a Java program to create a HashSet of strings and perform various operations like adding, removing, and checking the presence of elements.
6. Write a program to copy the contents of one file to another file using FileInputStream and FileOutputStream.

UNIT II	STREAM API AND JUNIT	9+6
----------------	-----------------------------	------------

Count -Parallel Streams - Declarative/Functional Style Approach - Stream Pipeline – Iterating with stream - Max, Min & Comparators - Distinct and Collectors.toSet() - Filtering and Transformations - Find Any Vs Find First - Reduce and Flatmap - Joining Strings Implementation of Stream in API”. Junit - Introduction to JUnit, JUnitwith Eclipse, Assert method, Annotations, Parameterized tests, Test suite, Test runner.

List of Exercises

1. Write a Java program to filter out the even numbers from a list of integers using the Stream API.
2. Create a program that uses the Stream API to find the average of a list of floating-point numbers.
3. Implement a Java program that uses the Stream API to count the number of occurrences of a specific word in a given text file.
4. Write a JUnit test case to check if a given string is palindrome or not.
5. Create a JUnit test case to verify the correctness of a method that calculates the factorial of a given number.
6. Implement a JUnit test case to ensure that a specific exception is thrown when invalid input is provided to a method.

UNIT III	HIBERNATE FRAMEWORK	9+6
-----------------	----------------------------	------------

Hibernate Framework - Hibernate - Mapping Types - Hibernate Inheritance Mapping - Collections Mappings - Association mapping - HQL (Hibernate Criteria Query Language) – Hibernate Query Language (HQL) - Caching in Hibernate - Log4j in Hibernate.

List of Exercises

1. Write a Java program to create a Hibernate configuration file (hibernate.cfg.xml) and establish a database connection.
2. Implement a Java program to perform CRUD operations (Create, Read, Update, Delete) using Hibernate.
3. Develop a Java program to implement a one-to-many relationship between two entity classes using Hibernate mappings.
4. Write a Java program to perform transaction management using Hibernate, including rollback and commit operations.
5. Develop a Java program to configure and use Hibernate caching mechanisms for optimizing database access.
6. Write a Java program to integrate Hibernate with Spring framework and develop a web application with database operations.

UNIT IV	SPRING FRAMEWORK	9+6
----------------	-------------------------	------------

Spring Framework - Dependency Injection by Constructor Example - Autowiring in Spring - Constructor Injection with Collection - Spring DAO - Inheriting Bean in Spring - Dependency Injection by setter method.

List of Exercises

1. Create a basic Spring application that demonstrates dependency injection using constructor injection.
2. Write a program to demonstrate the use of Spring annotations like @Autowired, @Component, and @Configuration.
3. Implement a Spring bean that uses setter injection to inject dependencies.

UNIT V	SPRING MVC	9+6
---------------	-------------------	------------

Spring MVC - Spring Java Mail - Spring Security- Aspect Oriented Programming (AOP) - Web Services – postman - Design Patterns in Java

List of Exercises

1. Write a Spring MVC program to create a simple registration form with fields like name, email, and password, and validate the form inputs.
2. Implement a Spring MVC program that retrieves data from a database and displays it on a web page using the Model-View-Controller pattern.
3. Build a Spring MVC application that implements user authentication and authorization using Spring Security.

TOTAL: 75 PERIODS

OUTCOMES:

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

CO1: Apply collections and IO Streams to efficiently manage and process datastructures and perform input/output operations in Java.

CO2: Apply Java Stream API and Junits to streamline data manipulation andperform unit testing for robust code development.

CO3: Develop a Seamlessly integrate object-oriented programming with database operations for web applications using hibernate.

CO4: Construct the power of the Spring Framework to provide a solid foundation for building scalable and maintainable applications.

CO5: Organize application logic, user interface, and data flow using the SpringMVC framework for efficient and modular development.

TEXT BOOKS:

1. "Spring in Action",5th Edition by Craig Walls
2. "Spring MVC: A Tutorial" by Paul Deck

REFERENCES:

1. "Java Generics and Collections" by Maurice Naftalin and Philip Wadler
2. "Effective Java" by Joshua Bloch
3. "Java 8 in Action: Lambdas, Streams, and functional-style programming" by Raoul-Gabriel Urma, Mario Fusco, and Alan Mycroft
4. "Java Persistence with Hibernate" by Christian Bauer and Gavin King
5. "Spring MVC: Beginner's Guide" by Amuthan G.8.
6. "JUnit in Action" by Petar Tahchiev, Felipe Leme, Vincent Massol, and Gary Gregory

LIST OF EQUIPMENTS:

Java Development Kit (JDK), IO classes, JUnit library, Spring Framework libraries and dependencies (such as spring-core, spring-context, spring-beans, Spring MVC framework.

22CS303	DESIGN AND ANALYSIS OF ALGORITHMS (Common to CSE,ADS and CSE(CS))	L	T	P	C
		2	0	2	3

OBJECTIVES:

The Course will enable learners to:

- Critically analyse the efficiency of alternative algorithmic solutions for the same problem
Illustrate brute force and divide and conquer design techniques.
- Explain dynamic programming for solving various problems.
- Apply greedy technique and iterative improvement technique to solve optimization problems
- Examine the limitations of algorithmic power and handling it in different problems.

UNIT I**INTRODUCTION****6+6**

Notion of an Algorithm – Fundamentals of Algorithmic Problem Solving –Fundamentals of the Analysis of Algorithmic Efficiency – Asymptotic Notations and their properties. Analysis Framework – Mathematical analysis for Recursive and Non-recursive algorithms

List of Exercise/Experiments:

1. Perform the recursive algorithm analysis.
2. Perform the non-recursive algorithm analysis.

UNIT II**BRUTE FORCE AND DIVIDE AND CONQUER****6+6**

Brute Force - String Matching - Exhaustive Search - Knapsack Problem - Divide and Conquer Methodology – Binary Search – Merge sort – Quick sort - Multiplication of Large Integers – Closest-Pair and Convex Hull Problems - Transform and Conquer Method: Heap Sort

List of Exercise/Experiments:

1. Write a program to search an element using binary search
2. Write a program to sort the elements using merge sort and find time complexity.
3. Write a program to sort the elements using quick sort and find time complexity.
4. Write a program to sort the elements using heap sort

UNIT III	DYNAMIC PROGRAMMING	6+6
-----------------	----------------------------	------------

Dynamic programming – Principle of optimality – Floyd’s algorithm – Multi stage graph - Optimal Binary Search Trees - Longest common subsequence - Matrix-chain multiplication – Travelling Salesperson Problem – Knapsack Problem and Memory functions.

List of Exercise/Experiments:

1. Solve Floyd’s algorithm
2. Write a program to find optimal binary search tree for a given list of keys.
3. Solve the multi-stage graph to find shortest path using backward and forward approach
4. Write a program to find the longest common subsequence

UNIT IV	GREEDY TECHNIQUE AND ITERATIVE IMPROVEMENT	6+6
----------------	---	------------

Greedy Technique – Prim’s algorithm and Kruskal’s Algorithm – Huffman Trees. The Maximum-Flow Problem – Maximum Matching in Bipartite Graphs - The Stable marriage Problem

List of Exercise/Experiments:

1. Write a program to find minimum spanning tree using Prim’s algorithm
2. Implement Kruskal’s algorithm to find minimum spanning tree
3. Write a program to solve maximum flow problem

UNIT V	BACKTRACKING AND BRANCH AND BOUND	6+6
---------------	--	------------

P, NP NP- Complete and NP Hard Problems. Backtracking – N-Queen problem - Subset Sum Problem. Branch and Bound – LIFO Search and FIFO search - Assignment problem – Knapsack Problem - Approximation Algorithms for NP-Hard Problems – TravellingSalesman problem

List of Exercise/Experiments:

1. Write a program to implement sum of subset problem.
2. Write a program to solve N-Queen problem
3. Solve the assignment problem using branch and bound technique
4. Solve knapsack problem using branch and bound technique

TOTAL: 60 PERIODS

OUTCOMES:

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

CO1: Solve mathematically the efficiency of recursive and non-recursive algorithms

CO2: Design and Analyse the efficiency of divide and conquer and transform and conquer algorithmic techniques

CO3: Implement and analyse the problems using dynamic programming

CO4: Solve the problems using and greedy technique and iterative improvement technique for optimization

CO5: Compute the limitations of algorithmic power and solve the problems using backtracking and branch and bound technique.

TEXT BOOKS:

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

2. Ellis Horowitz, Sartaj Sahni and Sanguthevar Rajasekaran, Computer Algorithms/ C++, Second Edition, Universities Press, 2019.

REFERENCES:

1. Thomas H.Cormen, Charles E.Leiserson, Ronald L. Rivest and Clifford Stein, Introduction to Algorithms, Third Edition, PHI Learning Private Limited, 2012.

2. S. Sridhar, Design and Analysis of Algorithms, Oxford university press, 2014.

3. <http://nptel.ac.in/>

LIST OF EQUIPMENTS:

Standalone PC with C/C++/Java

22CY301	OPERATING SYSTEMS USING LINUX	L	T	P	C
		2	0	2	3

OBJECTIVES:

The Course will enable learners to:

- To understand the basic concepts of operating systems and process.
- To understand threads and analyse various CPU scheduling algorithms.
- To analyse process synchronization and understand the concept of deadlocks.
- To analyse various memory management schemes.
- To understand various file system implementation.
- To be familiar with the basics of Linux System.

UNIT I	INTRODUCTION TO OPERATING SYSTEMS AND PROCESSES	15
---------------	--	-----------

Introduction to OS –Computer system organization - architecture – Resource management - Protection and Security; Operating System Structures -Services - User and Operating-System Interface - System Calls - System programs -Design and Implementation – System Boot – Process Concept - Process Scheduling - Operations on Processes – Inter process Communication - IPC in Shared-Memory Systems - IPC in Message-Passing Systems. Case Study- Design principles, Kernel modules, Inter process communication in Linux.

Lab Exercise

- a) Basics of Linux commands, Understand and practice Linux permissions, special permissions and authentication (various options of chmod, setuid , setgid)
- b) Shell Programming.
- c) Write programs using the following system calls of LINUX operating system fork, exec, getpid, exit, wait, close, stat, opendir, readdir.
- d) Implementation of Shared memory.

UNIT II	THREADS AND CPU SCHEDULING	15
<p>Threads: Overview - Multicore Programming - Multithreading Models - Thread Libraries - Implicit Threading - Threading Issues - CPU Scheduling: Basic Concepts - Scheduling Criteria - Scheduling Algorithms - Thread Scheduling - Multi-Processor Scheduling- Real-Time CPU Scheduling. Case Study - Process management and scheduling in Linux</p> <p>Lab Exercise: a) Write C program to implement Threading and Synchronization applications. b) Write C programs to implement the various CPU Scheduling Algorithms</p>		
UNIT III	PROCESS SYNCHRONISATION AND DEADLOCKS	15
<p>Process Synchronization - The critical-section problem, Peterson's Solution – Synchronization hardware, Mutex locks, Semaphores – Classic Problems of synchronization-Monitors– Bounded Buffer Problem - Reader's & Writer Problem, Dining Philosopher Problem, Barber's shop problem; Deadlock - System model - Deadlock characterization, Methods for handling deadlocks - Deadlock prevention - Deadlock avoidance - Deadlock detection - Recovery from deadlock. Case Study- Process Synchronization in Linux.</p> <p>Lab Exercise: a) Implement mutual exclusion by Semaphores. b) Implementation of Bankers Algorithm for Deadlock Detection and Avoidance</p>		
UNIT IV	MEMORY MANAGEMENT	15
<p>Main Memory - Swapping - Contiguous Memory Allocation – Paging - Structure of a page table – Segmentation; Virtual Memory – Demand Paging - Page Replacement-FIFO-LRU-Optimal - Allocation of Frames – Thrashing- Allocating Kernel Memory. Case Study-Memory Management in Linux.</p> <p>Lab Exercise: a) Implementation of the following Memory Allocation Methods for fixed partition a) First Fit b) Worst Fit c) Best Fit b) Implementation of the following Page Replacement Algorithms a) FIFO b) LRU c) LFU</p>		
UNIT V	STORAGE MANAGEMENT	15
<p>Mass Storage system — Overview of Mass Storage Structure, Disk Structure, Disk Scheduling and Management, swap space management; File System Interface - Concepts - Access Methods- Directory Structure - Mounting –Sharing, Protection ; File System Implementation – Directory Implementation – Allocation Methods – Free-Space Management . Case Study-File Systems in Linux.</p> <p>Lab Exercise: Implement the following File Allocation Strategies using C programs a) Sequential b) Indexed c) Linked</p>		
		TOTAL: 75 PERIODS

OUTCOMES:

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

CO1: Implement the basic concepts of operating systems and process.

CO2: Analyse various CPU scheduling algorithms and thread mechanism.

CO3: Implement the concepts of process synchronization and deadlocks.

CO4: Compare and contrast various memory management schemes.

CO5: Understand the functionality of file systems.

CO6: Perform administrative tasks on Linux systems.

TEXT BOOKS:

1. Abraham Silberschatz, Peter Baer Galvin and Greg Gagne, "Operating System Concepts", John Wiley & Sons, Inc., 10th Edition, 2021.

2. Andrew S Tanenbaum, "Modern Operating Systems", Pearson, 5th Edition, 2022 New Delhi.

REFERENCES:

18. William Stallings, "Operating Systems: Internals and Design Principles", 7th Edition, Prentice Hall, 2018.

19. Achyut S. Godbole, Atul Kahate, Operating Systems, McGraw Hill Education, 2016.

LIST OF EQUIPMENTS: (30 Students per Batch)

30 Linux systems.

Programs can be implemented in C.

22CS313	PRODUCT DEVELOPMENT LAB – 3 (Design and Analysis Phase) (Common to All Branches)	L	T	P	C
		0	0	2	1

OBJECTIVES:

The Course will enable learners to:

- To provide an adequate understanding of project/product concepts and creative design process.
- Create a methodology to develop solutions to complex systems.

The students can form a team of 3 or 4 to work on the approved topic by the faculty in-charge. All approved product/process topics should have the following stages as listed under activities. The faculty in-charge conducts a periodic review to endorse the work process and during the review, the faculty shall provide suggestions/ideas to improvise the project towards completion. An interim report (consisting of literature, photographs, proof of the work done, etc..) for all listed activities should be submitted by the team during periodic review for evaluation. A final project report is required at the end of the semester for evaluation.

LIST OF ACTIVITIES:

1. Develop the design stage for a product from the concept.
 - Researching it in-depth.
 - Ideating possible solutions.
 - Selecting a promising solution.
 - Make a mock-up model
 - Comprehend the design features of the mock-up model.
2. Evaluate the pros-cons of the mock-up (& with the existing product).
3. Generate the Design for Manufacturing and Assembly (DFMA) process route for the product with necessary interdisciplinary collaborations.

TOTAL: 30 PERIODS

OUTCOMES:

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

CO1: Enhance their skills in design concepts, rules and procedures.

CO2: Develop their cognitive strategy to think, organize, learn and behave.

CO3: Demonstrate the ability to provide conceptual design strategies for a product.

CO4: Describe the procedure for designing a Mock-up model.

CO5: Recognize and apply appropriate interdisciplinary and integrative strategies for solving complex problems

LIST OF EQUIPMENTS FOR A BATCH OF 30 STUDENTS:

1. CNC Router - 1 No
2. 3D Printer - 1 No
3. 3D Scanner - 1 No
4. Laser cutting Machine - 1 No
5. Centre lathe - 2 Nos
6. Arc welding transformer with cables and holders - 2 Nos
7. Plumbing tools - 2 Sets
8. Carpentry tools - 2 Sets
9. Multimeter - 10 Nos
10. Drilling Machine - 1 No
11. Solder Stations - 5 Sets
12. Desoldering Machine - 1 No
13. PCB Milling Machine - 1 No
14. Variable Power Supply - 1 No
15. Electronic Components like Resistors, Transistors, Diode, Inductor, Capacitor, etc. - 10 Sets
16. Personal Desktop Computers - 30 Nos
17. 3D Modelling software – Creo/ AutoCAD/ etc., - 30 Licence

22CS311	APTITUDE AND CODING SKILLS – I (Common to All Branches)	L	T	P	C
		0	0	2	1

OBJECTIVES:

The Course will enable learners to:

- Develop vocabulary for effective communication and reading skills.
- Build the logical reasoning and quantitative skills.
- Develop error correction and debugging skills in programming.

List of Exercises:

1. English – Phase I

Vocabulary: Synonyms, Antonyms, Grammar: Subject-Verb Agreement, Tenses and Articles, Prepositions and Conjunctions, Speech and Voices, Comprehension: Inferential and Literal Comprehension, Contextual Vocabulary, Comprehension ordering

2. Logical Reasoning – Phase I

Deductive Reasoning: Coding deductive logic, Directional sense, Blood relations, Objective Reasoning, Selection decision tables, Puzzles, Inductive reasoning: Coding pattern and Number series pattern recognition, Analogy and Classification pattern recognition, Abductive Reasoning: Logical word sequence, Data sufficiency

3. Quantitative Ability - Phase I

Basic Mathematics: Divisibility, HCF and LCM, Numbers, decimal fractions and power, Applied Mathematics: Profit and Loss, Simple and Compound Interest, Time, Speed and

Distance, Engineering Mathematics: Logarithms, Permutation and Combinations, Probability

4. Automata Fix – Phase I

Logical, Compilation and Code reuse

TOTAL: 30 PERIODS

OUTCOMES:

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

CO1: Develop vocabulary for effective communication and reading skills.

CO2: Build the logical reasoning and quantitative skills.

CO3: Develop error correction and debugging skills in programming.

SEMESTER IV

22MA403	LINEAR ALGEBRA AND NUMBER THEORY (Lab Integrated)	L	T	P	C
		3	0	2	4
OBJECTIVES:					
<ul style="list-style-type: none"> ✓ To illustrate the basic notions associated with vector spaces and its properties. ✓ To interpret the concept of linear transformations and diagonalization. ✓ To understand the basic concepts in number theory. ✓ To examine the key questions in the theory of numbers. ✓ To give an integrated approach to number theory and abstract algebra, and provide a firm basis for further reading and study in the subject. 					
UNIT I	VECTOR SPACES	15			
<p>Vector spaces – Subspaces – Linear combinations and linear system of equations – Linear independence and linear dependence – Bases and dimensions.</p> <p>Experiments using SCILAB:</p> <ol style="list-style-type: none"> 1. Creating and operating with vectors. 2. Check for linear independence and dependence of a set of vectors. 3. Find the basis and dimension of a vector space spanned by a set of vectors. 					

UNIT II	LINEAR TRANSFORMATION AND DIAGONALIZATION	15
<p>Linear transformation – Null spaces and ranges – Rank nullity Dimension theorem – Matrix representation of a linear transformations – Eigenvalues and eigenvectors – Diagonalizability.</p> <p>Experiments using SCILAB:</p> <ol style="list-style-type: none"> 1. Finding the rank and nullity of a matrix. 2. The matrix representation of a linear transformations.. 3. Finding eigen values and eigen vectors of a matrix. 		
UNIT III	DIVISIBILITY THEORY AND CANONICAL DECOMPOSITIONS	15
<p>Division algorithm – Base – b representations – Number patterns – Prime and compositenumbers – GCD – Euclidean algorithm – Fundamental theorem of arithmetic – LCM</p> <p>Experiments using SCILAB:</p> <ol style="list-style-type: none"> 1. Finding prime and composite numbers. 2. Finding GCD by Euclidean algorithm 3. Finding LCM. 		
UNIT IV	DIOPHANTINE EQUATIONS AND CONGRUENCES	15
<p>Linear Diophantine equations – Congruence's – Linear Congruence's – Applications: Divisibility tests – Modular exponentiation-Chinese remainder theorem – 2 x 2 linear systems</p> <p>Experiments using SCILAB:</p> <ol style="list-style-type: none"> 1. Solving congruences. 2. Implement CRT algorithm. 3. Solving 2 x 2 linear systems. 		

UNIT V	CLASSICAL THEOREMS AND MULTIPLICATIVE FUNCTIONS	15
<p>Wilson's theorem – Fermat's little theorem – Euler's theorem – Euler's Phi functions – Tau and Sigma functions.</p> <p>Experiments using SCILAB:</p> <ol style="list-style-type: none"> 1. Problem with Wilson's theorem 2. Implement Euler's theorem. 		

TOTAL: 75 PERIODS

<p>OUTCOMES:</p> <p>Upon completion of the course, the students will be able to:</p> <p>CO1: Determine the dimension and bases of the vector spaces</p> <p>CO2: Compute the matrix representation of the linear transformation under the given basis</p> <p>CO3: Demonstrate accurate and efficient use of Divisibility theory and decompositions.</p> <p>CO4: Demonstrate their mastery by solving non - trivial problems related to the concepts, andby proving simple theorems about the, statements proven by the text.</p> <p>CO5: Apply integrated approach to number theory and abstract algebra, and provide a firm basis for further reading and study in the subject.</p>		
--	--	--

TEXT BOOKS:

1. Erwin Kreyszig, "Advanced Engineering Mathematics", 10th Edition, Wiley India, 2011
2. Koshy, T., —Elementary Number Theory with Applications, Elsevier Publications, NewDelhi, 2002.

REFERENCES:

1. Lidl, R. and Pitz, G, "Applied Abstract Algebra", Springer Verlag, New Delhi, 2ndEdition, 2006.
2. Niven, I., Zuckerman H. S., and Montgomery, H. L., An Introduction to Theory ofNumbers, John Wiley and Sons , Singapore, 2004.
3. San Ling and Chaoping Xing, Coding Theory – A first Course, Cambridge Publications, Cambridge, 2004.

22CS401	DISTRIBUTED AND CLOUD COMPUTING	L	T	P	C
		2	0	2	3
OBJECTIVES:					
<ul style="list-style-type: none"> ✓ To articulate the concepts and models underlying distributed computing ✓ To maintain consistency and perform efficient coordination in distributed systems through the use of logical clocks, global states, and snapshot recording algorithms. ✓ To learn different distributed mutual exclusion algorithms. ✓ To develop the ability to understand the cloud infrastructure and virtualization that help in the development of cloud. ✓ To explain the high-level automation and orchestration systems that manage the virtualized infrastructure. 					
UNIT I	INTRODUCTION	6 + 6			
Definition - Relation to computer system components - Message-passing systems versus shared memory systems - Primitives for distributed communication - Synchronous versus asynchronous executions. A model of distributed computations: A distributed program - A model of distributed executions - Models of communication networks - Global state of a distributed system.					
List of Exercise/Experiments:					
<ol style="list-style-type: none"> 1. Implement a simple distributed program that communicates between two nodes using Java's RMI (Remote Method Invocation) API. 2. Develop a distributed program that uses Java's messaging API (JMS) to communicate between nodes. Explore the different messaging paradigms (pub/sub, point-to-point) and evaluate their performance and scalability. 3. Develop a model of a distributed program using Java's concurrency and synchronization primitives. 					
UNIT II	LOGICAL TIME, GLOBAL STATE, AND SNAPSHOTALGORITHMS	6 + 6			

Logical time – Scalar Time – Vector Time - Efficient implementations of vector clocks –Virtual Time. Global state and snapshot recording algorithms: System model - Snapshot algorithms for FIFO channels and non-FIFO channels.

List of Exercise/Experiments:

1. Develop a program in Java that implements vector clocks to synchronize the order of events between nodes in a distributed system.
2. Implement a snapshot algorithm for recording the global state of the distributed system using vector clocks, for both FIFO and non-FIFO channels. Test the algorithm by recording snapshots at various points in the system's execution and analyzing the resulting global state.

UNIT III	DISTRIBUTED MUTUAL EXCLUSION ALGORITHMS	6 + 6
Introduction - Lamport’s algorithm - Ricart–Agrawala algorithm - Quorum-based mutual exclusion algorithms - Maekawa’s algorithm - Suzuki–Kasami’s broadcast algorithm.		
List of Exercise/Experiments:		
<ol style="list-style-type: none"> 1. Implement Lamport's algorithm for mutual exclusion in a distributed system using Java's RMI API. 2. Develop a program in Java that implements Maekawa's algorithm for mutual exclusion in a distributed system. 3. Implement Suzuki-Kasami's broadcast algorithm in Java to achieve reliable message delivery in a distributed system. 		
UNIT IV	CLOUD INFRASTRUCTURE AND VIRTUALIZATION	6 + 6
Data Center Infrastructure and Equipment – Virtual Machines – Containers – VirtualNetworks - Virtual Storage.		
List of Exercise/Experiments:		
<ol style="list-style-type: none"> 1. Set up a virtualized data center using a hypervisor like VMware or VirtualBox and create multiple virtual machines (VMs) on it. Configure the VMs with different operating systems, resources, and network configurations, and test their connectivity and performance. 2. Deploy a containerized application on a virtual machine using Docker or Kubernetes. 		
UNIT V	AUTOMATION AND ORCHESTRATION	6 + 6
Automation - Orchestration: Automated Replication and Parallelism - The MapReduce Paradigm: The MapReduce Programming Paradigm – Splitting Input – Parallelism and Data size – Data access and Data Transmission – Apache Hadoop – Parts of Hadoop –HDFS Components – Block Replication and Fault Tolerance – HDFS and MapReduce - Microservices.		
List of Exercise/Experiments:		
<ol style="list-style-type: none"> 1. Set up and configure a single-node Hadoop cluster. 2. Run the word count program in Hadoop. <p>Deploy a microservices architecture using a container orchestration tool likeKubernetes or Docker Swarm.</p>		
		TOTAL: 60 PERIODS

OUTCOMES:

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

CO1: Articulate the main concepts and models underlying distributed computing.

CO2: Learn how to maintain consistency and perform efficient coordination in distributed systems through the use of logical clocks, global states, and snapshot recording algorithms.

CO3: Learn different distributed mutual exclusion algorithms

CO4: Develop the ability to understand the cloud infrastructure and virtualization that help in the development of cloud.

CO5: Explain the high-level automation and orchestration systems that manage the virtualized infrastructure.

TEXT BOOKS:

1. Ajay D. Kshemkalyani, Mukesh Singhal, "Distributed Computing: Principles, Algorithms, and Systems", Cambridge University Press, 2011. (Unit 1, 2, 3)
2. Douglass E. Comer, "The Cloud Computing Book: The future of computing explained", CRC Press, 2021. (Unit 4, 5)

REFERENCES:

1. Arshdeep Bahga, Vijay Madisetti, "Cloud Computing: A Hands-on Approach", Universities Press Private Limited, 2014.
2. Rajkumar Buyya, Christian Vecchiola, S. ThamaraiSelvi, "Mastering Cloud Computing", Tata Mcgraw Hill, 2017.
3. Kai Hwang, Geoffrey C. Fox, Jack G. Dongarra, "Distributed and Cloud Computing, From Parallel Processing to the Internet of Things", Morgan Kaufmann Publishers, 2012.
4. Hagit Attiya, Jennifer Welch, "Distributed Computing: Fundamentals, Simulations and Advanced Topics", John Wiley & Sons, Inc., 2004.

LIST OF EQUIPMENTS:

Java, VMWare/VirtualBox, Hadoop, AWS/GCP/Azure/Any cloud platform, Eclipse/Equivalent IDE.

22CY401	CYBER SECURITY ESSENTIALS (Lab Integrated)	L	T	P	C
		3	0	2	4
OBJECTIVES:					
The Course will enable learner to:					
<ul style="list-style-type: none"> • Understand the field of digital security and concepts of access control mechanisms. • To introduce keywords and jargons involved in securing browser • Understanding network basic and familiarize on security of network protocols • Awareness and understanding on cyber-attacks and data privacy 					
UNIT I	BASICS OF DIGITAL SECURITY				15

<p>Basics of digital security, protecting personal computers and devices, protecting devices from Virus and Malware, Identity, Authentication and Authorization, need for strong credentials.</p> <p>List of Exercise/Experiments Protecting Remote Access</p> <ul style="list-style-type: none"> • Setting Password Policies • Capturing the Network Traffic Using Wireshark • Creating a TCP Outbound Rule • Creating an ICMP Outbound Rule 		
UNIT II	CREDENTIAL SECURE PROTOCOL	15
<p>In keeping credentials secure, protecting servers using physical and logical security, World Wide Web (www), the Internet and the HTTP protocol, security of browser to webserver interaction.</p> <p>List of Exercise/Experiments Understanding Network Servers</p> <ul style="list-style-type: none"> • Monitoring the Denial of Service (DoS) Attack • Viewing the Application, Security, and System Logs • Scanning Vulnerabilities Using Microsoft Baseline Security Analyzer • Adding Users or Groups in a Linux Distribution 		
UNIT III	DESIGNING LARGE SCALE LANs	15
<p>Networking basics (home network and large-scale business networks), Networking protocols, Security of protocols, sample application hosted on-premises.</p> <p>List of Exercise/Experiments Understanding the Environment</p> <ul style="list-style-type: none"> • Examining Browsing History Options • Configuring Pop-up Blocker Settings • Accessing the Security Settings in Internet Explorer • Adding a Site to a Security Zone 		
UNIT IV	DATABASE SECURITY	15
<p>Introduction to cyber-attacks, application security (design, development and testing), operations security, monitoring, identifying threats and remediating them, Principles of data security - Confidentiality, Integrity and Availability, Data Privacy, Data breaches, preventing attacks and breaches with security controls, Compliance standards, Computer Ethics.</p> <p>List of Exercise/Experiments Understanding Tools and Utilities by</p> <ul style="list-style-type: none"> • Using the Nslookup and Tracert Utilities • Capturing Packet Using Wireshark • Scanning Network Using Nmap • Using the Ipconfig and Ping Command 		
UNIT V	SECURITY POLICY AND MANAGEMENT	15

Implementing operational security : evaluate security frameworks and guidelines and incorporatedocumentation, implement security strategies, manage data security processes, implement physical controlsAddressing security incidents : troubleshoot common security issues,respond to securityincidents, investigate security incidents.

List of Exercise/Experiments

Protecting Data Moving Through the Internet Using MD5 Hash Algorithms

- Identifying and Defending Against Vulnerabilities by Creating a New SoftwareRestriction Policy

TOTAL:75PERIODS

OUTCOMES:

Uponcompletionofthecourse, thestudentswill beable to:

CO1: Apply a solid foundation in digital security and measures taken to protect devicefrom threats.

CO2:Learning access control mechanism and understand how to protect servers

CO3:Understand the importance of a network basics and brief introduction on securityof network protocols.

CO4: To understand cyber-attacks and learn data privacy issues and preventive measures.

CO5: To understand cyber safety Identifying the Devices You Use, and Where You Usethem.

CO6: To study the requirements, modelling, design testing and validation procedures that ensure security.

TEXTBOOKS:

1. Sammons, John, and Michael Cross. The basics of cyber safety: computer and mobiledevice safety made easy. Elsevier, 2016.

REFERENCES:

1. Sammons, John, and Michael Cross. The basics of cyber safety: computer andmobile device safety made easy. Elsevier, 2016.
2. Charles P. Pfleeger, Shari Lawrence, Pfleeger Jonathan Margulies; Security in Computing, Pearson Education Inc . 5th Edition, 2015.
3. Brooks, Charles J., Christopher Grow, Philip Craig, and Donald Short.
4. Cybersecurity essentials. John Wiley & Sons, 2018.

List of Software:

- SiteLock.
- SolarWinds Security Event Manager.
- Heimdal Security.
- Wireshark.
- Nagios.
- Nessus Professional.

22AI301	ARTIFICIAL INTELLIGENCE (Lab Integrated)	L	T	P	C
		3	0	2	4
OBJECTIVES: <ul style="list-style-type: none"> • To understand the various Intelligent agents and search strategies in AI. • To learn about different problem-solving strategies using heuristic function. • To learn about knowledge-based agents and first order logics. • To understand knowledge representation and planning. • To know about the expert system. 					
UNIT I	ARTIFICIAL INTELLIGENCE AND INTELLIGENT AGENTS				9+6
<p>Introduction to AI – Foundations of Artificial Intelligence - Intelligent Agents – Agents and Environments - Concept of rationality – Nature of environments – Structure of agents - Problem solving agents – Example Problems - Search Algorithms – Uninformed Search Strategies.</p> <p>Lab Programs:</p> <ol style="list-style-type: none"> 1. Implement basic search strategies – 8-Puzzle, 8 - Queens problem. 2. Implement Breadth First Search & Depth first Search Algorithm 3. Implement Water Jug problem. 4. Solve Tic-Tac-Toe problem. 					
UNIT II	PROBLEM SOLVING				9+6
<p>Heuristic search strategies – heuristic functions- Game Playing – Mini-max Algorithm - Optimal decisions in games – Alpha-beta search –Monte-Carlo search for Games - Constraint satisfaction problems – Constraint propagation – Backtracking search for CSP – Local search for CSP – Structure of CSP</p> <p>Lab Programs:</p> <ol style="list-style-type: none"> 1. Implement A* and memory bounded A* algorithms. 2. Implement Minimax algorithm & Alpha-Beta pruning for game playing. 3. Constraint Satisfaction Problem 4. Mini Project – Chess. Sudoku. 					
UNIT III	LOGICAL AGENTS				9+6
<p>Knowledge-based agents – Logic - Propositional logic – Propositional theorem proving – Propositional model checking – Agents based on propositional logic</p> <p>First-Order Logic – Syntax and semantics – Using First-Order Logic - Knowledge representation and engineering – Inferences in first-order logic – Propositional Vs First-Order Inference - Unification and First-Order Inference - Forward chaining – Backward chaining – Resolution.</p> <p>Lab Programs:</p> <ol style="list-style-type: none"> 1. Implement Unification algorithm for the given logic. 2. Implement forward chaining and backward chaining using Python. 					
UNIT IV	KNOWLEDGE REPRESENTATION AND PLANNING				
<p>Ontological engineering – Categories and objects – Events – Mental objects and modallogic – Reasoning systems for categories – Reasoning with default information</p> <p>Classical planning – Algorithms for classical planning – Heuristics for planning –Hierarchical planning – non-deterministic domains – Time, schedule, and resources –Analysis</p> <p>Lab Programs:</p> <ol style="list-style-type: none"> 1. Implementation of object detection. 2. Implement classical planning algorithms. 					
UNIT V	LEARNING AND EXPERT SYSTEMS				9+6

<p>Forms of Learning – Developing Machine Learning systems – Statistical Learning - Deep Learning: Simple feed-forward network - Neural Networks – Reinforcement Learning: Learning from rewards – Passive and active Reinforcement learning. Expert Systems: Functions – Main structure – if-then rules for representing knowledge – developing the shell – Dealing with uncertainty</p> <p>Lab Programs:</p> <ol style="list-style-type: none"> 1. Develop an Expert system. 2. Mini-Project – Develop Machine Learning based classification Models. 							
TOTAL: 45+30 = 75 PERIODS							
<p>OUTCOMES: At the end of this course, the students will be able to: CO1: Illustrate the structure of agents and to implement various Intelligent agents. CO2: Apply search strategies in problem solving and game playing using heuristic function. CO3: Implement logical agents and first-order logic problems. CO4: Apply problem-solving strategies with knowledge representation mechanism for solving hard problems. CO5: Demonstrate the basics of expert systems and to develop models using machine learning techniques.</p>							
TEXT BOOKS:							
<ol style="list-style-type: none"> 1. Peter Norvig and Stuart Russel, Artificial Intelligence: A Modern Approach, Pearson, 4th Edition, 2020. 2. Bratko, Prolog: Programming for Artificial Intelligence, Fourth edition, Addison-Wesley Educational Publishers Inc., 2011. 							
REFERENCES:							
<ol style="list-style-type: none"> 1. Elaine Rich, Kevin Knight and B.Nair, Artificial Intelligence 3rd Edition, McGraw Hill, 2017. 2. Melanie Mitchell, Artificial Intelligence: A Guide for Thinking Humans. Series: Pelican Books, 2020 3. Ernest Friedman-Hill, Jess in Action, Rule-Based Systems in Java, Manning Publications, 2003 4. Nils J. Nilsson, The Quest for Artificial Intelligence, Cambridge University Press, 2009. 5. Dan W. Patterson, Introduction to Artificial Intelligence and Expert Systems, 1st Edition by Patterson, Pearson, India, 2015. 6. NPTEL Courses: <ol style="list-style-type: none"> a. An Introduction to Artificial Intelligence - https://onlinecourses.nptel.ac.in/noc23_cs05/preview b. Artificial Intelligence: Knowledge Representation And Reasoning - https://onlinecourses.nptel.ac.in/noc23_cs09/preview 							
22CS413	PRODUCT DEVELOPMENT LAB - 4			L	T	P	C
	(Prototype Phase) (Common to All Branches)			0	0	2	1

OBJECTIVES:**The Course will enable learners to:**

- Analyze the real-time problems in product development from an engineering perspective.
- Implement the DFMA process route to make and assemble the product.
- Test and qualify the product or a system with acquired knowledge.
- Identify the business opportunities for the developed product or process.

The student batch of PDD Lab 3 shall continue their product/ process design work under the guidance of the faculty incharge. All batches should cover the following stages of prototyping work as listed under activities. The faculty incharge shall conduct periodic reviews to endorse the work progress and during the review, the faculty shall provide suggestions/ideas to improvise the project towards completion. An interim report (consisting of BoM, Stages of Prototyping, photographs, proof of work done, etc..) for all listed activities should be submitted by the team during periodic review for evaluation. A final project report is required at the end of the semester and the evaluation is based on an oral presentation in front of the examiner panel constituted by the Head of the Department.

LIST OF ACTIVITIES:

1. Develop Engineering BoM for the approved industrial Mock-up from Phase III. Transform the Engineering BoM to develop a Prototype.
2. Devise / Plan an economically efficient manufacturing process to make the Prototype and testing.
3. Deliberation of the Product / Process outcome – Phase IV. Preparation and submission of a project report.

TOTAL: 30 PERIODS**OUTCOMES:****Upon completion of the course, the students will be able to:**

- CO1 Identify the real-time problems through literature.
CO 2 Develop feasible solutions for the problems.
CO 3 Evaluate the methods to develop solutions to the problem.CO
4 Analyze the business opportunities for a new product.
CO 5 Prepare a detailed report for the experimental dissemination.

LIST OF EQUIPMENTS FOR A BATCH OF 30 STUDENTS:

1. **CNC Router - 1 No**
2. **3D Printer - 1 No**
3. **3D Scanner - 1 No**
4. **Laser cutting Machine - 1 No**
5. **Centre lathe - 2 Nos**
6. **Arc welding transformer with cables and holders - 2 Nos**
7. **Plumbing tools - 2 Sets**
8. **Carpentry tools - 2 Sets**
9. **Multimeter - 10 Nos**
10. **Drilling Machine - 1 No**
11. **Solder Stations - 5 Sets**
12. **Desoldering Machine - 1 No**

- 13. PCB Milling Machine - 1 No
- 14. Variable Power Supply - 1 No
- 15. Electronic Components like Resistors, Transistors, Diode, Inductor, Capacitor, etc. - 10 Sets
- 16. Personal Desktop Computers - 30 Nos
- 17. Numerical Simulation Tools - 30 Licence
- 18. Test bench:

Mech: Digital Micrometre/ Vernier/ Bore gauge/ etc EEE : (Based on the electrical components)

ECE : (Based on the electronic components) - 5 Nos

22CS411	APTITUDE AND CODING SKILLS – II (Common to All Branches)	L	T	P	C
		0	0	2	1
OBJECTIVES:					
<p>The Course will enable learners to:</p> <ul style="list-style-type: none"> ● Develop advanced vocabulary for effective communication and reading skills. ● Build an enhanced level of logical reasoning and quantitative skills. ● To develop error correction and debugging skills in programming. ● To apply data structures and algorithms in problem solving. 					
List of Exercises:					
<p>1. English – Phase II Vocabulary: Synonyms, Antonyms, Grammar: Subject-Verb Agreement, Tenses and Articles, Prepositions and Conjunctions, Speech and Voices, Comprehension: Inferential and Literal Comprehension, Contextual Vocabulary, Comprehension ordering</p>					
<p>2. Logical Reasoning – Phase II Deductive Reasoning: Coding deductive logic, Directional sense, Blood relations, Objective Reasoning, Selection decision tables, Puzzles, Inductive reasoning: Coding pattern and Number series pattern recognition, Analogy and Classification pattern recognition, Abductive Reasoning: Logical word sequence, Data sufficiency</p>					
<p>3. Quantitative Ability - Phase II Basic Mathematics: Divisibility, HCF and LCM, Numbers, decimal fractions and power, Applied Mathematics: Profit and Loss, Simple and Compound Interest, Time, Speed and Distance, Engineering Mathematics: Logarithms, Permutation and Combinations, Probability</p>					
<p>4. Automata Fix – Phase II Logical, Compilation and Code reuse</p>					
<p>5. Automata - Phase II Data Structure Concepts: Array and Matrices, Linked list, String processing and manipulation, Stack/Queue, Sorting and Searching Advanced Design and Analysis Techniques: Greedy Algorithms, Minimum Spanning Trees, String Matching, Divide and Conquer, Computational Geometry</p>					
TOTAL: 30 PERIODS					

OUTCOMES:

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

CO1: Develop advanced vocabulary for effective communication and reading skills.

CO2: Build an enhanced level of logical reasoning and quantitative skills.

CO3: Develop error correction and debugging skills in programming.

CO4: Apply data structures and algorithms in problem solving.

22CS412	MINI PROJECT AND DESIGN THINKING LAB	L	T	P	C
		0	0	2	1
OBJECTIVES: The Course will enable learners to: <ul style="list-style-type: none"> ● Introducing students to design thinking that enhances innovation activities in terms of value creation and sustainability in problem solving. ● Strengthen students' individual and collaborative capabilities to identify problems/needs, develop sound hypotheses, collect, and analyze appropriate data, develop prototypes to collect meaningful feedback in a real-world environment. 					
LIST OF EXERCISES:					
UNIT 1 Introduction: Design thinking overview- Design Process – Principles of Design Thinking –Problems Best suited for Design Thinking - Visualization tool – Case Study: Problem Identification (6) UNIT 2 Empathize – Information Gathering – Analysis – Story Telling tool- Innovation- Ideation Finding and Evaluating Ideas Mind Mapping Tool Case Study: Analysing the Identified Problem. (6) UNIT 3 Designing Prototypes — Tasks in Prototyping –Understanding Different Prototypes-Developing different prototypes -Demonstration –Prototyping Tools Case Study: Prototyping the solution. (6) UNIT 4 Testing and Evaluation – Testing Prototypes – Evaluation – Improving solution – Strategic Opportunities – Case Study: Evaluating the solution. (6) UNIT 5 Applications: HealthCare and Science – Education- Transportation - Finance – Technology. (6)					
TOTAL: 30 PERIODS					

OUTCOMES:

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

CO1: Understand the design thinking process and able to visualize the problem.

CO2: Analyse the problem using innovation tools

CO3: Design a prototype for an identified problem solution

CO4: Testing and evaluate strategies in improving the solution

CO5: Apply the innovation ideas to real-world applications.

SEMESTER V

22CS501	COMPUTER NETWORKS (Lab Integrated)	L	T	P	C
		3	0	2	4
OBJECTIVES:					
<p>The Course will enable learners to:</p> <ul style="list-style-type: none"> ● Study the fundamental concepts of computer networks and physical layer. ● Apply the knowledge of various protocols and techniques used in the data link layer. ● Implement the services of network layer and network layer protocols. ● Illustrate different protocols used in the transport layer. ● Build applications using the application layer protocols. 					
UNIT I	INTRODUCTION AND PHYSICAL LAYER	9+6			
<p>Data Communications – Network Types – Protocol Layering – Network Models (OSI, TCP/IP) Networking Devices: Hubs, Bridges, Switches – Performance Metrics – Transmission media - Guided media -Unguided media- Switching-Circuit Switching - Packet Switching.</p> <p>List of Exercise/Experiments:</p> <ol style="list-style-type: none"> 1. Practice different network commands available in Windows and Linux Operating Systems and troubleshoot the network. 2. Network configuration commands using Linux. 					
UNIT II	DATA LINK LAYER	9+6			
<p>Introduction – Link-Layer Addressing- Error Detection and Correction - Wired LANs: Ethernet - Wireless LANs – Introduction – IEEE 802.11, Bluetooth</p> <p>List of Exercise/Experiments:</p> <ol style="list-style-type: none"> 1. Error detection and correction mechanisms. 2. Flow control mechanisms. 					
UNIT III	NETWORK LAYER	9+6			
<p>Network Layer Services – IPV4 Addresses – Forwarding of IP Packets - Network Layer Protocols: IP, ICMP v4 – Unicast Routing Algorithms – Protocols – Multicasting Basics – IPV6 Addressing – IPV6 Protocol.</p> <p>List of Exercise/Experiments:</p> <ol style="list-style-type: none"> 1. Multi-client chatting in TCP and UDP using Socket programming 2. Implementation of HTTP, Web Caching, FTP using socket programming. 					
UNIT IV	TRANSPORT LAYER	9+6			
<p>Introduction – Transport Layer Protocols – Services – Port Numbers – User Datagram Protocol –Transmission Control Protocol – SCTP.</p> <p>List of Exercise/Experiments:</p> <ol style="list-style-type: none"> 1. Develop a DNS client server to resolve the given host name or IP address. 2. Simulation of unicast routing protocols. 					
UNIT V	APPLICATION LAYER	9+6			

Application layer-WWW and HTTP – FTP – Email –Telnet –SSH – DNS – SNMP

List of Exercise/Experiments:

1. Observing Packets across the network and Performance Analysis of various Routing protocols.
2. Simulation of Transport layer Protocols and analysis of congestion control techniques in the network.

TOTAL: 45 +30 = 75 PERIODS

OUTCOMES:

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

CO1: Understand the fundamental concepts of computer networks.

CO2: Apply the various routing protocols to solve real-world problems.

CO3: Build simple applications to solve societal problems.

CO4: Apply the simulation tools to implement various protocols used in the various layers.

CO5: Analyze the various application layer protocols.

CO6: Apply the mathematical knowledge to do performance analysis of various routing protocols.

TEXT BOOK:

1. Data Communications and Networking, Behrouz A. Forouzan, McGraw Hill Education, 5th Ed., 2017.

REFERENCES:

1. Computer Networking- A Top Down Approach, James F. Kurose, University of Massachusetts and Amherst Keith Ross, 8th Edition, 2021.
2. Computer Networks, Andrew S. Tanenbaum, Sixth Edition, Pearson, 2021.
3. Data Communications and Computer Networks, P.C. Gupta, Prentice-Hall of India, 2006.
4. Computer Networks: A Systems Approach, L. L. Peterson and B. S. Davie, Morgan Kaufmann, 3rd ed., 2003.

LIST OF EQUIPMENTS:

C/Java, Ubuntu OS, NS2 simulation tool

22CS901	ETHICAL HACKING (Lab Integrated)	L	T	P	C
		2	0	2	3
<p>OBJECTIVES: The Course will enable learners to:</p> <ul style="list-style-type: none"> • Understand Information Security, Cyber threats, attacks, web security. • Know about different modes of hacking tools and phases of penetration tests and Methodologies. • Gain the knowledge of the use and availability of tools to support an ethical hack. • Gain the knowledge of interpreting the results of a controlled attack. 					
UNIT I	FUNDAMENTALS OF ETHICAL HACKING	6+6			
<p>Overview of Cyber threats – Data and Network Security Attacks – Threats: MAC spoofing – Access control Network protocol and services–Hacking terms - Ethical Hacking overview –Modes of Ethical Hacking – Ethics and Legality.</p> <p>Indicative List of Exercise/Experiments:</p> <ol style="list-style-type: none"> 1. Setup a honey pot and monitor the honey pot on network 2. Write a script or code to demonstrate SQL injection attacks 3. Write a code to demonstrate DoS attacks 					
UNIT II	HACKING METHODOLOGY RECONNAISSANCE	6+6			
<p>Foot printing: Reconnaissance - Footprinting theory – Penetration test – Phases of Penetration test - Methods of Footprinting – Network Information gathering process – Terminologies of Foot printing –Footprinting through search engine directives – Whois tool–NetCraft – Extract Information from DNS - Foot printing from Email servers – Shodan –Dig – MetaGooFil – Social Engineering.</p> <p>Indicative List of Exercise/Experiments:</p> <ol style="list-style-type: none"> 1. Performing footprinting using Google Hacking, website information, information about an archived website, to extract contents of a website, to trace any received email, to fetch DNS information. 2. Create a social networking website login page using phishing techniques 					
UNIT III	SCANNING AND ENUMERATION	6+6			
<p>Scanning: Concept of Nmap - - Port scanning with Nmap – Subnet - Scanning IPs with Nmap Pings and Ping sweeps – Port - Three way handshake – NmapSyn scanning – Nmap TCP Scan – Nmap UDP Scan - Bypass of IPS and IDS – Nmap Script Engine Enumeration: Service Fingerprinting – Vulnerability Scanners – Basic Banner Grabbing – Common Network services – SMTP – DNS – RPCBIND Enumeration – SMB – NetBIOS</p> <p>Indicative List of Exercise/Experiments:</p> <ol style="list-style-type: none"> 1. Implement Passive scanning, active scanning, session hijacking, cookies extraction using Burp suit tool 2. Use port scanning. network scanning tools,IDS tool, sniffing tool and generate reports. 					
UNIT IV	SYSTEM AND NETWORK VULNERABILITY	6+6			

Metasploit – Penetration testing with framework Metasploit – Scan services to identify vulnerabilities – Scan FTP services – Scan HTTP services – Exploitation
 – Post exploitation techniques – Meterpreter – Rootkit – Backdoor – Passwordhashes – Privilege Escalation - Scanning vulnerable services with Nessus

Indicative List of Exercise/Experiments:

1. Penetration Testing using Metasploit and metasploitable
2. Creating a simple keylogger in python
3. Creating a virus
4. Creating a trojan.
5. Install rootkits and study variety of options

UNIT V	SOFTWARE VULNERABILITY (OWASP 10)	6+6
---------------	--	------------

Fundamentals of OWASP Zed Attack Proxy (ZAP) – Web app vulnerability scan - CodeInjection Attacks – Broken Authentication – Sensitive Data Exposure – XML External Entities – Broken Access Control – Security misconfiguration – Website pen testing - Cross Site Scripting (XSS) – Insecure Deserialization – Using Components with knownvulnerabilities – Insufficient logging and monitoring.

Indicative List of Exercise/Experiments:

1. Install jcrypt tool (or any other equivalent) and demonstrate Asymmetric, Symmetric Crypto algorithm, Hash and Digital/PKI signatures studied in theory Network Security And Management
2. Hacking a website by Remote File Inclusion
3. Disguise as Google Bot to view hidden content of a website
4. To use Kaspersky for Lifetime without Patch

TOTAL: 60 PERIODS

OUTCOMES:

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

- CO1:** Understand the basics of information security, threats and its attacks
- CO2:** Understand the fundamentals of ethical hacking with the hacking methodologies
- CO3:** Analyze the phases of the penetration test with the methods
- CO4:** Understand the vulnerabilities and use the frameworks to identify vulnerabilities by service scan
- CO5:** Understand the web security issues with the fundamentals of OWASP

TEXTBOOKS:

1. McClure, S., Scambray, J. and Kurtz, G., 2012. Hacking Exposed NetworkSecurity Secrets and Solutions. New York: McGraw-Hill.
2. Engebretson, P., 2013. The Basics Of Hacking And Penetration Testing. Amsterdam: Syngress, an imprint of Elsevier.

REFERENCES:

1. Zaid Sabih, Learn Ethical Hacking from Scratch, 2018, PACKT publishing, ISBN:978-1-78862-205-9
2. Harsh Bothra, Hacking be a hacker with ethics, Khanna Publishing, 2016, ISBN: 978-03-86173-05-8

LIST OF SOFTWARE:

1. Metasploit Framework (MSF)
2. WireShar
3. Nmap
4. John the Ripper
5. Burp suite or OWASP ZAP
6. Kali Linux

22CY501	SECURE CODING (Lab Integrated)	L	T	P	C
		3	0	2	4
OBJECTIVES: The Course will enable learners: <ul style="list-style-type: none"> ▪ To learn the Concepts of Secure Coding. ▪ To understand the methods of security ▪ To learn the techniques for security threats ▪ To protect the sensitive information and assets. 					
UNIT I	INTRODUCTION	9+6			
Contemporary Security: Need for secure systems - Proactive security development process - Security principles to live by and threat modeling List of Exercise/Experiments: <ol style="list-style-type: none"> 1. To understand how to integrate security practices at each stage of the SDLC 2. To practice implementing core security principles in a sample application. 					
UNIT II	SECURE CODING IN C	9+6			
Secure Coding in C: Character strings - String manipulation errors - String Vulnerabilities and exploits - Mitigation strategies for strings - Pointers - Mitigation strategies in pointer based vulnerabilities - Buffer Overflow based vulnerabilities. List of Exercise/Experiments: <ol style="list-style-type: none"> 1. To recognize common string manipulation errors and understand how to mitigate them 2. To understand pointer vulnerabilities and apply mitigation strategies. 					
UNIT III	SECURE CODING IN C++ AND JAVA	9+6			
Secure Coding in C++ and Java: Dynamic Memory Management Common errors in dynamic memory management - Memory managers - Double -free vulnerabilities - Integer security - Mitigation strategies. List of Exercise/Experiments: <ol style="list-style-type: none"> 1. To understand and implement safe dynamic memory management practices in C++ and Java. 2. To identify and fix common dynamic memory management errors such as memory leaks and invalid accesses 					
UNIT IV	DATABASE AND WEB SPECIFIC INPUT ISSUES	9+6			
Database and Web Specific Input Issues: Quoting the Input - Use of stored procedures - Building SQL statements securely - XSS related attacks and remedies List of Exercise/Experiments: <ol style="list-style-type: none"> 1. To understand how improper quoting can lead to SQL injection and how to prevent it using parameterized queries. 2. To understand how XSS attacks work and how to prevent them 					
UNIT V	SOFTWARE SECURITY ENGINEERING	9+6			
Software Security Engineering: Requirements engineering for secure software: Misuse and abuse cases - SQUARE process model - Software security practices and knowledge for architecture and design. List of Exercise/Experiments: <ol style="list-style-type: none"> 1. To understand and create misuse and abuse cases to identify potential security threats. 					

2. To integrate security practices into the software architecture and design phase.
TOTAL: 75 PERIODS
<p>Outcomes:</p> <p>Upon completion of the course, the students will be able to:</p> <p>CO1: Identify various Secure coding techniques</p> <p>CO2: Design Secure coding techniques</p> <p>CO3: Develop simple Secure coding based application</p> <p>CO4: Elucidate the need for Secure coding</p> <p>CO5: Identify software security requirements</p> <p>CO6: Integrate security practices across the SDLC and apply core security principles to mitigate common vulnerabilities</p>
<p>TEXT BOOKS:</p> <ol style="list-style-type: none"> 1. Michael Howard , David LeBlanc, "Writing Secure Code", Microsoft Press, 2nd Edition, 2003 2. Robert C.Seacord, " Secure Coding in C and C++", Pearson Education, 2nd edition, 2013 3. Julia H. Allen, Sean J. Barnum, Robert J. Ellison, Gary McGraw, Nancy R. Mead, " Software Security Engineering : A guide for Project Managers", Addison-Wesley Professional, 2008
<p>REFERENCES:</p> <ol style="list-style-type: none"> 1. Mark Graff, Kenneth R. Van Wyk" Secure Coding: Principles and Practices" O'Reilly Media, 2003 2. John Viega, Matt Messier "Secure Coding in C and C+"O'Reilly Media 2003
<p>LIST OF EQUIPMENTS:</p> <p>OWASP SAMM, pfsense, Snort, Modsecurity, c complier, java complier, MySql,webser(e.g Apache,Python Flask),UML Modeling Tools: Enterprise Architect, Lucidchart, Documentation Tools: Confluence, Microsoft Word</p>

22CS511	ADVANCED APTITUDE AND CODING SKILLS - I	L	T	P	C
		0	0	2	1
<p>OBJECTIVES:</p> <ul style="list-style-type: none"> ● To develop vocabulary for effective communication and reading skills. ● To build the logical reasoning and quantitative skills. ● To develop error correction and debugging skills in programming. 					
<p>LIST OF EXERCISES:</p>					

<p>1. English – Phase I Advanced Vocabulary: Synonyms, Antonyms, Grammar: Subject-Verb Agreement, Tenses and Articles, Prepositions and Conjunctions, Speech and Voices, Comprehension: Inferential and Literal Comprehension, Contextual Vocabulary, Comprehension ordering</p> <p>2. Logical Reasoning – Phase I Advanced Deductive Reasoning: Coding deductive logic, Directional sense, Blood relations, Objective Reasoning, Selection decision tables, Puzzles, Inductive reasoning: Coding pattern and Number series pattern recognition, Analogy and Classification pattern recognition, Abductive Reasoning: Logical word sequence, Data sufficiency</p> <p>3. Quantitative Ability - Phase I Advanced Basic Mathematics: Divisibility, HCF and LCM, Numbers, decimal fractions and power, Applied Mathematics: Profit and Loss, Simple and Compound Interest, Time, Speed and Distance, Engineering Mathematics: Logarithms, Permutation and Combinations, Probability</p> <p>4. Automata Fix – Phase I Logical, Compilation and Code reuse</p>
TOTAL: 30 PERIODS
<p>OUTCOMES: At the end of this course, the students will be able to: CO1: Develop vocabulary for effective communication and reading skills. CO2: Build the logical reasoning and quantitative skills. CO3: Develop error correction and debugging skills in programming.</p>

SEMESTER VI

22CS603	PROFESSIONAL ETHICS	L	T	P	C
		3	0	0	3
<p>OBJECTIVES: The Course will enable learners to:</p> <ul style="list-style-type: none"> ● Familiarize with Engineering Ethics and Human Values. ● Impart knowledge on codes of ethics, safety, responsibilities and rights of engineers. ● Give awareness on global issues related to environmental ethics, computer ethics, weapons development and corporate social responsibility 					
UNIT I	HUMAN VALUES	9			
Morals, values and Ethics – Integrity – Work ethic – Service learning – Civic virtue – Respect for others – Living peacefully – Caring – Sharing – Honesty – Courage – Valuing time – Cooperation – Commitment – Empathy – Self-confidence – Character – Spirituality – Introduction to Yoga and meditation for professional excellence and stress management.					
UNIT II	ENGINEERING ETHICS	9			
Senses of 'Engineering Ethics' – Variety of moral issues – Types of inquiry – Moral dilemmas – Moral Autonomy – Kohlberg's theory – Gilligan's theory – Consensus and Controversy – Models of professional roles - Theories about right action – Self-interest – Customs and Religion – Uses of Ethical Theories.					
UNIT III	ENGINEERING AS SOCIAL EXPERIMENTATION	9			

Engineering as Experimentation – Engineers as responsible Experimenters – Codes of Ethics – A Balanced Outlook on Law - The Challenger Case Study.			
UNIT IV	SAFETY, RESPONSIBILITIES AND RIGHTS		9
Safety and Risk – Assessment of Safety and Risk – Risk Benefit Analysis and Reducing Risk - Case Studies: Chernobyl and Bhopal Disasters - Respect for Authority – Collective Bargaining – Confidentiality – Conflicts of Interest – Occupational Crime – Professional Rights – Employee Rights – Intellectual Property Rights (IPR) – Discrimination.			
UNIT V	GLOBAL ISSUES		9
Multinational Corporations – Environmental Ethics – Computer Ethics – Weapons Development – Engineers as Managers – Consulting Engineers – Engineers as Expert Witnesses and Advisors – Moral Leadership –Code of Conduct – Corporate Social Responsibility.			
TOTAL: 45 PERIODS			
OUTCOMES:			
Upon completion of the course, the students will be able to:			
CO1: Summarize the importance of human values in work place.			
CO2: Discuss the senses of engineering ethics, moral dilemmas, moral autonomy and uses of ethical theories.			
CO3: Describe the role of engineers as responsible experimenters and necessity of codes of ethics in engineering.			
CO4: Explain safety, risk, responsibilities and rights in the society.			
CO5: Analyze the global issues related to environmental ethics, computer ethics, weapons development and the role of engineers as expert witnesses and advisors.			
CO6: Apply ethics in society and discuss the ethical issues related to engineering.			
TEXT BOOK:			
1. Mike W. Martin and Roland Schinzinger, “Ethics in Engineering”, Tata McGraw Hill, New Delhi, 2017.			
Govindarajan M, Natarajan S, Senthil Kumar V. S, “Engineering Ethics”, PrenticeHall of India, New Delhi, 2013.			
REFERENCES:			
1. Charles B. Fleddermann, “Engineering Ethics”, Pearson Prentice Hall, New Jersey, 2012			
2. Charles E. Harris, Michael S. Pritchard and Michael J. Rabins, “Engineering Ethics – Concepts and Cases”, Cengage Learning, 2018.			
3. John R Boatright, “Ethics and the Conduct of Business”, Pearson Education, New Delhi, 2017.			
4. Edmund G Seebauer and Robert L Barry, “Fundamentals of Ethics for Scientists and Engineers”, Oxford University Press, Oxford, 2008.			

22AI602	AUTOMATA THEORY AND COMPILER DESIGN	L	T	P	C
		3	0	0	3
OBJECTIVES:					
<ul style="list-style-type: none"> To introduce the fundamental concepts of automata theory. To understand deterministic and non-deterministic finite automata. To elaborate on Regular Expressions and Grammars. 					

<ul style="list-style-type: none"> • To introduce Push down Automata and Turing Machines. • To introduce the major concepts of language translation and compiler design. • To elaborate the code optimization and code generation in compiler design. 		
UNIT I	INTRODUCTION TO AUTOMATA THEORY	9
<p>Introduction to Finite Automata: Structural Representations, Automata and Complexity, the Central Concepts of Automata Theory – Alphabets, Strings, Languages, Problems.</p> <p>Nondeterministic Finite Automata: Formal Definition, an application, Text Search, Finite Automata with Epsilon-Transitions.</p> <p>Deterministic Finite Automata: Definition of DFA, How A DFA Process Strings, The language of DFA, Conversion of NFA with ϵ-transitions to NFA without ϵ-transitions. Conversion of NFA to DFA.</p>		
UNIT II	REGULAR EXPRESSIONS AND CONTEXT FREE GRAMMARS	9
<p>Regular Expressions: Finite Automata and Regular Expressions, Applications of Regular Expressions, Algebraic Laws for Regular Expressions, Conversion of Finite Automata to Regular Expressions.</p> <p>Pumping Lemma for Regular Languages: Statement of the pumping lemma, Applications of the Pumping Lemma.</p> <p>Context-Free Grammars: Definition of Context-Free Grammars, Derivations Using a Grammar, Leftmost and Rightmost Derivations, the Language of a Grammar, Parse Trees, Ambiguity in Grammars and Languages.</p>		
UNIT III	PDA AND TURING MACHINES	9
<p>Push Down Automata: Definition of the Pushdown Automaton, the Languages of a PDA, Equivalence of PDA and CFG's, Acceptance by final state</p> <p>Turing Machines: Introduction to Turing Machine, Formal Description, Instantaneous description, The language of a Turing machine .</p>		
UNIT IV	LEXICAL AND SYNTAX ANALYSIS	9
<p>Introduction: The structure of a compiler,</p> <p>Lexical Analysis: The Role of the Lexical Analyzer, Input Buffering, Recognition of Tokens, The Lexical- Analyzer Generator Lex,</p> <p>Syntax Analysis: Introduction, Context-Free Grammars, Writing a Grammar, Top-Down Parsing, Bottom- Up Parsing, Introduction to LR Parsing: Simple LR, More Powerful LR Parsers, Parser Generators YACC.</p>		
UNIT V	CODE GENERATION AND OPTIMIZATION	9
<p>Code generation and optimization: Issues in the design of code generator, a simple code generator, Introduction to code optimization, Basic blocks & flow graphs, DAG representation of basic blocks, Peephole optimization, the principle sources of optimization.</p>		
TOTAL: 45 PERIODS		
<p>OUTCOMES:</p> <p>At the end of this course, the students will be able to:</p> <p>CO1: Construct deterministic and non-deterministic finite automata.</p> <p>CO2: Design context free grammars for formal languages using regular expressions.</p> <p>CO3: Use PDA and Turing Machines for recognizing context-free languages.</p> <p>CO4: Design a lexical analyzer.</p> <p>CO5: Design syntax analyzer.</p> <p>CO6: Design a simple code generator and apply different code optimizations.</p>		
<p>TEXT BOOKS:</p> <ol style="list-style-type: none"> 1. John E. Hopcroft, Rajeev Motwani, Jeffrey D. Ullman, Introduction to Automata Theory, Languages, and Computation, 3rd Edition, Pearson Education, 2008. 2. Alfred V. Aho, Monica S. Lam, Ravi Sethi, Jeffrey D. Ullman, "Compilers Principles, Techniques and Tools", Second Edition, Pearson, 2013. 		

REFERENCES:

1. K.L.P Mishra and Chandrashekar, Theory of Computer Science – Automata languages and computation, 3rd Edition, PHI, 2007.
2. Elain Rich, “Automata, Computability and complexity”, 1st Edition, Pearson Education, 2018.
3. Peter Linz, “An introduction to Formal Languages and Automata”, Jones and Bartlett Publishers, 6th Edition, 2016.
4. K Muneeswaran, “Compiler Design”, Oxford University Press, 2013.
5. John C Martin, Introduction to Languages and The Theory of Computation, TMH, 4th Edition, 2010.

22CY601	CYBER FORENSICS (Lab Integrated)	L	T	P	C
		3	0	2	4
OBJECTIVES: The Course will enable learners : <ul style="list-style-type: none"> • To understand basic digital forensics and techniques. • To understand digital crime and investigation. • To understand how to be prepared for digital forensic readiness. • To understand and use forensics tools for iOS devices. • To understand and use forensics tools for Android devices. 					
UNIT I	INTRODUCTION TO DIGITAL FORENSICS	9+6			
Forensic Science – Digital Forensics – Digital Evidence – The Digital Forensics Process – Introduction – The Identification Phase – The Collection Phase – The Examination Phase – The Analysis Phase – The Presentation Phase List of Exercise/Experiments <ol style="list-style-type: none"> 1. Installation of Sleuth Kit on Linux. List all data blocks. Analyze allocated as well as unallocated blocks of a disk image. 2. Simulate the digital forensics process from identification to presentation. 3. Understand how to create and analyze a disk image using Sleuth Kit. 					
UNIT II	DIGITAL CRIME AND INVESTIGATION	9+6			
Digital Crime – Substantive Criminal Law – General Conditions – Offenses – Investigation Methods for Collecting Digital Evidence – International Cooperation to Collect Digital Evidence List of Exercise/Experiments <ol style="list-style-type: none"> 1. Data extraction from call logs using Sleuth Kit. 2. Practice recovering deleted files from a disk image. 3. Detect and analyze files based on their signatures. 					
UNIT III	DIGITAL FORENSIC READINESS	9+6			
Introduction – Law Enforcement versus Enterprise Digital Forensic Readiness – Rationale for Digital Forensic Readiness – Frameworks, Standards and Methodologies – Enterprise Digital Forensic Readiness – Challenges in Digital Forensics List of Exercise/Experiments <ol style="list-style-type: none"> 1. Data extraction from SMS and contacts using Sleuth Kit. 2. Hash Analysis for Integrity Verification 					
UNIT IV	iOS FORENSICS	9+6			

Mobile Hardware and Operating Systems - iOS Fundamentals – Jailbreaking – File System – Hardware – iPhone Security – iOS Forensics – Procedures and Processes – Tools – Oxygen Forensics – MobilEdit – iCloud

List of Exercise/Experiments

1. Install Mobile Verification Toolkit or MVT and decrypt encrypted iOS backups.
2. Process and parse records from the iOS system.

UNIT V	ANDROID FORENSICS	9+6
<p>Android basics – Key Codes – ADB – Rooting Android – Boot Process – File Systems – Security – Tools – Android Forensics – Forensic Procedures – ADB – Android Only Tools – Dual Use Tools – Oxygen Forensics – MobilEdit – Android App Decompiling</p> <p>List of Exercise/Experiments</p> <ol style="list-style-type: none"> 1. Extract installed applications from Android devices. 2. Extract diagnostic information from Android devices through the ADB protocol. 3. Generate a unified chronological timeline of extracted records. 		
TOTAL:75 PERIODS		
<p>OUTCOMES:</p> <p>Upon completion of the course, the students will be able to:</p> <p>CO1: Analyze the digital forensics process stages and evidence handling.</p> <p>CO2: Investigate digital crimes using criminal law and evidence collection methods.</p> <p>CO3: Evaluate forensic readiness using frameworks and methodologies.</p> <p>CO4: Conduct iOS forensics using relevant tools and techniques.</p> <p>CO5: Perform Android forensics with essential tools and methods.</p> <p>CO6: Efficiently conduct forensic investigations of cyber crime incidents.</p>		
<p>TEXTBOOKS:</p> <ol style="list-style-type: none"> 1. Andre Arnes, “Digital Forensics”, Wiley, 2018. 2. Chuck Easttom, “An In-depth Guide to Mobile Device Forensics”, First Edition, CRC Press, 2022. 		
<p>REFERENCES:</p> <ol style="list-style-type: none"> 1. Vacca, J, Computer Forensics, Computer Crime Scene Investigation, 2nd Ed, Charles River Media, 2005, ISBN: 1-58450-389. 		
<p>LIST OF SOFTWARE:</p> <ol style="list-style-type: none"> 1. Sleuth Kit 2. Autopsy 3. dd 4. mmls 5. fls 6. icat 7. sigfind 8. md5sum 9. sha1sum 10. md5deep 11. Mobile Verification Toolkit (MVT) 12. iTunes 13. Android Debug Bridge (ADB) 14. Oxygen Forensics 		

22CY602	CRYPTOCURRENCY AND BLOCKCHAIN TECHNOLOGIES (Lab Integrated)	L	T	P	C
		2	0	2	3
OBJECTIVES:					
The Course will enable learners to:					
<ul style="list-style-type: none"> ● To understand block chain system's fundamental components, how they fit together and examine a decentralization using block chain. ● To explain how Crypto currency works. ● To explain the components of Ethereum and Programming Languages for Ethereum ● To study the basics of Web3 and Hyper ledger. ● To give an insight of alternative block chains and its emerging trends. 					
UNIT I	INTRODUCTION TO BLOCKCHAIN				6+6
<p>History of Blockchain – Types of Blockchain – Consensus – Decentralization using Blockchain – Blockchain and Full Ecosystem Decentralization – Platforms for Decentralization – Symmetric Cryptography - Mathematics – Asymmetric Cryptography – public and private keys – Elliptic curve cryptography – Discrete logarithm problem in ECC.</p> <p>List of Exercises/Experiments:</p> <ol style="list-style-type: none"> 1. Install and understand Docker container, Node.js, Java, and perform necessary software installation on local machine/create instance on cloud to run. 2. Implement ECC key generation algorithm using a programming language of your choice 					
UNIT II	INTRODUCTION TO CRYPTOCURRENCY				6+6
<p>Bitcoin – Digital Keys and Addresses – Transactions – Mining – Bitcoin Networks and Payments Wallets – innovation in Bitcoin – Alternative Coins – Theoretical Foundations – Bitcoin. Case study - Web3j.</p> <p>List of Exercises/Experiments:</p> <ol style="list-style-type: none"> 1. Understand the basics of Bitcoin transactions, mining, and wallet management. 2. Explore Web3j, a Java library for working with Ethereum. 					
UNIT III	ETHEREUM				6+6
<p>The Ethereum Network – Components of Ethereum Ecosystem – Ethereum Programming Languages: Runtime Byte Code – Blocks and Blockchain – Fee Schedule – Supporting Protocols – Solidity Language.</p> <p>List of Exercises/Experiments:</p> <ol style="list-style-type: none"> 1. Install and understand Ethereum, perform necessary software installation on local machine/create instance on cloud to run. 2. Interact with a blockchain network. Execute transactions and requests against a blockchain network by creating an app to test the network and its rules. 					
UNIT IV	WEB3 AND HYPERLEDGER				6+6

Introduction to Web3 – Contract Deployment – POST Requests – Development frameworks Hyperledger as a protocol – The Reference Architecture – Hyperledger Fabric – Distributed Ledger – Case study - Corda.

List of Exercises/Experiments:

1. Install and understand Hyperledger Fabric, and perform necessary software installation on local machine/create instance on cloud to run.
2. Create and deploy a blockchain network using Hyperledger Fabric SDK for Java. Set up and initialize the channel, install and instantiate chain code, and perform invoke and query on your blockchain network
3. Deploy an asset-transfer app using blockchain. Learn app development within a Hyperledger Fabric network.
4. Use blockchain to track fitness club rewards. Build a web app that uses Hyperledger Fabric to track and trace member rewards.

UNIT V

ALTERNATIVE BLOCKCHAINS AND NEXT EMERGING TRENDS

9+6

Kadena – Ripple- Rootstock – Quorum – Tendermint – Scalability – Privacy – Other Challenges – Blockchain Research - Case Study - Install IPFS locally on our machine, initialize your node, view the nodes in network.

List of Exercises/Experiments:

1. Create and deploy a simple smart contract on the Kadena blockchain.
2. Analyze the transaction ledger to understand how Ripple processes and records transactions.
3. Execute transactions on the private contract and observe the privacy features of Quorum.

TOTAL: 60 PERIODS

OUTCOMES:

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

CO1: Understand the technology components of Blockchain and how it works behind the scenes.

CO2: Understand the Bitcoin and its limitations by comparing with other alternative coins.

CO3: Develop deep understanding of the Ethereum model, its consensus model, code execution.

CO4: Understand the architectural components of a Hyperledger and its development framework.

CO5: Explore the alternative blockchains and its emerging trends.

CO6: Understand blockchain technology, including Bitcoin, Ethereum, and alternative blockchains.

TEXT BOOKS:

1. Imran Bashir, “Mastering Blockchain: Distributed Ledger Technology, Decentralization, and Smart Contracts Explained”, Second Edition, Packt Publishing, 2018.
2. ArshdeepBahga, Vijay Madiseti, “Blockchain Applications: A Hands-On Approach”, VPT, 2017.

REFERENCES:

1. Andreas Antonopoulos, Satoshi Nakamoto, “Mastering Bitcoin”, O’Reilly Publishing, 2014.
2. Roger Wattenhofer, “The Science of the Blockchain” CreateSpace Independent Publishing Platform, 2016.
3. A. Narayanan, J. Bonneau, E. Felten, A. Miller, S. Goldfeder, “Bitcoin and

Cryptocurrency Technologies: A Comprehensive Introduction”, Princeton University Press, 2016.
 4. Alex Leverington, “Ethereum Programming”, Packt Publishing, 2017.
 5. Antony Lewis “The Basics of Bitcoins and Blockchains: An Introduction to Cryptocurrencies and the Technology that Powers Them”, Mango Publishing 2018.
 6. Andreas M. Antonopoulos, “Mastering Bitcoin: Programming the Open Block chain”, O’Reilly Publishing, 2017.
 7. Massimo Ragnedda, Giuseppe Destefanis, “Blockchain and Web 3.0: Social, Economic, and Technological Challenges”, Routledge, 2019.

LIST OF SOFTWARES:

Docker Container
 Node.js
 Java
 ECC Key Generation Algorithm (e.g., Bouncy Castle for Java, cryptography for Python)
 Bitcoin Core
 Electrum Bitcoin Wallet
 Web3j
 Ethereum Client (e.g., Geth, Parity Ethereum)
 Truffle Suite
 Hyperledger Fabric
 Hyperledger Fabric SDK for Java
 Kadena Blockchain Platform
 Ripple Core

22CS611	ADVANCED APTITUDE AND CODING SKILLS - II	L	T	P	C
		0	0	2	1

OBJECTIVES:

- To develop advanced vocabulary for effective communication and reading skills.
- To build an enhanced level of logical reasoning and quantitative skills.
- To develop error correction and debugging skills in programming.
- To apply data structures and algorithms in problem solving.

LIST OF EXERCISES:

1. English – Phase II Advanced

Vocabulary: Synonyms, Antonyms, Grammar: Subject-Verb Agreement, Tenses and Articles, Prepositions and Conjunctions, Speech and Voices, Comprehension: Inferential and Literal Comprehension, Contextual Vocabulary, Comprehension ordering

2. Logical Reasoning – Phase II Advanced

Deductive Reasoning: Coding deductive logic, Directional sense, Blood relations, Objective Reasoning, Selection decision tables, Puzzles, Inductive reasoning: Coding pattern and Number series pattern recognition, Analogy and Classification pattern recognition, Abductive Reasoning: Logical word sequence, Data sufficiency

3. Quantitative Ability - Phase II Advanced

Basic Mathematics: Divisibility, HCF and LCM, Numbers, decimal fractions and power, Applied Mathematics: Profit and Loss, Simple and Compound Interest, Time, Speed and Distance, Engineering Mathematics: Logarithms, Permutation and Combinations, Probability

<p>4. Automata Fix – Phase II Logical, Compilation and Code reuse</p> <p>5. Automata - Phase II Data Structure Concepts: Array and Matrices, Linked list, String processing and manipulation, Stack/Queue, Sorting and Searching Advanced Design and Analysis Techniques: Greedy Algorithms, Minimum Spanning Trees, String Matching, Divide and Conquer, Computational Geometry</p>
TOTAL: 30 PERIODS
<p>OUTCOMES: Upon completion of the course, the students will be able to:</p> <p>CO1: Develop advanced vocabulary for effective communication and reading skills.</p> <p>CO2: Build an enhanced level of logical reasoning and quantitative skills.</p> <p>CO3: Develop error correction and debugging skills in programming.</p> <p>CO4: Apply data structures and algorithms in problem solving.</p>

SEMESTER VII

22CS701	CRYPTOGRAPHY AND CYBER SECURITY (Lab Integrated)	L	T	P	C
		3	0	2	4
<p>OBJECTIVES: The Course will enable learners to:</p> <ul style="list-style-type: none"> ● To understand the fundamentals of network security and security architecture. ● To learn the different symmetric key cryptographic algorithms. ● To study the various asymmetric key cryptographic algorithms and techniques. ● To know the importance of message authentication and integrity. ● To learn the various cyber-crimes and cyber security. 					
UNIT I	INTRODUCTION TO SECURITY	9+6			
<p>Computer Security Concepts – The OSI Security Architecture – Security Attacks – Security Services and Mechanisms – A Model for Network Security – Classical encryption techniques: Substitution techniques, Transposition techniques, Steganography – Foundations of modern cryptography: Perfect security – Information Theory – Product Cryptosystem – Cryptanalysis.</p> <p>List of Exercise/Experiments:</p> <ol style="list-style-type: none"> 1. Perform encryption, decryption using the following substitution techniques (i) Ceaser cipher, (ii) playfair cipher iii) Hill Cipher iv) Vigenere cipher 2. Perform encryption and decryption using following transposition techniques i) Rail fence ii) row & Column Transformation 					
UNIT II	SYMMETRIC CIPHERS	9+6			
<p>Number theory – Algebraic Structures – Modular Arithmetic - Euclid’s algorithm – Congruence and matrices – Group, Rings, Fields, Finite Fields</p> <p>SYMMETRIC KEY CIPHERS: SDES – Block Ciphers – DES, Strength of DES – Differential and linear cryptanalysis – Block cipher design principles – Block cipher mode of operation – Evaluation criteria for AES – Pseudorandom Number Generators – RC4 –</p>					

Key distribution.

List of Exercise/Experiments:

1. Apply DES algorithm for practical applications.
2. Apply AES algorithm for practical applications.

UNIT III	ASYMMETRIC CRYPTOGRAPHY	9+6
MATHEMATICS OF ASYMMETRIC KEY CRYPTOGRAPHY: Primes – Primality Testing – Factorization – Euler’s totient function, Fermat’s and Euler’s Theorem – Chinese Remainder Theorem – Exponentiation and logarithm ASYMMETRIC KEY CIPHERS: RSA cryptosystem – Key distribution – Key management – Diffie Hellman key exchange – Elliptic curve arithmetic – Elliptic curve cryptography.		
List of Exercise/Experiments:		
<ol style="list-style-type: none">1. Implement RSA Algorithm using HTML and JavaScript.2. Implement the Diffie-Hellman Key Exchange algorithm for a given problem.3. Calculate the message digest of a text using the SHA-1 algorithm.		

UNIT IV	INTEGRITY AND AUTHENTICATION ALGORITHMS	9+6
Authentication requirement – Authentication function – MAC – Hash function – Security of hash function: HMAC, CMAC – SHA – Digital signature and authentication protocols – DSS – Schnorr Digital Signature Scheme – ElGamal cryptosystem – Entity Authentication: Biometrics, Passwords, Challenge Response protocols – Authentication applications – Kerberos MUTUAL TRUST: Key management and distribution – Symmetric key distribution using symmetric and asymmetric encryption – Distribution of public keys – X.509 Certificates		
List of Exercise/Experiments:		
<ol style="list-style-type: none">1. Implement the SIGNATURE SCHEME - Digital Signature Standard.2. Demonstrate intrusion detection system (ids) using any tool eg. Snort or any other s/w		
UNIT V	CYBER CRIMES AND CYBER SECURITY	9+6
Cyber Crime and Information Security – classifications of Cyber Crimes – Tools and Methods – Password Cracking, Keyloggers, Spywares, SQL Injection – Network Access Control – Cloud Security – Web Security – Wireless Security		
List of Exercise/Experiments:		
<ol style="list-style-type: none">1. Automated Attack and Penetration Tools<ol style="list-style-type: none">a.Exploring N-Stalker, a Vulnerability Assessment Tool2. Defeating Malware<ol style="list-style-type: none">i) Building Trojans ii) Rootkit Hunter		
TOTAL: 45+30=75 PERIODS		

OUTCOMES:

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

CO1: Understand the fundamentals of networks security, security architecture, threats and vulnerabilities

CO2: Apply the different cryptographic operations of symmetric cryptographic algorithms

CO3: Apply the different cryptographic operations of public key cryptography

CO4: Apply the various Authentication schemes to simulate different applications

CO5: Understand various cyber-crimes and cyber security.

CO6: Apply the Penetration Tools.

TEXT BOOK:

1. William Stallings, Cryptography and Network Security: Principles and Practice, Pearson education 8th Edition, 2020.
2. Nina Godbole, Sunit Belapure, "Cyber Security: Understanding Cyber crimes, Computer Forensics and Legal Perspectives", First Edition, Wiley India, 2011.

REFERENCES:

1. C K Shyamala, N Harini and Dr. T R Padmanabhan: Cryptography and Network Security, Wiley India Pvt.Ltd 1st Edition,2011
2. Behrouz A. Ferouzan, Debdeep Mukhopadhyay, "Cryptography and Network Security", 3rd Edition, Tata Mc Graw Hill, 2015.
3. Wade Trappe, Lawrence C. Washington: Introduction to Cryptography with Coding Theory, 3rd Edition, 2020.
4. Charles Pfleeger, Shari Pfleeger, Jonathan Margulies, "Security in Computing", Fifth Edition, Prentice Hall, New Delhi, 2015.

LIST OF EQUIPMENTS:C/C++/JAVA

22CY701	INTRUSION DETECTION AND INTERNET SECURITY (Lab Integrated)	L	T	P	C
		3	0	2	4
OBJECTIVES: The Course will enable learners: <ul style="list-style-type: none"> To Understand when, where, how, and why to apply Intrusion Detection tools and techniques in order to improve the security posture of an enterprise. To Apply knowledge of the fundamentals and history of Intrusion Detection in order to avoid common pitfalls in the creation and evaluation of new Intrusion Detection Systems To Analyze intrusion detection alerts and logs to distinguish attack types from false alarms To Understand the fundamentals of network security, including the MAC layer, Internet Protocol, and common attacks targeting these layers. To Gain an understanding of key internet security mechanisms, including firewalls, virtual private networks (VPNs), and TLS/SSL VPNs. 					
UNIT I	INTRODUCTION TO INTRUSION DETECTION	9+6			
History of Intrusion detection, Audit, Concept and definition, Internal and external threats to data, attacks, Need and types of IDS, Information sources Host based information sources, Network based information sources. Lab Exercises/Experiments: <ol style="list-style-type: none"> 1. Install Snort and configure it to monitor network traffic. 2. Deploy Snort as a Network Intrusion Detection System (NIDS). 					
UNIT II	INTRUSION DETECTION AND PREVENTION TECHNIQUES	9+6			
Intrusion Prevention Systems, Network IDs protocol based IDs , Hybrid IDs, Analysis schemes, thinking about intrusion. A model for intrusion analysis, techniques Responses requirement of responses, types of responses mapping responses to policy Vulnerability analysis, credential analysis non credential analysis Lab Exercises/Experiments: <ol style="list-style-type: none"> 1. Write and implement custom Snort rules to detect specific traffic patterns. 2. Integrate Snort with MySQL to log alerts to a database. 					
UNIT III	SNORT	9+6			
Introduction to Snort, Snort Installation Scenarios, Installing Snort, Running Snort on Multiple Network Interfaces, Snort Command Line Options. Step-By-Step Procedure to Compile and Install Snort Location of Snort Files, Snort Modes Snort Alert Modes-Working with Snort Rules, Rule Headers, Rule Options, The Snort Configuration File etc. Plugins, Preprocessors and Output Modules, Using Snort with MySQL Lab Exercises/Experiments: <ol style="list-style-type: none"> 1. Enhance Snort's functionality using preprocessors and plugins. 2. Set up advanced alerting and logging mechanisms. 					

UNIT IV	ESSENTIALS OF INTERNET SECURITY	9+6
<p>Network Security basics-The MAC Layer and Attacks- The Internet Protocol and Attacks- Packet Sniffing and Spoofing-Attacks on TCP Protocol- DNS Attacks Overview - Local DNS Cache Poisoning Attack- Remote DNS Cache Poisoning attack- Replay forgery attacks-DNS Rebinding attack- DoS on DNS Servers- DNSSEC-Securing DNS</p> <p>Lab Exercises/Experiments:</p> <ol style="list-style-type: none"> 1. Conducting TCP SYN Flood Attack 2. Sniffing Packets on Network Interfaces 3. Spoofing Source IP Address in Packets 4. Investigating DNSSEC Implementation and Validation 		
UNIT V	INTERNET SECURITY MECHANISMS	9+6
<p>Firewall-Virtual Private Network-Overview of How TLS/SSL VPN Works- Creating and using the TUN Interface- Implementing the IP Tunnel- Testing VPN- Tunneling and Firewall Evasion- -BGP and Attacks- The Heartbleed bug and attack- Reverse Shell</p> <p>Lab Exercises/Experiments:</p> <ol style="list-style-type: none"> 1. Configuring Linux Firewall using IP tables 2. Setting Up VPN Tunnels 3. Exploring BGP Session Hijacking 4. Simulating Heartbleed Attack Scenario 		
TOTAL= 75 PERIODS		
<p>OUTCOMES:</p> <p>Upon completion of the course, the students will be able to:</p> <p>CO1: Understand fundamental concepts and demonstrate skills in capturing and analyzing network packets.</p> <p>CO2: Utilize various protocol analyzers and Network Intrusion Detection Systems (NIDS) to detect network attacks and troubleshoot network problems.</p> <p>CO3: Develop the ability to proficiently use the Snort tool for detecting and mitigating network attacks</p> <p>CO4: Demonstrate knowledge of network security basics, including MAC layer vulnerabilities and attacks, as well as common attacks targeting the Internet Protocol.</p> <p>CO5: Demonstrate understanding of firewall, VPN, and TLS/SSL VPN principles and functionalities in network security.</p> <p>CO6: Apply the concepts of Intrusion Detection and internet security protocols to develop cyber security mechanisms</p>		
<p>TEXT BOOKS:</p> <ol style="list-style-type: none"> 1. Rafeeq Rehman : "Intrusion Detection with SNORT, Apache, MySQL, PHP and ACID," 1st Edition, Prentice Hall , 2003. 2. Internet Security: A Hands-on Approach, by Wenliang Du, Third Edition, 2019 		
<p>REFERENCES:</p> <ol style="list-style-type: none"> 1. Christopher Kruegel, Fredrik Valeur, Giovanni Vigna: "Intrusion Detection and Correlation Challenges and Solutions", 1st Edition, Springer, 2005. 2. Carl Endorf, Eugene Schultz and Jim Mellander "Intrusion Detection & Prevention", 1st Edition, Tata McGraw-Hill, 2004. 3. Stephen Northcutt, Judy Novak : "Network Intrusion Detection", 3rd Edition, New Riders Publishing, 2002. 4. T. Fahringer, R. Prodan, "A Text book on Grid Application Development and Computing Environment". 6th Edition, Khanna Publishers, 2012. 		
<p>LIST OF SOFTWARES</p> <p>Snort ,Scapy , Hping3,Wireshark,Tcpdump,Dig,Dnssec-tools,IP tables,Open VPN StrongSwan,OpenSSL,Heartbleed PoC scripts</p>		

CYBER SECURITY					
22CY901	INFORMATION SECURITY	L	T	P	C
		3	0	0	3
OBJECTIVES:					
<p>The Course will enable learners:</p> <ul style="list-style-type: none"> To understand the basics of Information Security To know the legal, ethical and professional issues in Information Security To know the aspects of risk management To become aware of various standards in this area To know the technological aspects of Information Security 					
UNIT I	INTRODUCTION TO INFORMATION SECURITY				9
Information Security – History, CNSS Security Model, Components of an Information System, Balancing Information Security and Access, Security Implementation, The Systems Development Life Cycle (SDLC), The Security SDLC- Security Professionals and the Organization, Communities of Interest					
UNIT II	SECURITY INVESTIGATION				9
Need for Security; Introduction- Business Needs, Threats, Attacks, Legal, Ethical and Professional Issues- Introduction-law and Ethics in information Security-Relevant U.S.Laws-International laws and legal Bodies-Ethics and Information Security-Codes of Ethics and Professional Organizations					
UNIT III	SECURITY ANALYSIS				9
Risk Management: Introduction-An Overview of Risk Management, Risk Identification: Plan and Organize the Process-Risk Assessment-Risk Control Strategies-Selecting Risk control Strategy: Cost Benefit Analysis (CBA)-Quantitative Versus Qualitative Risk Control Practice –Recommended Risk Control Practices.					
UNIT IV	LOGICAL DESIGN				9
Planning for security: Introduction-Planning and Governance, Information Security Policy, Standards and Practices, The Information security Blueprint: NIST Security Models-IETF security Architecture, Security Technology: Access Control, Firewalls: Processing Modes – Architecture					
UNIT V	PHYSICAL DESIGN				9
Security Technology: Intrusion Detection and Prevention System (IDPS)-Terminology-Use-Types-Methods, Cryptography, Physical Security: Access Controls-Fire Security and safety, Information Security Project Management- Technical Aspects of Implementation – Nontechnical Aspect of Implementation, Security and Personnel: Introduction-Policies and Practices.					
TOTAL:45 PERIODS					
OUTCOMES:					
<p>Upon completion of the course, the students will be able to:</p> <p>CO1 : Discuss basics of information security</p> <p>CO2 : Identify the legal, ethical and professional issues in information security</p> <p>CO3 : Analyze the aspects of risk management</p> <p>CO4 : Apply Logical design for real world problems</p> <p>CO5 : Apply Physical design for real world problems</p> <p>CO6 : Develop solution to the societal applications</p>					
TEXTBOOKS:					
1. Michael E Whitman and Herbert J Mattord, —Principles of Information Securityll, Vikas Publishing House, New Delhi, 2003.					
REFERENCES:					
1. Micki Krause, Harold F. Tipton, — Handbook of Information Security Managementll,					

Vol 1-3 CRCPress LLC, 2004.

2. Stuart McClure, Joel Scrambray, George Kurtz, —Hacking Exposed, Tata McGraw-Hill, 2003

3. Matt Bishop, —Computer Security Art and Science, Pearson/PHI, 2002.

4. Charles P. Pfleeger and Shari Lawrence Pfleeger, "Security in Computing", 5th Edition, PrenticeHall, 2018

22CS902	SOCIAL NETWORK SECURITY (Lab Integrated)	L	T	P	C
		2	0	2	3

OBJECTIVES:

The Course will enable learners to:

- Learn the Concepts of Social Network Security
- Understand the methods of Social Network Anonymization
- Learn the techniques for security and privacy in social networks
- Learn the security challenges in social networks
- Explore the Tools to learn about the social network security implementation

UNIT I	INTRODUCTION TO SOCIAL NETWORK SECURITY	6+6
---------------	--	------------

Introduction – Social Networking Applications – Social media Websites – Social Network Representation –Building Social Authority –Privacy and Information sharing – Controlling Application privacy – Cybercrime – Information Leakage – False information – Content Management in Social Networks

List of Exercise/Experiments:

1. Explore a Social network analysis tools to learn about the users and networks
2. Learn a program / tool to illustrate information leakage

UNIT II	SOCIAL NETWORK ANONYMIZATION	6+6
----------------	-------------------------------------	------------

Social Networks - Privacy in Social Networks – Social Network Representation – Social Network Analysis - Data Anonymization – Challenges in Anonymization – Privacy preservation – Social Network Anonymization Factors –Anonymization Algorithms – Link Anonymization techniques –Background Knowledge Attacks – Anonymity in Modern Social Networks

List of Exercise/Experiments:

1. Experiment a link anonymization technique
2. Explore ARX anonymization tool

UNIT III	ANALYZING AND SECURING SOCIAL NETWORKS	6+6
-----------------	---	------------

Supporting Technologies - Aspects of Analyzing and Securing Social Networks - Techniques and Tools for Social Network Analytics - Social Network Analytics and Privacy Considerations - Access Control and Inference for Social Networks - Social Media Integration and Analytics Systems - Social Media Application Systems - Secure Social Media Systems - Secure Social Media Directions.

List of Exercise/Experiments:

1. Implement a program for network access control to illustrate malware attacks
2. Create a simple social network application to show authentication mechanisms
3. Create an application for the following scenario: “Social networking users are presented with two apparently similar emails or websites. They must first identify the differences between them and then decide which one is a scam attempting to steal their information or money.”

UNIT IV	SECURITY CHALLENGES IN SOCIAL NETWORKS	6+6
<p>Identity manipulation – Threats from third party applications - Trust in Social Networking Sites - Viruses, Phishing Attacks and Malwares–Tracking users – Privacy of Data – Identity Federation Challenges –Social media threats – Location disclosure – Spoofing – Profile cloning – Fake product sale – Cyber bullying – Prevention Strategies</p> <p>List of Exercise/Experiments:</p> <ol style="list-style-type: none"> 1. Implement a program in python to estimate trust of social network users group 2. Write a SQL injection program in python/JAVA to handle session hijacking 3. Create an application using any social network platform to demonstrate profile cloning concept. 		
UNIT V	SOCIAL NETWORK SECURITY TOOLS	6+6
<p>Analysis Tools for Social Media - AutoMap – Gephi – ORA Lite – ORA Pro – Wolfram Alpha – Social Media Data Collection –Blog Trackers –Crowd Tangle – MalTego – Pulse – SCRAAWL – Fact and Image Trackers – Google Fact Check Tools – Bot Mitigation – BotSlayer – Social Cyber Security</p> <p>List of Exercise/Experiments:</p> <ol style="list-style-type: none"> 1. Perform fact checking of social networking content using google fact checking tools 2. Explore a tool that helps protect websites from bot traffic and bot attacks. 3. Create a fake news tracker program to collect, detect and help visualize fake news data from any social network 		
TOTAL:60 PERIODS		
<p>OUTCOMES: Upon completion of the course, the students will be able to:</p> <p>CO1: Develop security applications of social networks. CO2: Implement data anonymization techniques CO3: Analyze and secure social networks CO4: Handle security challenges in social networks CO5: Develop security tools for social networks CO6: Create newer social networking applications</p>		
<p>TEXTBOOKS:</p> <ol style="list-style-type: none"> 1. Brij B. Gupta, Somya Ranjan Sahoo, “Online Social Networks Security-Principles, Algorithm, Applications, and Perspectives”, First Edition, 2021. 2. Bhavani Thuraisingham, SatyenAbrol, Raymond Heatherly, Murat Kantarcioglu, Vaibhav Khadilkar, Latifur Khan, “Analyzing and Securing Social Networks”, First Edition, 2020. 2. B. K. Tripathy, Kiran Baktha, “Security, Privacy, and Anonymization in Social Networks: Emerging Research and Opportunities”, IGI Global Publication, 2019. 3. Michael Cross, “Social Media Security, Leveraging Social Networking While Mitigating Risk”, Elsevier Publication, First Edition, 2013. 		
<p>REFERENCES:</p> <ol style="list-style-type: none"> 1. El-Sayed M. El-Alfy ; Mohamed Eltoweissy ;Errin W. Fulp ; Wojciech Mazurczyk, “Nature-Inspired Cyber Security and Resiliency: Fundamentals, Techniques and Applications”, IET Publication, 2019. 2. https://sites.google.com/view/social-cybersec/tools?pli=1 3. Yaniv Altshuler, “Security and Privacy in Social Networks”, Springer , 2013. 		
<p>LIST OF EQUIPMENTS:</p> <ol style="list-style-type: none"> 1. Software Required: 		

Python 2. Software Tools Required: Shield Square BotSlayer GOOGLE FACT CHECK TOOLS ORA-PRO
--

22CY902	STEGANOGRAPHY AND DIGITAL WATERMARKING	L	T	P	C
		3	0	0	3

OBJECTIVES:
The Course will enable learners to:

- To understand the basic principles, characteristics, various approaches and applications of digital watermarking and steganography.
- To apply digital watermarking techniques as an authentication tool for distribution of content over the Internet and steganography techniques for covert communication.
- To impart knowledge on the basics of the counter measures like steganalysis for assessing the data hiding methods.

UNIT I	INTRODUCTION	9
---------------	---------------------	----------

Information Hiding, Steganography and Watermarking – History of watermarking – Importance of digital watermarking – Applications – Properties – Evaluating watermarking systems. WATERMARKING MODELS & MESSAGE CODING: Notation – Communications – Communication based models – Geometric models – Mapping messages into message vectors – Error correction coding – Detecting multi-symbol watermarks.

UNIT II	PERCEPTUAL MODELS	9
----------------	--------------------------	----------

Evaluating perceptual impact – General form of a perceptual model – Examples of perceptual models – Robust watermarking approaches – Redundant Embedding, Spread Spectrum Coding, Embedding in Perceptually significant coefficients

UNIT III	WATERMARK SECURITY & AUTHENTICATION	9
-----------------	--	----------

Security requirements – Watermark security and cryptography – Attacks – Exact authentication – Selective authentication – Localization – Restoration.

UNIT IV	STEGANOGRAPHY	9
----------------	----------------------	----------

Steganography communication – Notation and terminology – Information theoretic foundations of steganography – Practical steganographic methods – Minimizing the embedding impact.

UNIT V	STEGANALYSIS	9
---------------	---------------------	----------

Steganalysis Scenarios- Detection- Forensic Steganalysis- The Influence of the Cover Work on Steganalysis; Some Significant Steganalysis Algorithms- LSB Embedding and the Histogram Attack- Sample Pairs Analysis- Blind Steganalysis of JPEG Images Using Calibration- Blind Steganalysis in the Spatial Domain

TOTAL=45 PERIODS

OUTCOMES:
Upon completion of the course, the students will be able to:
CO1: Understand the foundational principles of digital watermarking, comprehending its historical context, significance, and evaluation criteria
CO2: Implement and analyze diverse watermarking models gaining practical insights

into their application in various contexts

CO3: Apply error correction techniques tailored for watermarking, ensuring the reliability and integrity of transmitted messages.

CO4: Evaluate the perceptual impact of watermark embedding on image quality, honing their ability to quantify and analyze visual distortions.

CO5: Proficiently utilize LSB steganography techniques, mastering covert message embedding and extraction while strategizing to minimize perceptual impact on cover objects.

CO6: Apply Steganography and digital water marking principles for real world problems

TEXT BOOKS:

1. Ingemar J. Cox, Matthew L. Miller, Jeffrey A. Bloom, Jessica Fridrich, Ton Kalker, "Digital Watermarking and Steganography", Morgan Kaufmann Publishers, New York, 2008.
2. Ingemar J. Cox, Matthew L. Miller, Jeffrey A. Bloom, "Digital Watermarking", Morgan Kaufmann Publishers, New York, 2003.

REFERENCES:

1. Michael Arnold, Martin Schmucker, Stephen D. Wolthusen, "Techniques and Applications of Digital Watermarking and Content Protection", Artech House, London, 2003.
2. Juergen Seits, "Digital Watermarking for Digital Media", IDEA Group Publisher, New York, 2005.
3. Peter Wayner, "Disappearing Cryptography – Information Hiding: Steganography & Watermarking", Morgan Kaufmann Publishers, New York, 2002.

22CS939	CLOUD AND DATA SECURITY	L	T	P	C
		3	0	0	3

OBJECTIVES:

The Course will enable learners to:

- Learn the basics of cloud security, including the shared responsibility model and identity management.
- Set up a secure cloud infrastructure with features like virtual private clouds and security groups.
- Develop skills for identifying and managing security incidents in the cloud, adhering to best practices.
- Safeguard application data at rest and in transit using encryption.
- Understand the features of Database Security and Security in Data Warehouses.

UNIT I	INTRODUCTION TO SECURITY IN CLOUD	9
Introduction to Security, Security in the Cloud, Security design principles, Shared responsibility model, Activity: Shared Responsibility Model, Identity and Access Management (IAM) fundamentals, Authenticating and Authorizing with IAM, Examples of authorizing with IAM, Additional authentication and access management services, Using Organizations.		
UNIT II	SECURING INFRASTRUCTURE	9
Structure of a three-tier web application, virtual private cloud (VPC), Setting up public and private subnets and internet protocols, Security groups, Network access control lists (ACLs), Load balancers, Protecting compute resources- Cloud service models: IaaS, PaaS, SaaS.		
UNIT III	INCIDENT RESPONSE AND RISK MANAGEMENT	9
Identifying an incident, Services that support the discovery and recognition phase, AWS Config and AWS Lambda, Services that support the resolution and recovery phase, Best practices for handling an incident.		
UNIT IV	SECURING CLOUD: DATA SECURITY	9
Overview of Data Security in Cloud Computing- Common Risks with Cloud Data Security- Data Encryption: Applications and Limits- Cloud Data Security: Sensitive Data Categorization- Authentication and Identity- Data Categorization and the Use of Data Labels- Cloud Data Storage.		
UNIT V	DATABASE SECURITY	9
Database Security: Recent Advances in Access Control, Access Control Models for XML, Database Issues in Trust Management and Trust Negotiation, Security in Data Warehouses and OLAP Systems.		
TOTAL:45 PERIODS		
OUTCOMES:		
Upon completion of the course, the students will be able to:		
CO1: Understand security principles in cloud computing.		
CO2: Implement infrastructure security measures in cloud environments.		
CO3: Demonstrate incident response and risk management techniques in cloud systems.		
CO4: Apply data security practices to protect cloud-based information.		
CO5: Evaluate database security mechanisms for cloud-based data management.		
CO6: Integrate ethical considerations into cloud security practices.		
TEXTBOOKS:		
1. Tim Mather, Subra Kumaraswamy, Shahed Latif, "Cloud Security and Privacy, An Enterprise Perspective on Risks and Compliance", O'Reilly Media 2009.		
2. Vic (J.R.) Winkler, "Securing the Cloud, Cloud Computer Security Techniques and Tactics", Syngress, April 2011.		
REFERENCES:		
1. Michael Gertz, Sushil Jajodia, "Handbook on Database security: Applications and Trends", Springer, 2010.		
2. John R. Vacca, "Cloud Computing Security", CRC Press, 2016.		
3. Giulio D'Agostino, "Data Security in Cloud Computing, Volume I", Momentum Press, 2019.		

22CS904	WEB SECURITY	L	T	P	C
		2	0	2	3
OBJECTIVES: The Course will enable learners to: <ul style="list-style-type: none"> To understand the overview of web security To Understand Recent Advances in Access Control and securing web applications To Understand database security and privacy policies 					
UNIT I	INTRODUCTION WEB SECURITY	12			
The Web Security, The Web Security Problem, Risk Analysis and Best Practices Cryptography and the Web: Cryptography and Web Security, Working Cryptographic Systems and Protocols, Legal Restrictions on Cryptography, Digital Identification (Password, Biometrics and Digital Signatures)					
List of Exercise/Experiments Steganalysis - Stego Watch- Stego Detection Tool, StegSpy.					
UNIT II	WEB PRIVACY	12			
The Web's War on Your Privacy, Privacy-Protecting Techniques, Backups and Antitheft, Web Server Security, Physical Security for Servers, Host Security for Servers, Securing Web Applications					
List of Exercise/Experiments How to Detect Trojans by using – Netstat, fPort, TCPView, CurrPorts Tool, Process Viewer.					
UNIT III	DATABASE SECURITY	12			
Database Security: Recent Advances in Access Control, Access Control Models for XML, Database Issues in Trust Management and Trust Negotiation, Security in Data Warehouses and OLAP Systems					
List of Exercise/Experiments Lan Scanner using look@LAN, wireshark.					
UNIT IV	PHISHING METHODS AND ATTACKS	12			
Phishing: Methods, Process, Attacks Types (Man-in-the-Middle Attacks, URL Obfuscation Attacks, Hidden Attacks, Client-side Vulnerabilities, Deceptive Phishing, Malware-Based Phishing, DNS Based Phishing, Content-Injection Phishing, Search Engine Phishing). Denial-of Service Attacks: Types of Attacks (Smurf Attack, Buffer Overflow Attack, Ping of Death Attack, Teardrop Attack, SYN Attack, SYN Flooding), DDoS Attack (Distributed DoS Attack.), Session Hijacking, Spoofing v Hijacking, TCP/IP hijacking, CAPTCHA Protection					
List of Exercise/Experiments Understanding DoS Attack Tools- Jolt2 , Bubonic.c, Land and LaTierra, Targa, Nemesy Blast, Panther2, Crazy Pinger, Some Trouble, UDP Flood, FSMax.					
UNIT V	VULNERABILITY MANAGEMENT	12			

IP Security, Firewalls: Types, Operation, Design Principles, Trusted Systems. Computer Forensics, Need, Objectives, Stages & Steps of Forensic Investigation in Tracking Cyber Criminals, Incident Handling. Hacking, Classes of Hacker (Black hats, grey hats, white hats, suicide hackers), Foot printing, Scanning (Types-Port, Network, Vulnerability), E-Mail Spiders, Overview of System Hacking Cycle.

List of Exercise/Experiments

Forensic Investigation Tools- Disk analysis: Autopsy/the Sleuth Kit, Image creation:FTK imager, Mobile forensics: Cellebrite UFED

TOTAL: 60 PERIODS

OUTCOMES:

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

CO1: Understanding the concepts of Web security

CO2: Ability to understand Web Privacy and security for server

CO3: Ability to set up database security and access control

CO4: Understanding the various phishing methods and attacks

CO5: Understanding the concepts of IP Security and Computer Forensics

TEXT BOOKS:

1. Web Security, Privacy and Commerce Simson G Arfinkel, Gene Spafford, O'Reilly.

2. Handbook on Database security applications and trends Michael Gertz, Sushil Jajodia

3. Carl Endorf, Eugene Schultz, Jim Mell "INTRUSION DETECTION & PREVENTION" TMH

REFERENCES:

1. Malcolm McDonald, Web Security for Developers: Real Threats, Practical Defense, 2020, No Starch Press

LIST OF Software/Tools:

Software Requirement:

Virtual Machine

Trojan Keylogger

Wireshark Nmap

ZenMap

Nessus

Tools Required:

SUCURI

Qualys

Quttera

UpGuard Web Scan

SiteGuarding Mozilla

Observatory

Web Cookies Scanner

Detectify

Tinfoil Security

Pentest Web Server Scanner

22CS906	VULNERABILITY ANALYSIS AND PENETRATION TESTING	L	T	P	C
		3	0	0	3
OBJECTIVES:					
The Course will enable learners to:					
<ul style="list-style-type: none"> To learn the tools that can be used to perform information gathering. To identify operating systems, server applications to widen the attack surface and perform vulnerability assessment activity and exploitation phase. To learn how vulnerability assessment can be carried out by means of automatic tools or manual investigation. To learn the web application attacks starting from information gathering to exploitation phases. To learn how to metasploit and meterpreter are used to automate the attacks and penetration testing techniques. 					
UNIT I	INTRODUCTION	9			
Introduction- Vulnerability Assessment- Understanding the Risks Posed by Vulnerabilities Detecting Vulnerabilities via Security Technologies- Categories of Penetration Testing - Types of Penetration Test – Structure of Penetration Testing Reports - Information Gathering Techniques - Active, Passive and Sources of Information Gathering - Approaches and Tools - Traceroutes, Neotrace, Whatweb, Netcraft, Xcode Exploit Scanner and NSlookup. Host discovery - Scanning for open ports and services - Types of Port.					
UNIT II	NETWORK VULNERABILITY ASSESSMENT	9			
Project Scoping-Assessing Vulnerability assessment timeline-NVAT-Prioritizing risks and threats Assessment Methodology-Top down and Bottom up Examination-Case study with assessment report- Case Study: Web Based Email Attacks.					
UNIT III	MOBILE APPLICATION SECURITY	9			
Types of Mobile Application Key challenges in Mobile Application and its impact Need for mobile application penetration testing Mobile application penetration testing methodology Android and ios Vulnerabilities - OWASP mobile security risk - Exploiting WM - BlackBerry Vulnerabilities - Vulnerability Landscape for Symbian - Exploit Prevention - Handheld Exploitation					
UNIT IV	WIRELESS NETWORK VULNERABILITY ANALYSIS	9			
WLAN and its inherent insecurities Bypassing WLAN Authentication uncovering hidden SSIDs MAC Filters Bypassing open and shard authentication - Attacking the client caffe latte attack Deauthenticating the client cracking WEP with the hirte attack AP-less WPA cracking - Advanced WLAN Attacks Wireless eavesdropping using MITM session hijacking over wireless - WLAN Penetration Test Methodology					
UNIT V	PENETRATION TESTING	9			
Introduction to Kali and Backtrack-Linux tools – Attack Machine- Phases of penetration test- reconnaissance extracting information from DNS-scanning-pings and ping sweeps- port scanning- NMap-Vulnerability scanning.					
TOTAL: 45 PERIODS					
OUTCOMES:					
Upon completion of the course, the students will be able to:					
CO1: Understand vulnerability assessment principles and methods.					
CO2: Analyze network vulnerabilities and prioritize risks.					
CO3: Evaluate mobile application security challenges and methodologies.					
CO4: Assess wireless network vulnerabilities and conduct penetration testing.					
CO5: Apply penetration testing methodologies using appropriate tools.					
CO6: Demonstrate ethical considerations in penetration testing practices.					
TEXTBOOKS:					

1. Rafay Baloch, Ethical Hacking and Penetration Testing Guide, CRC Press, 2015.
2. Dr. Patrick Engebretson, The Basics of Hacking and Penetration Testing Ethical Hacking and Penetration Testing made easy, Syngress publications, Elsevier, 2013.

REFERENCES:

1. Steve Manzuik, Andre Gold, Chris Gafford, "Network Security Assessment from Vulnerability to Patch", Syngress Publishing Incorporation, 2007.
2. Mastering Modern Web Penetration Testing By Prakhar Prasad, October 2016.
3. Kali Linux 2: Windows Penetration Testing, By Wolf Halton, Bo Weaver, June 2016.

22CS927	ENGINEERING SECURE SOFTWARE SYSTEMS	L	T	P	C
		3	0	0	3

OBJECTIVES:

The Course will enable learners to:

- To Know the importance and need for software security.
- To Know about various attacks.
- To Learn about secure software design.
- To Understand risk management in secure software development.
- To Know the working of tools related to software security.

UNIT I	NEED OF SOFTWARE SECURITY AND LOW-LEVEL ATTACKS	9
---------------	--	----------

Software Assurance and Software Security – Threats to software security – Sources of software insecurity – Benefits of Detecting Software Security – Properties of Secure Software – Memory Based Attacks: Low-Level Attacks Against Heap and Stack – Defense Against Memory-Based Attacks

UNIT II	SECURE SOFTWARE DESIGN	9
----------------	-------------------------------	----------

Requirements Engineering for secure software- SQUARE process Model- Tools- SQUARE Final Results- Requirement Elicitation and Prioritization- The Critical Role of Architecture and Design- Issues and Challenges - Software Characterization - Threat Analysis - Architectural Vulnerability Assessment.

UNIT III	SECURITY RISK MANAGEMENT	9
-----------------	---------------------------------	----------

Risk Management Life Cycle – Risk Profiling – Risk Exposure Factors – Risk Evaluation and Mitigation – Risk Assessment Techniques – Threat and Vulnerability Management.

UNIT IV	SECURITY TESTING	9
----------------	-------------------------	----------

Software Security Testing- Contrasting Software Testing and Software Security Testing- Functional Testing- Risk-Based Testing-Secure Software Development Life Cycle- Unit Testing, Testing Libraries and Executable Files, Integration Testing, System Testing.

UNIT V	SECURE PROJECT MANAGEMENT	9
---------------	----------------------------------	----------

Governance and security – Adopting an enterprise software security framework – Security and project management – Maturity of Practice-Case Study: Implement the SQL Injection attack and Buffer Overflow attack.

TOTAL: 45 PERIODS

OUTCOMES:

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

CO1: Analyze low-level memory attacks and implement corresponding defenses.
CO2: Implement requirements engineering and architectural vulnerability assessment.
CO3: Evaluate and mitigate risks throughout the software development lifecycle.
CO4: Implement various testing techniques to ensure software security
CO5: Apply enterprise security frameworks in project governance.
CO6: Analyze case studies to understand real-world security threats in project management.

TEXTBOOKS:

1. Julia H. Allen, Software Security Engineering, Pearson Education, 2009.
2. Evan Wheeler, Security Risk Management: Building an Information Security Risk Management Program from the Ground Up, First edition, Syngress Publishing, 2011.

REFERENCES:

1. Rajib Mall, "Fundamentals Of Software Engineering", 5th Edition, PHI Learning, 2018.
2. Jon Erickson, "Hacking: The Art of Exploitation", 2nd Edition, No Starch Press, 2008.
3. Mike Shema, "Hacking Web Apps: Detecting and Preventing Web Application Security Problems", First Edition, Syngress Publishing, 2012.
4. Bryan Sullivan and Vincent Liu, "Web Application Security, A Beginner's Guide", Kindle Edition, McGraw Hill, 2012.
5. Lee Allen, "Advanced Penetration Testing for Highly-Secured Environments: The Ultimate Security Guide (Open Source: Community Experience Distilled)", Kindle Edition, Packt Publishing, 2012.
6. Chris Wysopal, Lucas Nelson, Dino Dai Zovi, and Elfriede Dustin, "The Art of Software Security Testing: Identifying Software Security Flaws (Symantec Press)", Addison-Wesley Professional, 2006.

22CS928	NETWORK DESIGN AND PROGRAMMING	L	T	P	C
		3	0	0	3

OBJECTIVES:

The Course will enable learners to:

- Understand the basic networking principles.
- Explore various networking devices and protocols required for network design and management.
- Gain knowledge in logical and physical designs for scalable LAN and WAN networks
- Study two novel networking technologies: SDN and DTN.
- Learn network programming in UNIX C.

UNIT I	NETWORKING PRINCIPLES	9
---------------	------------------------------	----------

Advanced multiplexing – Code Division Multiplexing, DWDM and OFDM – Shared media networks – Collision detection and collision avoidance, Hidden and Exposed Terminals – Switched networks – Datagrams, Virtual circuits, Cell switching and Label switching – Wireless Networks – Infrastructure based, ad hoc and hybrid – End to end semantics – Connectionless, Connection oriented, Wireless Scenarios – Applications, Quality of Service – End to end level and network level solutions.

UNIT II	PHYSICAL NETWORK DESIGN	9
----------------	--------------------------------	----------

LAN cabling topologies – Ethernet Switches – High speed and Gigabit and 10Gbps – Building cabling topologies and Campus cabling topologies – Routers, Firewalls and L3 switches – Remote Access Technologies and Devices – Modems and DSLs – SLIP and

PPP - WAN Design and Enterprise Networks – Core networks, distribution networks and access networks	
UNIT III	LOGICAL DESIGN AND MANAGEMENT 9
IPv4 and IPv6 Dynamic Addressing –Hierarchical routing – VLSM and CIDR – Transition from IPv4 to IPv6 – NAT and DHCP – Static and Dynamic routes – RIP, OSPF and BGP – VPN –RMON and SNMP	
UNIT IV	INNOVATIVE NETWORKS 9
Software Defined Networks – Evolution of switches and control planes – Centralized and distributed data and control planes – OpenFlow and SDN Controllers – Network Function Virtualization – Needs of the Data Centres – SDN solutions for data centres - Delay Tolerant Networks – Overlay architecture – Bundle Protocol – Opportunistic routing and Epidemic routing	
UNIT V	NETWORK PROGRAMMING IN UNIX C 9
Socket address structures – Byte ordering and byte manipulation functions – Elementary TCP sockets – socket, connect, bind, listen, accept and close functions – TCP client and server – Elementary UDP sockets –recvfrom and sendto functions , connect function with UDP – Raw sockets – Client-server design alternatives – Iterative and Concurrent servers.	
TOTAL: 45 PERIODS	
OUTCOMES: Upon completion of the course, the students will be able to: CO1: Understand advanced multiplexing methods like DWDM and OFDM. CO2: Evaluate network protocols for efficient data transmission. CO3: Develop logical and physical designs for scalable LAN and WAN networks. CO4: Apply strategies for transitioning from IPv4 to IPv6. CO5: Investigate Software Defined Networks and Delay Tolerant Networks. CO6: Gain proficiency in network programming using socket APIs in C.	
TEXTBOOKS:	
<ol style="list-style-type: none"> Larry Peterson and Bruce Davie, “Computer Networks: A Systems Approach”, 5th edition, Morgan Kauffman, 2011 ParitoshPuri, M.P.Singh, “A survey paper on routing in delay tolerant networks”, International Conference on Information and Computer Networks (ISCON), 2013. 	
REFERENCES:	
<ol style="list-style-type: none"> Paul Goransson, Chuck Black, “Software Defined Networks: A Comprehensive Approach”, Morgan Kauffman, 2016. W.Richard Stevens, Bill Fenner and Andrew M Rudoff, “Unix Network Programming: The Sockets Networking API: Volume 1 “, 3rd Edition, Addison Wesley, 2003. Ying Dar Lin, Ren-Hung Hwang and Fred Baker, “Computer Networks: An Open Source Approach”, McGraw Hill, 2011. 	

22CS929	FAULT TOLERANT COMPUTING	L	T	P	C
		3	0	0	3

OBJECTIVES:**The Course will enable learners to:**

- Create understanding of the fundamental concepts of fault tolerance systems
- Learn basic techniques for achieving fault tolerance in hardware
- Have in-depth understanding in software fault tolerance systems
- Gain knowledge in design & testing of fault tolerance systems
- Develop skills in modelling and evaluating fault tolerant architectures in Real time systems

UNIT I	INTRODUCTION	9
Faults, Errors and Failures - Levels of Fault tolerance - Dependability measures - Dependability evaluation - Fault Tolerant techniques - Hardware redundancy - Information redundancy - Software redundancy- Time redundancy -Software Testing.		
UNIT II	HARDWARE FAULT TOLERANCE	9
The Rate of Hardware Failures - Failure Rate, Reliability, and Mean Time to Failure - Canonical and Resilient Structures - Poisson Processes - Markov Models Fault-Tolerance Processor-Level Techniques - Byzantine failures.		
UNIT III	SOFTWARE FAULT TOLERANCE	9
Single-Version Fault Tolerance – N Version programming - Recovery Block Approach - Exception-Handling - Software Reliability Models - Check pointing - Optimal Checkpointing - Checkpointing in Distributed Systems, Shared-Memory Systems and Real-Time Systems.		
UNIT IV	DESIGN DIVERSITY & TESTING	9
Fault tolerant Control and coordination algorithms design – F-T system abstractions and functions- Pitfalls- Practical application- Modeling and analysing F-T Distributed systems - Software fault insertion testing- Fault manager- Categorization of Software faults, Errors, and failures- SIFT methodology and Test plans		
UNIT V	FAULT TOLERANCE IN REAL TIME SYSTEMS	9
Time- Space tradeoff - Fault tolerant scheduling algorithms - Fault tolerant ATM switches - Fault tolerant Routing and sparing Techniques - Yield and reliability enhancement for VLSI/WSI array processors. Case studies: Non-stop systems, Stratus systems, Cassini command and data sub system, IBM G5, Itanium		
TOTAL: 45 PERIODS		

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

- CO1:** Understand the need for fault tolerance systems.
- CO2:** Evaluate hardware fault tolerance techniques and their reliability metrics.
- CO3:** Apply software redundancy and fault tolerance methods in program design.
- CO4:** Develop fault-tolerant algorithms and architectures for dependable systems.
- CO5:** Design and implement fault injection testing methodologies for software reliability.
- CO6:** Implement fault-tolerant algorithms for real-time applications and analyze their tradeoffs.

TEXTBOOKS:

1. E.Dubrova, "Fault-Tolerant Design", Springer, 2013.
2. I. Korenand, M.Krishna, "Fault Tolerant Systems", Morgan Kaufmann, 2nd Edition, November 2020.

REFERENCES:

1. Kjetil Norvag, "An Introduction to fault tolerant systems", IDI Technical report, July 2000.
2. Olga Goloubeva , Maurizio Rebaudengo , Matteo Sonza Reorda , Massimo Violante, "Software-Implemented Hardware Fault Tolerance", Springer, 2006.

22CS930	ENTERPRISE CYBER SECURITY	L	T	P	C
		3	0	0	3
OBJECTIVES: The Course will enable learners to: <ul style="list-style-type: none"> • Learn the fundamentals of cryptography. • Learn the key management techniques and authentication approaches. • Explore the network and transport layer security techniques. • Understand the application layer security standards. • Learn the real time security practices. 					
UNIT I	INTRODUCTION TO CYBERSECURITY				9
Cyber Security – Need of Cybersecurity in Organizations – CIA Triad- Confidentiality, Integrity, Availability; Reason for Cyber Crime –Need for Cyber Security – History of Cyber Crime; Cybercriminals – Classification of Cybercrimes– A Global Perspective on Cyber Crimes; Cyber Laws – The Indian IT Act – Cybercrime and Punishment.					
UNIT II	NETWORK SECURITY BASICS				9
Network Security Concepts- Basics of Networks- Common Types of Network Attacks- Introduction to Firewalls- Types of Firewalls- IDS/IPS- Virtual Private Networks (VPN's)- Secure configuration and management of network devices. Case Study: Install Kali Linux on Virtual box.					
UNIT III	SECURE COMMUNICATION PROTOCOLS				9
Encryption Principles- Cryptography, Cryptanalysis, Feistel Cipher Structure. Block Encryption algorithms: DES, triple DES, and AES. Transport-Level Security: Secure Sockets Layer (SSL), Transport Layer Security TLS). Electronic Mail Security- Pretty Good Privacy (PGP), S/MIME. Securing wireless networks: WPA, WPA2, WPA3.					
UNIT IV	INTRUSION DETECTION AND PREVENTION SYSTEMS				9
IDPS- Need of Intrusion Detection Systems in Cyber Security- Types of IDPS: Network-based and Host-based. Configuring and Managing IDPS for threat detection using Honeypots. Case Study: Setup a honey pot and monitor the honey pot on network.					
UNIT V	WEB APPLICATION SECURITY				9
Introduction to Web Application Vulnerabilities – Cross Site Scripting (XSS) – SQL injection- Denial of Service (DoS)- Web Application Testing - Types of Penetration Tests- OWASP and OWASP Top.					
TOTAL: 45 PERIODS					
OUTCOMES: Upon completion of the course, the students will be able to: <p>CO1: Understanding the core concepts and importance of cybersecurity in organizational settings.</p> <p>CO2: Acquire the knowledge common network attacks and deploy appropriate security measures.</p> <p>CO3: Implement encryption and secure communication protocols for data integrity and confidentiality.</p> <p>CO4: Deploy and manage Intrusion Detection and Prevention Systems for threat detection.</p> <p>CO5: Identify and mitigate common web application vulnerabilities.</p> <p>CO6: Conduct penetration tests to evaluate the security posture of web applications.</p>					
TEXTBOOKS:					
<ol style="list-style-type: none"> 1. Anand Shinde, "Introduction to Cyber Security Guide to the World of Cyber Security", Notion Press, 2021. 2. Network Security Essentials (Applications and Standards) by William Stallings Pearson Education, 2018. 					

REFERENCES:
<ol style="list-style-type: none"> 1. William Stallings, "Cryptography and Network Security - Principles and Practice", Seventh Edition, Pearson Education, 2017. 2. Ravi Das and Greg Johnson, "Testing and Securing Web Applications", 2021. 3. Andrew Hoffman, Web Application Security: Exploitation and Countermeasures for Modern Web Applications, O'Reilly Media, Inc, 2020.

22CS938	REST APPLICATION DEVELOPMENT USING SPRING BOOT AND JPA (Lab Integrated)	L	T	P	C
		2	0	2	3

OBJECTIVES:
The Course will enable learners to:

- Provide comprehensive knowledge of RESTful APIs and the HTTP methods used in the Spring Boot framework.
- Cover advanced querying techniques using JPA, including LIKE queries, and to manage CRUD operations using JPQL.
- Explore various relational mappings in JPA, such as one-to-one and one-to-many associations, and their practical implementations.
- Implement and manage Spring AOP applications using annotation-based configurations for method interception and post-execution operations.
- Build production-grade Spring Boot applications with integrated security using JWT, detailed API documentation with SwaggerUI and OpenUI, and effective logging practices.

UNIT I	INTRODUCTION TO REST API	6+6
---------------	---------------------------------	------------

RESTful APIs – overview about data exchange between client and server - separating concerns between handling HTTP requests and executing business logic - retrieving server resources via HTTP requests - injection of property values - self-contained application - serialization and deserialization – JSON properties - managing data access.

List of Exercises/Experiments:
 1. Develop a RESTful API for retrieving a welcome message, emphasizing the basics of data

exchange between client and server.
 2. Implement a RESTful API to acknowledge the user's favorite color choice, highlighting property value injection principles.
 3. Create a Spring Boot application that retrieves and displays application information, demonstrating the usage of the @Value annotation to inject property values from the application configuration file.
 4. Construct a RESTful API for student details retrieval, illustrating the utilization of @JsonIgnore annotation, focusing on advanced JSON property handling and data access control

UNIT II	ADVANCED DATA MANAGEMENT WITH JAVA AND MYSQL	6+6
----------------	---	------------

<p>Build production-grade applications – MYSQL - mapping Java classes to relational database - repository interface - data access operations – retrieving data from the database –mapping of request body to entity - retrieve an entity - capture data from API requests - building complex queries using keywords.</p> <p>List of Exercises/Experiments:</p> <ol style="list-style-type: none"> 1. Develop a web application for managing patient details using RESTful APIs, implementing POST and GET operations. 2. Create a web application for managing product details using RESTful APIs, enabling POST and GET operations. 3. Build an application for managing employee details using RESTful APIs, supporting POST, PUT, and DELETE operations. 		
UNIT III	ADVANCED JPA QUERIES AND ANNOTATIONS	6+6
<p>Pagination & Sorting using JPA, @Transient Annotation, Queries using JPA, Starts and Ends with query using JPA, JPQL with @Query Annotation, custom JPQL queries.</p> <p>List of Exercises/Experiments:</p> <ol style="list-style-type: none"> 1. Develop a web application for pagination and sorting of children details using RESTful APIs, implementing POST and GET operations. 2. Create a web application for managing Person details using JPA methods via RESTful APIs, enabling POST and GET operations. 3. Retrieve person details using JPQL with conditions for names starting or ending with specific patterns. 4. Build a web application for managing Person details using custom JPQL queries via RESTful APIs, supporting POST and GET operations. 		
UNIT IV	JPA ASSOCIATIONS AND MAPPING	6+6
<p>JPA Mapping of One-to-One Associations - fetching entities using queries – Loading optimization technique - Two-way One-to-One Relationship Mapping with JPA - single entity instance associated with multiple instances - Adding Data with One-to-One and One-to-Many Associations using JPA.</p> <p>List of Exercises/Experiments:</p> <ol style="list-style-type: none"> 1. Develop a Spring Boot application with "Person" and "Address" entities, where each person has exactly one address. Utilize Spring JPA to establish a one-to-one mapping between these entities. 2. Create a Spring Boot application with "Author" and "Book" entities, where each author can have multiple books, and each book belongs to only one author. Use Spring JPA to establish a one-to-many bidirectional mapping between these entities. 3. Build a Spring Boot application with "Employee" and "Address" entities, ensuring that each employee has exactly one address, and each address belongs to only one employee. Establish a one-to-one mapping between these entities using Spring JPA and utilize the Criteria API to retrieve employee details efficiently. 		
UNIT V	SPRING BOOT ESSENTIALS: API SECURITY, LOGGING, AOP, AND BUILD MANAGEMENT	6+6
<p>SwaggerUI with Spring Boot, OpenUI with Spring Boot, Logging with Spring Boot, Changing LogLevel, Logging Request and Response- Managing Spring Boot Logging Configuration - Aspect-Oriented Programming (AOP) Concepts – Method Parameter Handling - Post- Execution Operations - Returning Data Handling - Comprehensive Advice Handling. API security using JWT, Gradle for build management, Sonar Lint for coding standards and guidelines.</p> <p>List of Exercises/Experiments:</p> <ol style="list-style-type: none"> 1. Develop a web application for managing Employee and Payroll details via RESTful APIs. Utilize Spring JPA to establish a one-to-one mapping between Employee and Payroll entities. Demonstrate the usage of Swagger for API documentation and interaction. 2. Develop a Spring Boot application focused on handling person details and integrate 		

comprehensive logging capabilities to track application activities effectively. Explore the implementation of Aspect-Oriented Programming (AOP) in a Spring application to enhance the behavior of a service method and demonstrate its impact on application functionality.

TOTAL: 30+30=60 PERIODS

OUTCOMES:

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

- CO1:** Create simple applications using RESTful APIs and effectively manage HTTP methods within the Spring Boot framework.
- CO2:** Apply database connectivity with JPA, utilizing advanced queries to interact with the database.
- CO3:** Build applications using Spring Boot and perform CRUD operations efficiently using JPQL
- CO4:** Demonstrate the implementation of various relational mappings in JPA, including one- to-one and one-to-many associations
- CO5:** Develop real-time applications that integrate user interfaces and utilize Spring AOP for method interception and advice handling.
- CO6:** Apply security measures to REST APIs using Spring Security and JWT to protect sensitive data and ensure secure communication between clients and servers.

TEXTBOOKS:

1. Raja CSP Raman, Ludovic Dewailly, "Building RESTful Web Services with Spring 5", Packt Publishing, 2018.
2. Leonard Richardson, Sam Ruby "RESTful Web Services" O'Reilly Media, 2008.
3. Ludovic Dewailly, "Building a RESTful Web Service with Spring: A hands-on guide to building an enterprise-grade, scalable RESTful web service using the Spring Framework", Packt Publishing, 2015
4. Raja CSP Raman, Ludovic Dewailly, "Building RESTful Web Services with Spring 5 – Second Edition
5. Leverage the power of Spring 5.0, Java SE 9, and Spring Boot 2.0", Packt Publishing, 2018

REFERENCES:

1. Ranga Karanam, "Master Java Web Services and REST API with Spring Boot", Packt Publishing, 2018.
2. Balaji Varanasi, Sudha Belida, "Spring REST", Apress, 2015.
3. Greg L. Turnquist, "Learning Spring Boot 2.0", Packt Publishing, 2021
4. Sourabh Sharma, "Modern API Development with Spring and Spring Boot", Packt Publishing, 2021

LIST OF EQUIPMENT/SOFTWARE:

Java Persistence API, Spring Boot

CLOUD COMPUTING

22CS907	CLOUD FOUNDATIONS (Lab Integrated)	L	T	P	C
		2	0	2	3
<p>OBJECTIVES:</p> <ul style="list-style-type: none"> ✓ To describe the different ways a user can interact with Cloud. ✓ To discover the different compute options in Cloud and implement a variety of structured and unstructured storage models. ✓ To confer the different application managed service options in the cloud and outline how security in the cloud is administered in Cloud. ✓ To demonstrate how to build secure networks in the cloud and identify cloudautomation and management tools. ✓ To determine a variety of managed big data services in the cloud. 					
UNIT I	INTRODUCTION TO CLOUD				6+6
<p>Cloud Computing - Cloud Versus Traditional Architecture - IaaS, PaaS, and SaaS - Cloud Architecture - The GCP Console - Understanding projects - Billing in GCP - Install and configure Cloud SDK - Use Cloud Shell - APIs - Cloud Console Mobile App.</p> <p>List of Exercise/Experiments:</p> <ol style="list-style-type: none"> 1. Install and configure cloud SDK. 2. Connect to computing resources hosted on Cloud via Cloud Shell. 					
UNIT II	COMPUTE AND STORAGE				6+6
<p>Compute options in the cloud - Exploring IaaS with Compute Engine - Configuring elastic apps with autoscaling - Exploring PaaS - Event driven programs - Containerizing and orchestrating apps - Storage options in the cloud - Structured and unstructured storage in the cloud - Unstructured storage using Cloud Storage - SQL managed services - NoSQL managed services.</p> <p>List of Exercise/Experiments:</p> <ol style="list-style-type: none"> 1. Create virtual machine instances of various machine types using the Cloud Console and the command line. Connect an NGINX web server to your virtual machine. 2. Create a small App Engine application that displays a short message. 3. Create, deploy, and test a cloud function using the Cloud Shell command line. 4. Deploy a containerized application. 5. Create a storage bucket, upload objects to it, create folders and subfolders in it, and make objects publicly accessible using the Cloud command line. 					
UNIT III	APIs AND SECURITY IN THE CLOUD				6+6

The purpose of APIs — API Services - Managed message services - Introduction to security in the cloud - The shared security model - Encryption options - Authentication and authorization with Cloud IAM - Identify Best Practices for Authorization using Cloud IAM.

List of Exercise/Experiments:

1. Deploy a sample API with any of the API service.
2. Publish messages with managed message service using the Python client library.
3. Create two users. Assign a role to a second user and remove assigned roles associated with Cloud IAM. Explore how granting and revoking permissions works from Cloud Project Owner and Viewer roles.

UNIT IV	NETWORKING, AUTOMATION AND MANGAEMENT TOOLS	6+6
----------------	--	------------

Introduction to networking in the cloud - Defining a Virtual Private Cloud - Public and private IP address basics - Cloud network architecture - Routes and firewall rules in the cloud - Multiple VPC networks - Building hybrid clouds using VPNs - Different options for load balancing - Introduction to Infrastructure as Code - Terraform - Monitoring and management tools.

List of Exercise/Experiments:

1. Create several VPC networks and VM instances and test connectivity across networks.
2. Create two nginx web servers and control external HTTP access to the webservers using tagged firewall rules.
3. Configure a HTTP Load Balancer with global backends. Stress test the LoadBalancer and denylist the stress test IP.
4. Create two managed instance groups in the same region. Then, configure and testan Internal Load Balancer with the instances groups as the backends.
5. Monitor a Compute Engine virtual machine (VM) instance with Cloud Monitoring by creating uptime check, alerting policy, dashboard and chart.

UNIT V	BIG DATA AND MACHINE LEARNING SERVICES	6+6
---------------	---	------------

Introduction to big data managed services in the cloud - Leverage big data operations - Build Extract, Transform, and Load pipelines - Enterprise Data Warehouse Services - Introduction to machine learning in the cloud - Building bespoke machine learning models with AI Platform - Pre-trained machine learning APIs.

List of Exercise/Experiments:

1. Create a cluster, run a simple Apache Spark job in the cluster, then modify thenumber of workers in the cluster.
2. Create a streaming pipeline using one of the cloud service.
3. Set up your Python development environment, get the relevant SDK for Python, and run an example pipeline using the Cloud Console.
4. Use cloud-based data preparation tool to manipulate a dataset. Import datasets, correct mismatched data, transform data, and join data.

4. Utilize a cloud-based data processing and analysis tool for data exploration and use a machine learning platform to train and deploy a custom TensorFlow Regressor model for predicting customer lifetime value.
TOTAL: 60 PERIODS
<p>OUTCOMES:</p> <p>At the end of this course, the students will be able to:</p> <p>CO1: Describe the different ways a user can interact with Cloud.</p> <p>CO2: Discover the different compute options in Cloud and implement a variety of structured and unstructured storage models.</p> <p>CO3: Discuss the different application managed service options in the cloud and outline how security in the cloud is administered in Cloud.</p> <p>CO4: Demonstrate how to build secure networks in the cloud and identify cloud automation and management tools.</p> <p>CO5: Discover a variety of managed big data services in the cloud.</p> <p>CO6: Use Cloud services to build applications.</p>
<p>REFERENCES:</p> <ol style="list-style-type: none"> 1. https://cloud.google.com/docs 2. https://www.cloudskillsboost.google/paths/36 3. https://nptel.ac.in/courses/106105223 4. Anthony J. Sequeira, "AWS Certified Cloud Practitioner (CLF-C01) Cert Guide", First Edition, Pearson Education, 2020. 5. AWS Documentation (amazon.com) 6. AWS Skill Builder 7. AWS Academy Cloud Foundations Course - https://www.awsacademy.com/vforcesite/LMS_Login
<p>LIST OF EQUIPMENTS:</p> <p>GCP / CloudSkillBoost Platform/AWS Console /AWS Academy Learner Lab.</p>

22CS908	CLOUD ARCHITECTING (Lab Integrated)	L	T	P	C
		2	0	2	3
<p>OBJECTIVES:</p> <p>The Course will enable learners:</p> <ul style="list-style-type: none"> • To make architectural decisions based on AWS architectural principles and best practices. • To describe the features and benefits of Amazon EC2 instances, and compare and contrast managed and unmanaged database services. • To create a secure and scalable AWS network environment with VPC, and configure IAM for improved security and efficiency. • To use AWS services to make infrastructure scalable, reliable, and highly available. • To use AWS managed services to enable greater flexibility and resiliency in an infrastructure. 					

UNIT I	INTRODUCING CLOUD ARCHITECTING AND STORAGE LAYER	6+6
<p>Cloud architecting - The AWS Well-Architected Framework - AWS global infrastructure - Amazon S3 - Amazon S3 Versioning - Storing data in Amazon S3 - Moving data to and from Amazon S3 - Amazon S3 Transfer Acceleration - Choosing Regions for your architecture.</p> <p>List of Exercise/Experiments:</p> <ol style="list-style-type: none"> 1. Creating a Static Website for the Café. 2. Configure an S3 bucket to automatically encrypt all uploaded objects. 3. Set up a cross-region replication configuration for an S3 bucket. 		
UNIT II	COMPUTE LAYER AND DATABASE LAYER	6+6
<p>Adding compute with Amazon EC2 - Choosing an Amazon Machine Image (AMI) to launch an Amazon EC2 instance - Selecting an Amazon EC2 instance type - Using user data to configure an EC2 instance - Adding storage to an Amazon EC2 instance - Amazon EC2 pricing options - Amazon EC2 considerations - Database layer considerations - Amazon Relational Database Service (Amazon RDS) - Amazon DynamoDB - Database security controls - Migrating data into AWS databases.</p> <p>List of Exercise/Experiments:</p> <ol style="list-style-type: none"> 1. Creating a Dynamic Website for the Café. 2. Creating an Amazon RDS database. 3. Migrating a Database to Amazon RDS. 4. Create a web application that stores data in a managed database using EC2 instances and Amazon RDS. 		
UNIT III	CREATING AND CONNECTING NETWORKS	6+6
<p>Creating an AWS networking environment - Connecting your AWS networking environment to the internet - Securing your AWS networking environment - Connecting your remote network with AWS Site-to-Site VPN - Connecting your remote network with AWS Direct Connect - Connecting virtual private clouds (VPCs) in AWS with VPC peering - Scaling your VPC network with AWS Transit Gateway - AWS Transit Gateway - Connecting your VPC to supported AWS services. Securing User and Application Access: Account users and AWS Identity and Access Management (IAM) - Organizing users - Federating users - Multiple accounts.</p> <p>List of Exercise/Experiments:</p> <ol style="list-style-type: none"> 1. Creating a Virtual Private Cloud. 2. Creating a VPC Networking Environment for the Café. 3. Creating a VPC Peering Connection. 4. Configure a VPC with subnets, an internet gateway, route tables, and a securitygroup, and connect an on-premises network to the VPC. 		
UNIT IV	RESILIENT CLOUD ARCHITECTURE	6+6
<p>Scaling your compute resources - Scaling your databases - Designing an environment that's highly available — Monitoring - Reasons to automate - Automating your infrastructure - Automating deployments - AWS Elastic Beanstalk - Overview of caching - Edge caching - Caching web sessions - Caching databases.</p>		

List of Exercise/Experiments:		
<ol style="list-style-type: none"> 1. Controlling Account Access by Using IAM. 2. Creating Scaling Policies for Amazon EC2 Auto Scaling. 3. Creating a Highly Available Web Application. 4. Creating a Scalable and Highly Available Environment for the Café. 5. Streaming Dynamic Content Using Amazon CloudFront. 		
UNIT V	BUILDING DECOUPLED ARCHITECTURES, MICROSERVICES AND SERVERLESS ARCHITECTURE	6+6
<p>Decoupling your architecture - Decoupling with Amazon Simple Queue Service (Amazon SQS) - Decoupling with Amazon Simple Notification Service (Amazon SNS) - Sending messages between cloud applications and on-premises with Amazon MQ. Introducing microservices - Building microservice applications with AWS container services - Introducing serverless architectures - Building serverless architectures with AWS Lambda - Extending serverless architectures with Amazon API Gateway - Orchestrating microservices with AWS Step Functions - Disaster planning strategies - Disaster recover patterns.</p> <p>List of Exercise/Experiments:</p> <ol style="list-style-type: none"> 1. Breaking a Monolithic Node.js Application into Microservices. 2. Implementing a Serverless Architecture on AWS. 3. Implementing a Serverless Architecture for the Café. 4. Creating an AWS Lambda Function and explore using AWS Lambda with AmazonS3. 		
TOTAL: 60 PERIODS		
OUTCOMES:		
Upon Completion of this course, the students will be able to:		
CO1: Make architectural decisions based on AWS architectural principles and best practices		
CO2: Describe the features and benefits of Amazon EC2 instances, and compare and contrast managed and unmanaged database services.		
CO3: Create a secure and scalable AWS network environment with VPC, and configure IAM for improved security and efficiency.		
CO4: Use AWS services to make infrastructure scalable, reliable, and highly available		
CO5: Use AWS managed services to enable greater flexibility and resiliency in an infrastructure		
CO6: Develop disaster recovery strategies for AWS environments.		
REFERENCES:		
<ol style="list-style-type: none"> 1. AWS Certified Solutions Architect Official Study Guide by Joe Baron, Hisham Baz, Tim Bixler 2. Architecting the Cloud by Michael Kavis. 3. AWS Documentation (amazon.com) 4. AWS Skill Builder 5. AWS Academy Cloud Architecting Course - https://www.awsacademy.com/vforcesite/LMS_Login 		
LIST OF EQUIPMENTS:		
AWS Console Account/AWS Academy Learner Lab.		

22CS909	VIRTUALIZATION	L	T	P	C
		3	0	0	3
OBJECTIVES:					
The Course will enable learners to:					
<ul style="list-style-type: none"> ✓ To explain the fundamental concepts of virtualization ✓ To analyze the role of hypervisors in hardware virtualization ✓ To apply the understanding of CPU, memory (MMU), and I/O virtualization techniques ✓ To assess security considerations of virtualized environments ✓ To discuss strategies for protecting VMs and data centers 					
UNIT I	INTRODUCTION				9
Virtualization - Virtual Machines - Hypervisors - Type-1 and Type-2 Hypervisors - Multiplexing and Emulation - Approaches to Virtualization and Paravirtualization - Benefits of Using Virtual Machines. Working with Virtual Machines.					
UNIT II	HARDWARE VIRTUALIZATION				9
The Popek/Goldberg Theorem - Virtualization without Architectural Support: Full Virtualization - Paravirtualization - Designs Options for Type-1 Hypervisors. Hypervisors: Describing a Hypervisor - Role of Hypervisor - VMWare ESX - Citrix Hypervisor - Microsoft Hyper-V.					
UNIT III	TYPES OF VIRTUALIZATIONS				10
CPU Virtualization with VT-x: Design requirements - The VT-x Architecture - KVM. MMU Virtualization: Extended Paging - Virtualizing Memory in KVM. I/O Virtualization: Benefits of I/O Interposition - Physical I/O - Virtual I/O Without Hardware Support- Virtual I/O with Hardware Support. Virtualization Support in ARM Processors.					
UNIT IV	VIRTUALIZATION SECURITY				9
Fundamentals of Virtualization Security: Virtualization Architecture - Threats to a Virtualized Environment. Securing Hypervisors: Hypervisor Configuration and Security. Designing Virtual Networks for Security: Comparing Virtual and Physical Networks - Virtual Network Security Considerations - Configuring Virtual Switches for Security.					
UNIT V	VIRTUALIZATION AND AVAILABILITY				8
Availability - Protecting a Virtual Machine - Protecting Multiple Virtual Machines - Protecting Datacenters - Deploying Applications in a Virtual Environment - Recent Trends in Virtualization.					
TOTAL: 45 PERIODS					
OUTCOMES:					
At the end of this course, the students will be able to:					
CO1: Understand the basics of virtualization and its benefits.					
CO2: Assess the significance of hypervisors in hardware virtualization, examining their roles and implications for system efficiency and performance					
CO3: Utilize knowledge of virtualization technologies to solve practical problems and implement effective solutions					
CO4: Analyze security threats and design secure virtual networks					
CO5: Discuss strategies to improve availability in virtual environment and for protecting VMs and data centers					
CO6: Use virtualization technology effectively to optimize system performance and resource usage in real-world settings					

TEXTBOOKS:					
<ol style="list-style-type: none"> 1. Edouard Bugnion, Jason Nieh, Dan Tsafir, "Hardware and Software Support for Virtualization", Morgan & Claypool Publishers, 2017. 2. Matthew Portnoy, "Virtualization Essentials", Third Edition, Sybex - John Wiley & Sons, 2023. 3. Dave Shackelford, "Virtualization Security: Protecting Virtualized Environments", Sybex - John Wiley & Sons, 2012. 					
REFERENCES:					
<ol style="list-style-type: none"> 1. Nelson Ruest, Danielle Ruest, Virtualization, A beginners guide, 2009, McGrawHill. 2. Nadeau, Tim Cerng, Je Buller, Chuck Enstall, Richard Ruiz, Mastering Microsoft Virtualization, Wiley Publication, 2010. 3. William Von Hagen, Professional Xen Virtualization, Wiley Publication, 2008. 					
22CS910	DEVOPS	L	T	P	C
		3	0	0	3
OBJECTIVES:					
<ul style="list-style-type: none"> • Bridge the gap between development and operations for faster, more reliable software releases. • Automate software delivery with CI/CD pipelines. • Package and deploy apps efficiently using Docker containers. • Automate infrastructure with Infrastructure as Code (IaC). • Monitor and troubleshoot applications in production. 					
UNIT I	INTRODUCTION TO DEVOPS				9
Software Development Methodologies - Operations Methodologies - Systems Methodologies - Development, Release, and Deployment Concepts - Infrastructure Concepts. What is DevOps? - DevOps importance and benefits -DevOps principles and practices - 7 C's of DevOps lifecycle for business agility - DevOps and continuous testing. How to choose right DevOps tools? - Challenges with DevOps implementation.					
UNIT II	VERSION CONTROL WITH GIT				9
Introduction to Git version control system - Git commands for basic operations (clone, commit, push, pull) - Branching and merging strategies - Collaboration using Git workflows.					
UNIT III	CONTINUOUS INTEGRATION AND DELIVERY (CI/CD)				9
Introduction to CI/CD pipelines - Benefits of CI/CD for faster deployments - Setting up a CI/CD pipeline with Jenkins - Automating builds, tests, and deployments.					
UNIT IV	CONTAINERIZATION WITH DOCKER				9
Introduction to containerization and its benefits - Understanding Docker concepts: images, containers, registries - Building and managing Docker containers - Docker Compose for multi-container applications - Introduction to container orchestration with Docker Swarm or Kubernetes.					
UNIT V	INFRASTRUCTURE AS CODE (IAC) AND MONITORING				9
Introduction to Infrastructure as Code (IaC) - Benefits of using IaC for repeatable infrastructure provisioning - Learning IaC with Terraform - Setting up infrastructure configurations with Terraform - Introduction to monitoring and logging tools for applications - Alerting and troubleshooting techniques.					
					TOTAL: 45 PERIODS
OUTCOMES:					
At the end of this course, the students will be able to:					
CO1: Understand the core principles and philosophies of DevOps.					
CO2: Implement version control systems for code management and collaboration.					
CO3: Automate software delivery pipelines using CI/CD tools.					

<p>CO4: Utilize containerization technologies for packaging and deploying applications.</p> <p>CO5: Configure infrastructure as code (IaC) for repeatable deployments.</p> <p>CO6: Monitor and maintain applications in a production environment.</p>
<p>TEXT BOOKS:</p> <ol style="list-style-type: none"> 1. Deepak Gaikwad, Viral Thakkar, "DevOps Tools: from Practitioner's Point of View", Wiley, 2019. 2. Jennifer Davis, Ryn Daniels, "Effective DevOps", O'Reilly Media, 2016.
<p>REFERENCES:</p> <ol style="list-style-type: none"> 1. Gene Kim, Jez Humble, Patrick Debois, "The DevOps Handbook: How to Create World-Class Agility, Reliability, and Security in Technology Organizations", IT Revolution Press, 2016. 2. Jez Humble, Gene Kim, "Continuous Delivery: Reliable Software Releases Through Build, Test, and Deployment Automation", Addison-Wesley, 2010. 3. Yevgeniy Brikman, "Terraform: Up & Running: Writing Infrastructure as Code", O'Reilly Media, 2019. 4. Joseph Muli, "Beginning DevOps with Docker", Packt Publishing, 2018.

22CS911	DATA ENGINEERING IN CLOUD	L	T	P	C	
		3	0	0	3	
<p>OBJECTIVES:</p> <p>The Course will enable learners to:</p> <ul style="list-style-type: none"> ✓ To grasp the fundamentals of data engineering, emphasizing cloud-based data access. ✓ To construct robust and secure data pipelines using AWS services. ✓ To select and implement appropriate data storage solutions while prioritizing pipeline security. ✓ To utilize cloud tools for handling extensive data for machine learning purposes. ✓ To efficiently analyze, visualize, and automate data pipelines to streamline operations. 						
UNIT I	INTRODUCTION					8
Introduction to data Engineering - The Data Engineering Life Cycle - Data Engineering and Data Science - Data-Driven Organizations: Data-driven decisions - The data pipeline - The role of the data engineer in data-driven organizations - Modern data strategies - The Elements of Data: The five Vs of data – volume, velocity, variety, veracity, and value. Demo: Accessing and Analyzing Data by Using Amazon S3.						
UNIT II	SECURE AND SCALABLE DATA PIPELINES					10
The evolution of data architectures - Modern data architecture on AWS - Modern data architecture pipeline: Ingestion and storage - Processing and consumption - Streaming analytics pipeline - Security of analytics workloads - Scaling - Creating a scalable infrastructure and components. ETL and ELT comparison - Data wrangling.						
UNIT III	STORING AND ORGANIZING DATA					9
Comparing batch and stream ingestion - Batch ingestion processing - Purpose-built ingestion tools - AWS Glue for batch ingestion processing - Kinesis for stream processing - Scaling considerations for batch processing and stream processing - Storage in the modern data architecture - Data lake storage - Data warehouse storage - Purpose-built databases - Storage in support of the pipeline - Securing storage.						
UNIT IV	PROCESSING BIG DATA AND DATA FOR ML					10

Big data processing concepts - Apache Hadoop - Apache Spark - Amazon EMR - Managing your Amazon EMR clusters - Apache Hudi - The ML lifecycle - Collecting data - Applying labels to training data with known targets - Preprocessing data - Feature engineering - Developing a model - Deploying a model - ML infrastructure on AWS - SageMaker - Amazon CodeWhisperer - AI/ML services on AWS. Monitor a Compute Engine virtual machine (VM) instance with Cloud Monitoring by creating uptime check, alerting policy, dashboard and chart.

UNIT V	DATA ANALYSIS AND VISUALIZATION	8
---------------	--	----------

Introduction to big data managed services in the cloud - Leverage big data operations - Build Extract, Transform, and Load pipelines - Enterprise Data Warehouse Services - Introduction to machine learning in the cloud - Building bespoke machine learning models with AI Platform - Pre-trained machine learning APIs.

TOTAL: 45 PERIODS

OUTCOMES:

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

- CO1:** Understand data engineering, pipelines & access data in the cloud.
- CO2:** Build secure & scalable data pipelines using AWS services.
- CO3:** Choose the right data storage & secure your data pipelines.
- CO4:** Process big data for machine learning with cloud tools.
- CO5:** Analyze & visualize data and automate data pipelines.
- CO6:** Apply best practices in data governance, compliance, and ethics throughout the data engineering process, ensuring responsible handling and usage of data.

TEXT BOOKS:

1. Martin Kleppman, "Data Engineering: Building Reliable Scalable Data Systems", O'Reilly Media, 2017.
2. Wes McKinney, "Python for Data Analysis", 2nd Edition, O'Reilly Media, 2017.

REFERENCES:

1. Martin Kleppman, "Designing Data-Intensive Applications", O'Reilly Media, 2017.
2. [AWS Documentation \(amazon.com\)](https://aws.amazon.com/documentation/)
3. [AWS Skill Builder](https://aws.amazon.com/skillbuilder/)
4. AWS Academy Data Engineering Course - https://www.awsacademy.com/vforcesite/LMS_Login

22CS912	CLOUD SECURITY FOUNDATIONS	L	T	P	C
		3	0	0	3

OBJECTIVES:

The Course will enable learners to:

- ✓ Learn the basics of cloud security, including the shared responsibility model and identity management.
- ✓ Set up a secure cloud infrastructure with features like virtual private clouds and security groups.
- ✓ Safeguard application data at rest and in transit using encryption and Amazon S3 protection features.
- ✓ Learn to capture and analyze log data using AWS services like CloudTrail and CloudWatch.

✓ Develop skills for identifying and managing security incidents in the cloud, adhering to best practices.

UNIT I	SECURITY IN CLOUD	9
Introduction to Security, Security in the Cloud, Security design principles, Shared responsibility model, Activity: Shared Responsibility Model, Identity and Access Management (IAM) fundamentals, Authenticating and Authorizing with IAM, Examples of authorizing with IAM, Additional authentication and access management services, Using Organizations.		
UNIT II	SECURING INFRASTRUCTURE	9
Structure of a three-tier web application, virtual private cloud (VPC), Setting up public and private subnets and internet protocols, Security groups, Network access control lists (ACLs), Load balancers, Protecting compute resources.		
UNIT III	PROTECTING APPLICATION DATA	9
Basics on Data Protection, Protect data at rest, Amazon S3 protection features, Protection through encryption, Protect data in transit, protect data in Amazon S3, additional data protection services.		
UNIT IV	LOGGING AND MONITORING	9
Importance of logging and monitoring, Capture and collect, Reading a Log File, AWS services with built-in logs, Monitor and report, CloudTrail and Amazon CloudWatch, methods for logging and monitoring, additional AWS services for logging and monitoring, AWS Security Hub.		
UNIT V	RESPONDING AND MANAGING AN INCIDENT	9
Identifying an incident, Services that support the discovery and recognition phase, AWS Config and AWS Lambda, Services that support the resolution and recovery phase, Best practices for handling an incident.		
TOTAL: 45 PERIODS		
OUTCOMES:		
Upon completion of the course, the students will be able to:		
CO1: Learn essential cloud security principles and identity management fundamentals.		
CO2: Design and implement secure cloud infrastructure components for effective resource protection.		
CO3: Explore methods for securing application data stored in the cloud, including encryption techniques and data protection features.		
CO4: Gain proficiency in implementing logging and monitoring practices to detect and respond to security events efficiently in cloud environments.		
CO5: Acquire skills to identify and manage security incidents in the cloud, utilizing appropriate tools and techniques for incident detection, analysis, and resolution.		
CO6: Proficiently ensure the protection of cloud environments by applying strong security measures across all aspects, ensuring resilience and compliance.		
TEXT BOOKS:		
1. Tim Mather, Subra Kumaraswamy, Shahed Latif, "Cloud Security and Privacy, An Enterprise Perspective on Risks and Compliance", Oreilly Media 2009.		
2. Vic (J.R.) Winkler, "Securing the Cloud, Cloud Computer Security Techniques and Tactics", Syngress, April 2011.		
REFERENCES:		
1. Rajkumar Buyya, James Broberg, Andrzej, "Cloud Computing: Principles and Paradigms", Wiley India Publications 2011.		
2. Arshdeep Bahga and Vijay Madisetti, "Cloud Computing –A Hands on Approach", Universities Press (India) Pvt Ltd. 2014.		

22CS931	SOFTWARE DEFINED NETWORKS	L	T	P	C
		3	0	0	3
OBJECTIVES:					
The Course will enable learners to:					
<ul style="list-style-type: none"> ✓ To understand the need for SDN and its data plane operations ✓ To understand the functions of control plane ✓ To comprehend the migration of networking functions to SDN environment ✓ To explore various techniques of network function virtualization ✓ To comprehend the concepts behind network virtualization 					
UNIT I	SDN: INTRODUCTION				9
Evolving Network Requirements – The SDN Approach – SDN architecture - SDN Data Plane, Control plane and Application Plane.					
UNIT II	SDN DATA PLANE AND CONTROL PLANE				9
Data Plane functions and protocols - OpenFlow Protocol - Flow Table - Control Plane Functions - Southbound Interface, Northbound Interface – SDN Controllers - Ryu, OpenDaylight, ONOS - Distributed Controllers.					
UNIT III	SDN APPLICATIONS				9
SDN Application Plane Architecture – Network Services Abstraction Layer – Traffic Engineering – Measurement and Monitoring – Security – Data Center Networking.					
UNIT IV	NETWORK FUNCTION VIRTUALIZATION				9
Network Virtualization - Virtual LANs – OpenFlow VLAN Support - NFV Concepts – Benefits and Requirements – Reference Architecture.					
UNIT V	NFV FUNCTIONALITY				9
NFV Infrastructure – Virtualized Network Functions – NFV Management and Orchestration – NFV Use cases – SDN and NFV.					
TOTAL: 45 PERIODS					
OUTCOMES:					
At the end of this course, the students will be able to:					
CO1: Describe the motivation behind SDN					
CO2: Identify the functions of the data plane and control plane					
CO3: Design and develop network applications using SDN					
CO4: Orchestrate network services using NFV					
CO5: Explain various use cases of SDN and NFV					
CO6: Integrate SDN and NFV principles to effectively tackle diverse challenges in network virtualization.					
TEXTBOOKS:					
1. William Stallings, “Foundations of Modern Networking: SDN, NFV, QoE, IoT and Cloud”, Pearson Education, 1st Edition, 2015.					
REFERENCES:					
1. Ken Gray, Thomas D. Nadeau, “Network Function Virtualization”, Morgan Kaufman, 2016.					
2. Thomas D Nadeau, Ken Gray, “SDN: Software Defined Networks”, O’Reilly Media, 2013.					

3. Fei Hu, "Network Innovation through OpenFlow and SDN: Principles and Design", 1st Edition, CRC Press, 2014.
4. Paul Goransson, Chuck Black Timothy Culver, "Software Defined Networks: A Comprehensive Approach", 2nd Edition, Morgan Kaufmann Press, 2016.
5. Oswald Coker, Siamak Azodolmolky, "Software-Defined Networking with OpenFlow", 2nd Edition, O'Reilly Media, 2017.

22CS932	STORAGE TECHNOLOGIES	L	T	P	C	
		3	0	0	3	
OBJECTIVES:						
The Course will enable learners to:						
<ul style="list-style-type: none"> ✓ Characterize the functionalities of logical and physical components of storage ✓ Describe various storage networking technologies ✓ Identify different storage virtualization technologies ✓ Discuss the different backup and recovery strategies ✓ Understand common storage management activities and solutions 						
UNIT I	STORAGE SYSTEMS					9
Introduction to Information Storage: Digital data and its types, Information storage, Key characteristics of data center and Evolution of computing platforms. Information Lifecycle Management. Third Platform Technologies: Cloud computing and its essential characteristics, Cloud services and cloud deployment models, Big data analytics, Social networking and mobile computing, Characteristics of third platform infrastructure and Imperatives for third platform transformation. Data Center Environment: Building blocks of a data center, Compute systems and compute virtualization and Software-defined data center.						
UNIT II	INTELLIGENT STORAGE SYSTEMS AND RAID					8
Components of an intelligent storage system, Components, addressing, and performance of hard disk drives and solid-state drives, RAID, Types of intelligent storage systems, Scale-up and scale-out storage Architecture. Block-Based Storage System, File-Based Storage System, Object-Based and Unified Storage.						
UNIT III	STORAGE NETWORKING TECHNOLOGIES AND VIRTUALIZATION					10
Fibre Channel SAN: Software-defined networking, FC SAN components and architecture, FC SAN topologies, link aggregation, and zoning, Virtualization in FC SAN environment. Internet Protocol SAN: iSCSI protocol, network components, and connectivity, Link aggregation, switch aggregation, and VLAN, FCIP protocol, connectivity, and configuration. Fibre Channel over Ethernet SAN: Components of FCoE SAN, FCoE SAN connectivity, Converged Enhanced Ethernet, FCoE architecture.						
UNIT IV	BACKUP, ARCHIVE AND REPLICATION					10
Introduction to Business Continuity, Backup architecture, Backup targets and methods, Data deduplication, Cloud-based and mobile device backup, Data archive, Uses of replication and its characteristics, Compute based, storage-based, and network-based replication, Data migration, Disaster Recovery as a Service (DRaaS).						
UNIT V	SECURING STORAGE INFRASTRUCTURE					8
Information security goals, Storage security domains, Threats to a storage infrastructure, Security controls to protect a storage infrastructure, Governance, risk, and compliance,						

Storage infrastructure management functions, Storage infrastructure management processes.
TOTAL: 45 PERIODS
<p>OUTCOMES:</p> <p>Upon completion of the course, the students will be able to:</p> <p>CO1: Demonstrate the fundamentals of information storage management and various models of Cloud infrastructure services and deployment</p> <p>CO2: Illustrate the usage of advanced intelligent storage systems and RAID</p> <p>CO3: Interpret various storage networking architectures - SAN, including storagesubsystems and virtualization</p> <p>CO4: Examine the different role in providing disaster recovery and remote replication technologies</p> <p>CO5: Infer the security needs and security measures to be employed in information storagemanagement</p> <p>CO6: Synthesize and apply comprehensive strategies for optimizing information storage infrastructure resilience and security.</p>
<p>TEXTBOOKS:</p> <ol style="list-style-type: none"> 1. EMC Corporation, Information Storage and Management, Wiley, India. 2. Jon Tate, Pall Beck, Hector Hugo Ibarra, Shanmuganathan Kumaravel and Libor Miklas, Introduction to Storage Area Networks, Ninth Edition, IBM - Redbooks, December 2017. 3. Ulf Troppens, Rainer Erkens, Wolfgang Mueller-Friedt, Rainer Wolafka, Nils Haustein, Storage Networks Explained, Second Edition, Wiley, 2009.

22CS933	MACHINE LEARNING FOR NLP IN CLOUD	L	T	P	C
		3	0	0	3
OBJECTIVES:					
<ul style="list-style-type: none"> • Illustrate how to apply the ML pipeline to NLP. • Implement text extraction to obtain data from web pages. • Build a solution that uses AWS services to transcribe and translate text from multimedia. • Build a solution using a combination of algorithms and Amazon Machine Learning (Amazon ML) services. • Identify use cases to use generative AI and LLMs. • Use LLMs with AWS generative AI services. 					
UNIT I	Introduction to NLP				8
NLP – Business Problems Solved by NLP – NLP Roles - NLP and ML – Common NLP tasks – Apply ML to NLP problem - Evolution of NLP architectures.					
UNIT II	Processing Text for NLP				10
Text processing overview - Getting text - Extracting Text from Webpages and Images - Text preprocessing - Vectorizing text - Encoding and Vectorizing Text - Advanced processing - Storing and visualizing unstructured data – Implement Sentiment Analysis - Identifying the steps for text processing - Examining the algorithms for sentiment analysis.					
UNIT III	Information Extraction				9
Information extraction overview - Types of information extraction - Implementing information extraction – Working with Entities - Topic Modeling - Identifying the approach - Implementing Topic Modeling with Amazon Comprehend, Neural Topic Model (NTM).					
UNIT IV	Translating Languages				9

Working with language issues - Detecting and translating languages - Transcribing and vocalizing text with AWS services - Implementing a Multilingual Solution.					
UNIT V	Generative AI	9			
Generative AI - Amazon Bedrock Overview - Introducing foundations models and large language models - Transformer architecture - LLMs configuration parameters - Introducing prompt engineering - Use LLMs to Perform NLP Tasks - Adapting LLMs - Application Integration.					
TOTAL: 45 PERIODS					
OUTCOMES:					
At the end of this course, the students will be able to:					
CO1: Apply the ML pipeline to NLP.					
CO2: Implement text extraction to obtain data from webpages.					
CO3: Build a solution that uses AWS services to transcribe and translate text from multimedia.					
CO4: Build a solution using a combination of algorithms and Amazon Machine Learning (Amazon ML) services.					
CO5: Identify use cases to use generative AI and LLMs.					
CO6: Use LLMs with AWS generative AI services.					
TEXT BOOKS:					
1. Mona M, Premkumar Rangarajan, Natural Language Processing with AWS AI Services, Packt Publications, 2021					
REFERENCES:					
1. Saket S R Mengle, Maximo Gurmendez, Mastering Machine Learning on AWS: Advanced machine learning in Python using SageMaker, Apache Spark, and TensorFlow, Packt Publications, 2019.					
2. AWS Documentation (amazon.com)					
3. AWS Skill Builder					
4. AWS Academy Machine Learning for Natural Language Processing Course - https://www.awsacademy.com/vforcesite/LMS_Login					
22CS934	CLOUD SERVICES MANAGEMENT	L	T	P	C
		3	0	0	3
OBJECTIVES:					
The Course will enable learners to:					
✓ Introduce Cloud Service Management terminology, definition & concepts					
✓ Compare and contrast cloud service management with traditional IT service management					
✓ Identify strategies to reduce risk and eliminate issues associated with adoption of cloud services					
✓ Select appropriate structures for designing, deploying and running cloud-based services in a business environment					
✓ Illustrate the benefits and drive the adoption of cloud-based services to solve real world problems					
UNIT I	CLOUD SERVICE MANAGEMENT FUNDAMENTALS	9			
Cloud Ecosystem, The Essential Characteristics, Basics of Information Technology Service Management and Cloud Service Management, Service Perspectives, Cloud Service Models, Cloud Service Deployment Models.					
UNIT II	CLOUD SERVICES STRATEGY	9			
Cloud Strategy Fundamentals, Cloud Strategy Management Framework, Cloud Policy, Key Driver for Adoption, Risk Management, IT Capacity and Utilization, Demand and Capacity matching, Demand Queueing, Change Management, Cloud Service Architecture.					

UNIT III	CLOUD SERVICE MANAGEMENT	9
Cloud Service Reference Model, Cloud Service LifeCycle, Basics of Cloud Service Design, Dealing with Legacy Systems and Services, Benchmarking of Cloud Services, Cloud Service Capacity Planning, Cloud Service Deployment and Migration, Cloud Marketplace, Cloud Service Operations Management.		
UNIT IV	CLOUD SERVICE ECONOMICS	9
Pricing models for Cloud Services, Freemium, Pay Per Reservation, Pay per User, Subscription based Charging, Procurement of Cloud-based Services, Capex vs Opex Shift, Cloud service Charging, Cloud Cost Models.		
UNIT V	CLOUD SERVICE GOVERNANCE & VALUE	9
IT Governance Definition, Cloud Governance Definition, Cloud Governance Framework, Cloud Governance Structure, Cloud Governance Considerations, Cloud Service Model Risk Matrix, Understanding Value of Cloud Services, Measuring the value of Cloud Services, Balanced Scorecard, Total Cost of Ownership.		
TOTAL: 45 PERIODS		
OUTCOMES:		
Upon completion of the course, the students will be able to:		
CO1: Exhibit cloud-design skills to build and automate business solutions using cloudtechnologies.		
CO2: Possess Strong theoretical foundation leading to excellence and excitement towardsadoption of cloud-based services		
CO3: Solve the real world problems using Cloud services and technologies		
CO4: Develop and deploy services on the cloud and set up a cloud environment		
CO5: Explain security challenges in the cloud environment		
CO6: Demonstrate proficiency in integrating cloud technologies and services to address diverse business challenges effectively.		
TEXT BOOKS:		
1. Enamul Haque, "Cloud Service Management and Governance: Smart ServiceManagement in Cloud Era", Enel Publications, 2023.		
2. Thomas Erl, Ricardo Puttini, Zaigham Mohammad, "Cloud Computing: Concepts,Technology & Architecture", Prentice Hall, 2013.		
REFERENCES:		
1. Thomas Erl, Robert Cope, Amin Naserpour, "Cloud Computing Design Patterns",Prentice Hall, 2015.		
2. Praveen Ayyappa, "Economics of Cloud Computing", LAP Lambert Academic Publishing, 2020.		
3. Rajkumar Buyya, Christian Vecchiola, S. Thamarai Selvi, "Mastering Cloud Computing Foundations and Applications Programming", Elsevier, 2013.		

22CS938	REST APPLICATION DEVELOPMENT USING SPRING BOOT AND JPA (Lab Integrated)	L	T	P	C
		2	0	2	3

OBJECTIVES:**The Course will enable learners to:**

- Provide comprehensive knowledge of RESTful APIs and the HTTP methods used in the Spring Boot framework.
- Cover advanced querying techniques using JPA, including LIKE queries, and to manage CRUD operations using JPQL.
- Explore various relational mappings in JPA, such as one-to-one and one-to-many associations, and their practical implementations.
- Implement and manage Spring AOP applications using annotation-based configurations for method interception and post-execution operations.
- Build production-grade Spring Boot applications with integrated security using JWT, detailed API documentation with SwaggerUI and OpenUI, and effective logging practices.

UNIT I	INTRODUCTION TO REST API	6+6
<p>RESTful APIs – overview about data exchange between client and server - separating concerns between handling HTTP requests and executing business logic - retrieving server resources via HTTP requests - injection of property values - self-contained application - serialization and deserialization – JSON properties - managing data access.</p> <p>List of Exercises/Experiments:</p> <ol style="list-style-type: none"> 1. Develop a RESTful API for retrieving a welcome message, emphasizing the basics of data exchange between client and server. 5. Implement a RESTful API to acknowledge the user's favorite color choice, highlighting property value injection principles. 6. Create a Spring Boot application that retrieves and displays application information, demonstrating the usage of the @Value annotation to inject property values from the application configuration file. 7. Construct a RESTful API for student details retrieval, illustrating the utilization of @JsonIgnore annotation, focusing on advanced JSON property handling and data access control 		
UNIT II	ADVANCED DATA MANAGEMENT WITH JAVA AND MYSQL	6+6
<p>Build production-grade applications – MYSQL - mapping Java classes to relational database - repository interface - data access operations – retrieving data from the database – mapping of request body to entity - retrieve an entity - capture data from API requests - building complex queries using keywords.</p> <p>List of Exercises/Experiments:</p> <ol style="list-style-type: none"> 4. Develop a web application for managing patient details using RESTful APIs, implementing POST and GET operations. 5. Create a web application for managing product details using RESTful APIs, enabling POST and GET operations. 6. Build an application for managing employee details using RESTful APIs, supporting POST, PUT, and DELETE operations. 		
UNIT III	ADVANCED JPA QUERIES AND ANNOTATIONS	6+6

Pagination & Sorting using JPA, @Transient Annotation, Queries using JPA, Starts and Endswith query using JPA, JPQL with @Query Annotation, custom JPQL queries.

List of Exercises/Experiments:

5. Develop a web application for pagination and sorting of children details using RESTful APIs, implementing POST and GET operations.
6. Create a web application for managing Person details using JPA methods via RESTful APIs, enabling POST and GET operations.
7. Retrieve person details using JPQL with conditions for names starting or ending with specific patterns.
8. Build a web application for managing Person details using custom JPQL queries via RESTful APIs, supporting POST and GET operations.

UNIT IV	JPA ASSOCIATIONS AND MAPPING	6+6
----------------	-------------------------------------	------------

JPA Mapping of One-to-One Associations - fetching entities using queries – Loading optimization technique - Two-way One-to-One Relationship Mapping with JPA - single entity instance associated with multiple instances - Adding Data with One-to-One and One-to-Many Associations using JPA.

List of Exercises/Experiments:

4. Develop a Spring Boot application with "Person" and "Address" entities, where each person has exactly one address. Utilize Spring JPA to establish a one-to-one mapping between these entities.
5. Create a Spring Boot application with "Author" and "Book" entities, where each author can have multiple books, and each book belongs to only one author. Use Spring JPA to establish a one-to-many bidirectional mapping between these entities.
6. Build a Spring Boot application with "Employee" and "Address" entities, ensuring that each employee has exactly one address, and each address belongs to only one employee. Establish a one-to-one mapping between these entities using Spring JPA and utilize the Criteria API to retrieve employee details efficiently

UNIT V	SPRING BOOT ESSENTIALS: API SECURITY, LOGGING, AOP, AND BUILD MANAGEMENT	6+6
---------------	---	------------

SwaggerUI with Spring Boot, OpenUI with Spring Boot, Logging with Spring Boot, Changing LogLevel, Logging Request and Response- Managing Spring Boot Logging Configuration - Aspect-Oriented Programming (AOP) Concepts – Method Parameter Handling - Post- Execution Operations - Returning Data Handling - Comprehensive Advice Handling. API security using JWT, Gradle for build management, Sonar Lint for coding standards and guidelines.

List of Exercises/Experiments:

3. Develop a web application for managing Employee and Payroll details via RESTful APIs. Utilize Spring JPA to establish a one-to-one mapping between Employee and Payroll entities. Demonstrate the usage of Swagger for API documentation and interaction.
4. Develop a Spring Boot application focused on handling person details and integrate comprehensive logging capabilities to track application activities effectively.
5. Explore the implementation of Aspect-Oriented Programming (AOP) in a Spring application to enhance the behavior of a service method and demonstrate its impact on application functionality.

TOTAL: 30+30=60 PERIODS

OUTCOMES: Upon completion of the course, the students will be able to:			
CO1: Create simple applications using RESTful APIs and effectively manage HTTP methods within the Spring Boot framework.			
CO2: Apply database connectivity with JPA, utilizing advanced queries to interact with the database.			
CO3: Build applications using Spring Boot and perform CRUD operations efficiently using JPQL			
CO4: Demonstrate the implementation of various relational mappings in JPA, including one- to-one and one-to-many associations			
CO5: Develop real-time applications that integrate user interfaces and utilize Spring AOP formethod interception and advice handling.			
CO6: Apply security measures to REST APIs using Spring Security and JWT to protect sensitivedata and ensure secure communication between clients and servers.			
TEXTBOOKS:			
1. Raja CSP Raman, Ludovic Dewailly, "Building RESTful Web Services with Spring 5", Packt Publishing, 2018.			
2. Leonard Richardson, Sam Ruby "RESTful Web Services" O'Reilly Media, 2008.			
3. Ludovic Dewailly, "Building a RESTful Web Service with Spring: A hands-on guide to building an enterprise-grade, scalable RESTful web service using the Spring Framework", Packt Publishing, 2015			
4. Raja CSP Raman, Ludovic Dewailly, "Building RESTful Web Services with Spring 5 – Second Edition			
5. Leverage the power of Spring 5.0, Java SE 9, and Spring Boot 2.0", Packt Publishing,2018			
REFERENCES:			
1. Ranga Karanam, "Master Java Web Services and REST API with Spring Boot", PacktPublishing, 2018.			
2. Balaji Varanasi, Sudha Belida, "Spring REST", Apress, 2015.			
3. Greg L. Turnquist, "Learning Spring Boot 2.0", Packt Publishing, 2021			
4. Sourabh Sharma, "Modern API Development with Spring and Spring Boot", PacktPublishing, 2021			
LIST OF EQUIPMENTS/SOFTWARE: Java Persistence API, Spring Boot			

FULL STACK DEVELOPMENT

22CS913	UI/UX DESIGN (Lab Integrated)	L	T	P	C
		2	0	2	3
OBJECTIVES: The Course will enable learners:					
<ul style="list-style-type: none"> ● Explain the principles of User Interface (UI) in order to do design with intention. ● Define the User eXperience (UX) and the psychology behind user decision making. ● Discuss about UX process and user Psychology. ● Apply technology for designing web applications with multimedia effects. ● Create a wireframe and prototype. 					
UNIT I	INTRODUCTION TO UI				6+6

<p>Introduction to UI - Designing Behaviour: Designing with Intention - Conditioning and Addiction - Timing Matters - Gamification - Social/Viral Structure–Trust - Hidden versus Visible. Basic Visual Design Principles: Visual Weight - Contrast - Depth and Size — Color-Layout: Page Framework - Footers - Navigation -Images, and Headlines - Forms - Input Types - Labels and Instructions - Primary and Secondary Buttons - Adaptive and Responsive Design - Touch versus Mouse.</p> <p>List of Exercise/Experiments:</p> <ol style="list-style-type: none"> 1. Design UI for a Game website. 2. Design one-page UI for a website. 		
UNIT II	USER OBSERVATION AND EXPERIENCE	6+6
<p>User Research - Subjective Research - Objective Research - Sample size - Three Basic Types of Questions. Observe a user: Watch How They Choose - Interviews - Surveys - Card Sorting - Creating User Profiles - Bad profile - Useful profile.</p> <p>List of Exercise/Experiments:</p> <ol style="list-style-type: none"> 1. Design UI for a mobile. 2. Explore the Look and Feel of the new Project developed in Ex1. 		
UNIT III	INTRODUCTION TO UX	6+6
<p>Introduction about UX - Five Main Ingredients of UX - Three “Whats” of user Perspective - Pyramid of UX Impact - UX Is a Process - UX - Not an Event or Task. Behaviour Basics: Psychology versus Culture - User Psychology - Experience - Conscious vs Subconscious Experience - Emotions - Gain and Loss — Motivations.</p> <p>List of Exercise/Experiments:</p> <ol style="list-style-type: none"> 1. Design a mascot for an imaginary brand. 2. Create a Sample Pattern Library for a product (Mood board, Fonts, Colors based on UI principles). 		
UNIT IV	WEB INTERFACE DESIGN	6+6
<p>Designing Web Interfaces — Drag and Drop, Direct Selection, Contextual Tools, Overlays, Inlays and Virtual Pages, Process Flow – Using Motion for UX - Design Pattern: Z-Pattern - F-Pattern - Visual Hierarchy - Lookup patterns – Feedback patterns.</p> <p>List of Exercise/Experiments:</p> <ol style="list-style-type: none"> 1. Design a mock-up website for a service sector company. 2. Create a brainstorming feature for proposed product. 		
UNIT V	WIREFRAMING, PROTOTYPING AND TESTING	6+6
<p>Sketching Principles - Sketching Red Routes - Responsive Design — Wireframing - Creating Wire flows - Building a Prototype - Building High-Fidelity Mock-ups - Designing Efficiently with Tools - Interaction Patterns - Conducting Usability Tests - Other Evaluative User Research Methods - Synthesizing Test Findings - Prototype Iteration</p> <p>List of Exercise/Experiments:</p> <ol style="list-style-type: none"> 1. Sketch, design with popular tool and build a prototype and perform usability testing and identify improvements. 2. Design a mobile mock-up website for an online store. 		
TOTAL: 60 PERIODS		
<p>OUTCOMES:</p> <p>At the end of this course, the students will be able to:</p> <p>CO1: Understand the principles of User Interface (UI) Design in order to design with intention</p> <p>CO2: Learn the effective User eXperience (UX) and the psychology behind user decision making.</p> <p>CO3: Understand the importance of UX process and user Psychology.</p> <p>CO4: Elucidate the implications for designing web application with multimedia effects.</p>		

CO5: Create Wireframe and Prototype.
TEXT BOOKS: 1. Joel Marsh, "UX for Beginners", O'Reilly Media, Inc., 1st Edition 2015. 2. Xia Jiajia, "UI UX Design", O'Reilly, Artpower International, 2016. 3. Jenifer Tidwell, Charles Brewer, Aynne Valencia, "Designing Interface" 3rd Edition, O'Reilly 2020
REFERENCES: 1. Jenifer Tidwell, Charles Brewer, Aynne Valencia, "Designing Interface" 3rd Edition ,O'Reilly 2020. 2. Steve Schoger, Adam Wathan "Refactoring UI", 2018. 3. https://www.uxai.design/#:~:text=for%20designers,for%20AI%20products%20and%20services.
SOFTWARE REQUIREMENTS: Javascript, Applets, Equivalent Frontend tools, MySQL, Figma or equivalent.

22CS914	MERN FULL STACK DEVELOPMENT (Lab Integrated)	L	T	P	C
		2	0	2	3

OBJECTIVES: The Course will enable learners to: <ul style="list-style-type: none"> • Design applications using Node .JS • Create architecture involving Express and graphQL • Develop applications using mongoDB • Apply the concepts of React Components and State • Build web applications using React Router, Forms and Bootstrap 					
UNIT I	INTRODUCTION TO MERN and NODE JS				12
Introduction - MERN Components - Node JS: Introduction to Node JS, Setting up Node.js, Node.js Modules - HTTP Servers and Clients - Request Handling - Database connectivity - Data Storage and Retrieval - Dynamic Client/Server Interaction with Socket.IO					
List of Exercise/Experiments: 1. Create your own modules and return Current date and time. 2. Create the HTTP server using createServer() method that listens to server ports and gives a response back to the client.					

UNIT II	EXPRESS				12
Express - Routing - Request Matching - Route parameters - Route Lookup - Handler Function - Request Object - Response Object - Middleware - REST API - GraphQL - About API - List API - List API Integration - Custom Scalar Types - Create API Integration - Query Variables - Input Validations - Displaying Errors					
List of Exercise/Experiments: 1. Create an application using Express.js to print Hello world on the Homepage. 2. Build a Simple Node.js/Express server that handles GET and POST request and returns data in JSON format.					

UNIT III	MongoDB	12
-----------------	----------------	-----------

<p>MongoDB Basics - CRUD Operations - NODE.js driver - Schema Initialization - Reading from MongoDB - Writing to MongoDB - UI Server - Multiple Environments - Proxy-based Architecture - ESLint - ESLint for Front End - React PropTypes - Back End Modules - FrontEnd Modules and Webpack - Transform and bundle - Libraries Bundle - Module Replacement - Debugging - Defineplugin - Product Optimization.</p> <p>List of Exercise/Experiments:</p> <ol style="list-style-type: none"> 1. Build an application to perform Basic CRUD operation in MongoDB using Node/Express. 2. Building the MongoDB database for the My To-do List app. 		
UNIT IV	REACT COMPONENTS AND STATE	12
<p>React Components- Issue Tracker - React Classes - Composing Components - Passing Data - Dynamic Composition - React State - Hooks - Event handling - Stateless Components - Designing Components.</p> <p>List of Exercise/Experiments:</p> <ol style="list-style-type: none"> 1. Write a program to create a simple calculator Application using React JS 2. Build a simple React application that displays the list of items and allows the user to add new items to the list. 		
UNIT V	REACT ROUTER, FORMS AND BOOTSTRAP	12
<p>React Router - Simple Routing - Route Parameters - Query Parameters - Links - Programmatic Navigation - Nested Routes - React Forms - Controlled Components - Specialized Input Components - Update API - Delete API - React Bootstrap - Buttons - Navigation - Panels - Tables - Forms - Grid - Inline Forms - Horizontal Forms - Validation Alerts - Toasts — Modals.</p> <p>List of Exercise/Experiments:</p> <ol style="list-style-type: none"> 1. Create a Simple Login form using React JS. 2. Build an application for E-Commerce platform. <p>Build a full-stack MERN app that allows the user to register, login, and create a list of items that are stored in a MongoDB database. The app should also display the list of items using React components.</p>		
TOTAL: 60 PERIODS		
<p>OUTCOMES:</p> <p>Upon completion of the course, the students will be able to:</p> <p>CO1: Develop applications using Node .js</p> <p>CO2: Handle queries using GraphQL with Express server</p> <p>CO3: Create applications based on mongoDB CRUD operations</p> <p>CO4: Learn about dynamic composition and event handling</p> <p>CO5: Implement React Forms and Bootstrap</p>		
<p>TEXT BOOKS:</p> <ol style="list-style-type: none"> 1. Vasan Subramanian, Pro MERN Stack - Full stack web app development, 2nd Edition, Apress, 2019 (Unit 2 to 5) 2. David Herron , Node.js Web Development - Fourth Edition, Packt Publishing, 2018. (Unit 1) 		
<p>REFERENCES:</p> <ol style="list-style-type: none"> 1. Adam Freeman, Essential TypeScript, Apress, 2019. 2. Shama Hoque, Full-Stack React Projects, 2nd edition, Apress, 2022 3. Karl Seguin, "The Little Mongo DB Book", https://github.com/karlseguin/the-little-mongodb-book. 4. https://aws.amazon.com/education/awsseducate/ 5. http://packaging.ubuntu.com/html/packaging-new-software.html https://www.tutorialspoint.com/nodejs/nodejs_express_framework.htm 		
LIST OF EQUIPMENTS:		

Node, Express, MongoDB, React

22CS915	MOBILE ARCHITECTURE AND APPLICATION DEVELOPMENT (Lab Integrated)	L	T	P	C
		2	0	2	3
OBJECTIVES: The Course will enable learners to: <ul style="list-style-type: none"> • Understand Android SDK • Understand and develop Android applications • Learn the concepts of iOS application development • Develop Hybrid platform application • Develop cross-platform applications with event handling 					
UNIT I	MOBILE ARCHITECTURE AND BASICS IN APP DEVELOPMENT	6+6			
Mobile Device Operating Systems — Special Constraints & Requirements — Commercial Mobile Operating Systems — Software Development Kit: iOS, Android, BlackBerry, Mobile App Architecture: Android - iOS - Hybrid - Cross Platform - Factors of Mobile App Architecture - Windows Phone — MCommerce — Structure — Pros & Cons — Mobile Payment System — Security Issues. List of Exercise/Experiments <ol style="list-style-type: none"> 1. Develop an application that uses GUI components, Font, Layout Managers and event listeners. 2. Develop a native application that uses GPS location information. 					
UNIT II	ANDROID APPLICATION	6+6			
Introduction to Android: The Android Platform - Android SDK, Eclipse Installation, Android Installation, Building First Android application - Life cycle of android application - Android User Interface Design Essentials - Android APIs - Deploying android applications. List of Exercise/Experiments <ol style="list-style-type: none"> 1. Create an android application that converts the user input text to voice. 2. Develop a Mobile application for simple and day to day needs. 					
UNIT III	IOS APPLICATION	6+6			
Introduction - Performance metrics - Core optimizations - concurrent programming - Application life cycle - User Interface - Network -Security - Testing - Tools - Instrumentation and Analytics List of Exercise/Experiments <ol style="list-style-type: none"> 1. Implement an iOS app allowing users to type or paste text and have it spoken aloud using Apple's speech synthesis. (AU-2019) 2. Develop an ios application for simple and day to day needs. 					
UNIT IV	HYBRID APP ENVIRONMENT	6+6			
Hybrid Web App, Benefits of Hybrid App, Criteria for creating Native App, Tools for creating Hybrid App, Cons of Hybrid App, Popular Hybrid App Development Frameworks, Ionic, Apache Cordova List of Exercise/Experiments <ol style="list-style-type: none"> 1. Design an android application using Cordova for a user login screen with username, password, reset button and a submit button. Also, include header image and a label. Use layout managers. (AU_vertical) 					

2. Design and develop an android application using Apache Cordova to find and display the current location of the user. (AU_vertical)	
UNIT V	CROSS-PLATFORM APP DEVELOPMENT
6+6	
What is Cross-platform App, Benefits of Cross-platform App, Criteria for creating Cross-platform App, Tools for creating Cross-platform App, Cons of Cross-platform App, Popular Cross-platform App Development Frameworks, Flutter, Xamarin, React-Native, Basics of React Native, Native Components, JSX, State, Props	
List of Exercise/Experiments	
<ol style="list-style-type: none"> 1. Design and develop a cross platform application for day to day task (to-do) management. 2. Build a cross platform application for a simple expense manager which allows entering expenses and income on each day and displays category wise weekly income and expense. 	
TOTAL: 60 PERIODS	
OUTCOMES:	
Upon completion of the course, the students will be able to:	
CO1: Identify various concepts of mobile architecture.	
CO2: Create, test and debug Android application by setting up Android development	
CO3: Develop iOS application with performance metrics	
CO4: Develop hybrid applications with basic event handling.	
CO5: Implement cross platform applications with basic GUI and event handling.	
CO6: Deploy applications to the Android Market place for distribution.	
TEXT BOOKS:	
<ol style="list-style-type: none"> 1. Gaurav Vaish, "High Performance iOS Apps", O'Reilly Media, 1st ed. 2016. 2. Lauren Darcey and Shane Conder, "Android Wireless Application Development", Pearson Education, 2nd ed.2012 3. Prasanth Kumar Pattnaik, Rajib Mall," Fundamentals of Mobile Computing", PHI Learning Pvt. Ltd, New Delhi-2012 	
REFERENCES:	
<ol style="list-style-type: none"> 1. Building Cross-Platform Mobile and Web Apps for Engineers and Scientists: An Active Learning Approach, Cengage Learning, 2016. 2. Mahesh Panhale, Beginning Hybrid Mobile Application Development, Apress,2016. 3. Android Application development James C. Sheusi Cengage learning 2017. 4. Erik Hellman, "Android Programming – Pushing the Limits", 1st Edition, Wiley India Pvt Ltd, 2014. 	
LIST OF SOFTWARES:	
<ol style="list-style-type: none"> 1. Software required: Android Studio, macOS. 2. Software Tools required: Android 11 SDK, Xcode. 	

22CS916	MICROSERVICE ARCHITECTURE	L	T	P	C
		3	0	0	3
OBJECTIVES:					
The Course will enable learners to:					
<ul style="list-style-type: none"> • Learn the Concepts of Micro Service Architecture • Understand the inter process communication in a microservice architecture • Design business logic in a microservice architecture • Develop business logic with event sourcing • Implement queries in a microservice architecture 					

UNIT I	INTRODUCTION TO MICROSERVICE ARCHITECTURE	9
Introduction - Microservice - Microservice Architecture - Comparing Microservice Architecture with SOA - Benefits and Drawbacks of Microservice Architecture - Microservice Architecture Pattern Language - Beyond microservices -Process and Organization - Microservice Architecture Style - Application Microservice Architecture.		
UNIT II	INTERPROCESS COMMUNICATION AND TRANSACTION MANAGEMENT	9
Overview of Inter process Communication - Synchronous Remote Procedure Invocation Pattern - Asynchronous Messaging Pattern - Asynchronous Messaging to Improve Availability - Transaction Management in a Microservice Architecture - Coordinating sagas - Handling the Lock of Isolation - Order Service and Order Saga.		
UNIT III	DESIGN AND DEVELOPMENT OF BUSINESS LOGIC	9
Business logic organization patterns - Designing a domain model using the DDD aggregate pattern - Publishing domain events - Kitchen Service business logic - Order Service business logic - Developing business logic with event sourcing - Implementing an event store - Using sagas and event sourcing together.		
UNIT IV	QUERY IMPLEMENTATION, EXTERNAL API PATTERNS AND MICROSERVICE TESTING	9
Querying using the API composition pattern - Using the CQRS pattern - Designing CQRS views - Implementing a CQRS view with AWS DynamoDB - External API design issues - The API gateway pattern - Implementing an API gateway - Testing strategies for microservice architectures - Writing unit tests for a service - Writing integration tests - Developing component tests - Writing end-to-end tests.		
UNIT V	MICROSERVICES DEVELOPMENT AND DEPLOYMENT	9
Developing secure services - Designing configurable services - Designing observable services - Developing services using the Microservice chassis pattern - Deploying Microservices - Language-specific packaging format pattern - Service as a virtual machine pattern - Service as a container pattern - Serverless deployment - Refactoring to microservices.		
TOTAL: 45 PERIODS		
OUTCOMES:		
Upon completion of the course, the students will be able to:		
CO1: Develop microservice applications.		
CO2: Deploy microservices in different platforms		
CO3: Create integration and component testing for microservices		
CO4: Design External API patterns for microservices		
CO5: Develop inter process communication mechanisms in microservice architecture		
CO6: Create transaction management in microservice		
TEXT BOOKS:		
1. Chris Richardson, "Microservices Pattern with Examples in JAVA," Manning Publications, 1 st edition, 2019.		
2. Sam Newman, "Building Microservices: Designing Fine-Grained Systems", 2 nd edition, O'Reilly Publication, 2021.		
REFERENCES:		

1. Irakli Nadareishvili, Ronnie Mitra, Matt McLarty & Mike Amundsen, "Microservice Architecture ALIGNING PRINCIPLES, PRACTICES, AND CULTURE," 1st edition, O'Reilly Publication, 2016.
2. Eberhard Wolff, "Microservices Flexible Software Architectures," 1st edition, Addison-Wesley, 2016.
3. John Kernal, Illary Huaylupo Sanchez, "Micro Service in Action", 2nd edition, Manning Publication,2018.
4. Susan J Fowler, "Production-Ready Microservices", O'Reilly Publication,2016.

22CS917	WEB APPLICATION SECURITY	L	T	P	C
		3	0	0	3
OBJECTIVES:					
The Course will enable learners to:					
<ul style="list-style-type: none"> • Understand the fundamentals of web application security • Focus on wide aspects of secure development and deployment of web applications • Learn how to build secure APIs • Learn the basics of vulnerability assessment and penetration testing • Get an insight about Hacking techniques and Tools 					
UNIT I	FUNDAMENTALS OF WEB APPLICATION SECURITY	9			
The history of Software Security-Recognizing Web Application Security Threats, Web Application Security, Authentication and Authorization, Secure Socket layer, Transport layer Security, Session Management-Input Validation.					
UNIT II	SECURE DEVELOPMENT AND DEPLOYMENT	9			
Web Applications Security - Security Testing, Security Incident Response Planning, The Microsoft Security Development Lifecycle (SDL), OWASP Comprehensive Lightweight Application Security Process (CLASP), The Software Assurance Maturity Model (SAMM). Case Study: Use the OWASP ZAP tool to identify vulnerabilities.					
UNIT III	SECURE API DEVELOPMENT	9			
API Security- Session Cookies, Token Based Authentication, Securing Natter APIs: Addressing threats with Security Controls, Rate Limiting for Availability, Encryption, Audit logging, Securing service-to-service APIs: API Keys, OAuth2, Securing Microservice APIs: Service Mesh, Locking Down Network Connections, Securing Incoming Requests.					
UNIT IV	VULNERABILITY ASSESSMENT AND PENETRATION TESTING	9			
Vulnerability Assessment Lifecycle, Vulnerability Assessment Tools: Cloud-based vulnerability scanners, Host-based vulnerability scanners, Network-based vulnerability scanners, Database-based vulnerability scanners, Types of Penetration Tests: External Testing, Web Application Testing, Internal Penetration Testing, SSID or Wireless Testing, Mobile Application Testing.					
UNIT V	HACKING TECHNIQUES AND TOOLS	9			
Social Engineering, Injection, Cross-Site Scripting (XSS), Broken Authentication and Session Management, Cross-Site Request Forgery, Security Misconfiguration, Insecure Cryptographic Storage, Failure to Restrict URL Access, Tools: Comodo, OpenVAS, Nexpose, Nikto, Burp Suite, etc. Case Study: Attack the website using Social Engineering method.					
TOTAL: 45 PERIODS					

<p>OUTCOMES: Upon completion of the course, the students will be able to: CO1: Understanding the basic concepts of web application security and the need for it. CO2: Develop a thorough understanding of the process for securely designing, implementing, testing, and deploying web applications. CO3: Acquire the skill to design and develop Secure Web Applications that use Secure APIs. CO4: Develop the ability to grasp the importance of conducting vulnerability assessments and penetration testing. CO5: Acquire the skill to think like a hacker and to use hackers tool sets. CO6: Develop the ability to implement and manage web application security measures effectively, ensuring ongoing protection against evolving threats.</p>
<p>TEXT BOOKS</p>
<p>1. Andrew Hoffman, Web Application Security: Exploitation and Countermeasures for Modern Web Applications, First Edition, 2020, O'Reilly Media, Inc.</p>
<p>2. Bryan Sullivan, Vincent Liu, Web Application Security: A Beginners Guide, 2012, The McGraw-Hill Companies.</p>
<p>3. Neil Madden, API Security in Action, 2020, Manning Publications Co., NY, USA.</p>
<p>REFERENCES</p>
<p>1. Michael Cross, Developer's Guide to Web Application Security, 2007, Syngress Publishing, Inc.</p>
<p>2. Ravi Das and Greg Johnson, Testing and Securing Web Applications, 2021, Taylor & Francis Group, LLC.</p>
<p>3. Prabath Siriwardena, Advanced API Security, 2020, Apress Media LLC, USA.</p>
<p>4. Malcom McDonald, Web Security for Developers, 2020, No Starch Press, Inc.</p>
<p>5. Allen Harper, Shon Harris, Jonathan Ness, Chris Eagle, Gideon Lenkey, and Terron Williams Grey Hat Hacking: The Ethical Hacker's Handbook, Third Edition, 2011, The McGraw-Hill Companies.</p>

22CS903	BLOCKCHAIN TECHNOLOGY	L	T	P	C
		3	0	0	3
<p>OBJECTIVES: The Course will enable learners to:</p> <ul style="list-style-type: none"> To understand block chain system's fundamental components, how they fit together and examine a decentralization using block chain. To explain how Crypto currency works. To explain the components of Ethereum and Programming Languages for Ethere To study the basics of Web3 and Hyper ledger. To give an insight of alternative block chains and its emerging trends. 					
UNIT I	INTRODUCTION TO BLOCKCHAIN	9			
<p>History of Blockchain – Types of Blockchain – Consensus – Decentralization using Blockchain – Blockchain and Full Ecosystem Decentralization – Platforms for Decentralization – Symmetric Cryptography - Mathematics – Asymmetric Cryptography – public and private keys – Elliptic curve cryptography – Discrete logarithm problem in ECC.</p>					
UNIT II	INTRODUCTION TO CRYPTOCURRENCY	9			

Bitcoin – Digital Keys and Addresses – Transactions – Mining – Bitcoin Networks and Payments Wallets – innovation in Bitcoin – Alternative Coins – Theoretical Foundations – Bitcoin. Case study - Web3j.		
UNIT III	ETHEREUM	9
The Ethereum Network – Components of Ethereum Ecosystem – Ethereum Programming Languages: Runtime Byte Code – Blocks and Blockchain – Fee Schedule – Supporting Protocols – Solidity Language.		
UNIT IV	WEB3 AND HYPERLEDGER	9
Introduction to Web3 – Contract Deployment – POST Requests – Development frameworks Hyperledger as a protocol – The Reference Architecture – Hyperledger Fabric – Distributed Ledger – Case study - Corda.		
UNIT V	ALTERNATIVE BLOCKCHAINS AND NEXT EMERGING TRENDS	9
Kadena – Ripple- Rootstock – Quorum – Tendermint – Scalability – Privacy – Other Challenges – Blockchain Research - Case Study - Install IPFS locally on our machine, initialize your node, view the nodes in network.		
TOTAL: 45 PERIODS		
OUTCOMES:		
At the end of this course, the students will be able to:		
CO1: Understand the technology components of Blockchain and how it works behind the scenes.		
CO2: Understand the Bitcoin and its limitations by comparing with other alternative coins.		
CO3: Develop deep understanding of the Ethereum model, its consensus model, code execution.		
CO4: Understand the architectural components of a Hyperledger and its development framework.		
CO5: Explore the alternative blockchains and its emerging trends.		
CO6: Understand blockchain technology, including Bitcoin, Ethereum, and alternative blockchains.		
TEXT BOOKS:		
1. Imran Bashir, “Mastering Blockchain: Distributed Ledger Technology, Decentralization, and Smart Contracts Explained”, Second Edition, Packt Publishing, 2018.		
2. ArshdeepBahga, Vijay Madiseti, “Blockchain Applications: A Hands-On Approach”, VPT, 2017.		
REFERENCES:		
1. Andreas Antonopoulos, Satoshi Nakamoto, “Mastering Bitcoin”, O’Reilly Publishing, 2014.		
2. Roger Wattenhofer, “The Science of the Blockchain” CreateSpace Independent Publishing Platform, 2016.		
3. A. Narayanan, J. Bonneau, E. Felten, A. Miller, S. Goldfeder, “Bitcoin and Cryptocurrency Technologies: A Comprehensive Introduction”, Princeton University Press, 2016.		
4. Alex Leverington, “Ethereum Programming”, Packt Publishing, 2017.		
5. Antony Lewis “The Basics of Bitcoins and Blockchains: An Introduction to Cryptocurrencies and the Technology that Powers Them”, Mango Publishing 2018.		
6. Andreas M. Antonopoulos, “Mastering Bitcoin: Programming the Open Block chain”, O’Reilly Publishing, 2017.		
7. Massimo Ragnedda, Giuseppe Destefanis, “Blockchain and Web 3.0: Social, Economic, and Technological Challenges”, Routledge, 2019.		

22CS918	SOFTWARE TESTING AND AUTOMATION	L	T	P	C	
		3	0	0	3	
OBJECTIVES:						
The Course will enable learners to:						
<ul style="list-style-type: none"> • Introduce the basics and necessity of software testing. • Provide various testing techniques along with concepts of software bugs and its impact. • Develop and validate a test plan. • Build a testing team required. • Understand the need for and challenges in test automation and to develop testing scripts. 						
UNIT I	FOUNDATIONS OF SOFTWARE TESTING					9
Why do we test Software? Stages of Testing, Software Testing Principles, Software Testing Life Cycle, Program Correctness and Verification, Reliability versus Safety, Failures, Errors and Faults (Defects), Case Study: Test plan for testing an e-commerce web/mobile application (Amazon).						
UNIT II	TEST PLANNING					9
The Goal of Test Planning, High Level Expectations, Intergroup Responsibilities, Test Phases, Test Strategy, Resource Requirements, Tester Assignments, Test Schedule, Test Cases, Bug Reporting, Metrics and Statistics.						
UNIT III	TEST DESIGN AND EXECUTION					9
Test Objective and Requirement Identification, Test Design Factors, Modeling a Test Design Process, Model and Results, Boundary Value Testing, Equivalence Class Testing, Path Testing, Data Flow Testing, Test Design Metrics and Effectiveness, Test Procedures. Case Study: Execute the test cases on the client-server or desktop application to identify any defect.						
UNIT IV	ADVANCED TESTING CONCEPTS					9
Performance Testing: Load Testing, Stress Testing, Volume Testing, Fail-Over Testing, Recovery Testing, Configuration Testing, Compatibility Testing, Usability Testing, Testing the Documentation, Security testing, Testing in the Agile Environment, Testing Web and Mobile Applications.						
UNIT V	TEST AUTOMATION AND TOOLS					9
Software Test Automation – Skill Needed for Automation – Scope of Automation – Design and Architecture for Automation – Requirements for a Test Tool – Challenges in Automation – Test Metrics and Measurements – Project, Progress and Productivity Metrics – Maintenance of Documents During Testing. Case Study: Install and learn popular software testing tools like Selenium, WinRunner, LoadRunner, Performance Tester etc.						
						TOTAL: 45 PERIODS
COURSE OUTCOMES:						
Upon completion of the course, the students will be able to:						
CO1: Understand the basic concepts of software testing and the need for software testing.						
CO2: Design Test planning and different activities involved in test planning.						

CO3: Design effective test cases that can uncover critical defects in the application.
CO4: Carry out advanced types of testing.
CO5: Automate the software testing using Selenium and TestNG.
CO6: Analyze and evaluate the results of testing to ensure software quality, and implement continuous improvement processes based on testing outcomes.
TEXT BOOKS:
1. Yogesh Singh, "Software Testing", Cambridge University Press, 2012
2. Dorothy Graham, Mark Fewster, "Experiences of Test Automation: Case Studies of Software Test Automation", Pearson Education, 2012.
3. Unmesh Gundecha, Satya Avasarala, "Selenium WebDriver 3 Practical Guide" - Second Edition 2018.
4. Paul C. Jorgensen, "Software Testing", A Craftsman Approach, CRC Press, Fourth Edition, 2013.
REFERENCES:
1. Glenford J. Myers, Corey Sandler, Tom Badgett, The Art of Software Testing, 3rd Edition, 2012, John Wiley & Sons, Inc.
2. Ron Patton, Software testing, 2nd Edition, 2006, Sams Publishing.
3. Mark Fewster, Software Test Automation, 1999, Addison-Wesley.
4. Ali Mili, Fairouz Chier, "Software Testing: Concepts and Operations", Wiley, 2015.

22CS910	DEVOPS	L	T	P	C	
		3	0	0	3	
OBJECTIVES:						
<ul style="list-style-type: none"> Bridge the gap between development and operations for faster, more reliable software releases. Automate software delivery with CI/CD pipelines. Package and deploy apps efficiently using Docker containers. Automate infrastructure with Infrastructure as Code (IaC). Monitor and troubleshoot applications in production. 						
UNIT I	INTRODUCTION TO DEVOPS					9
Software Development Methodologies - Operations Methodologies - Systems Methodologies - Development, Release, and Deployment Concepts - Infrastructure Concepts. What is DevOps? - DevOps importance and benefits - DevOps principles and practices - 7 C's of DevOps lifecycle for business agility - DevOps and continuous testing. How to choose right DevOps tools? - Challenges with DevOps implementation.						
UNIT II	VERSION CONTROL WITH GIT					9
Introduction to Git version control system - Git commands for basic operations (clone, commit, push, pull) - Branching and merging strategies - Collaboration using Git workflows.						
UNIT III	CONTINUOUS INTEGRATION AND DELIVERY (CI/CD)					9
Introduction to CI/CD pipelines - Benefits of CI/CD for faster deployments - Setting up a CI/CD pipeline with Jenkins - Automating builds, tests, and deployments.						
UNIT IV	CONTAINERIZATION WITH DOCKER					9
Introduction to containerization and its benefits - Understanding Docker concepts: images, containers, registries - Building and managing Docker containers - Docker Compose for multi-container applications - Introduction to container orchestration with Docker Swarm or Kubernetes.						

UNIT V	INFRASTRUCTURE AS CODE (IAC) AND MONITORING	9								
Introduction to Infrastructure as Code (IaC) - Benefits of using IaC for repeatable infrastructure provisioning - Learning IaC with Terraform - Setting up infrastructure configurations with Terraform - Introduction to monitoring and logging tools for applications - Alerting and troubleshooting techniques.										
TOTAL: 45 PERIODS										
OUTCOMES:										
At the end of this course, the students will be able to:										
CO1: Understand the core principles and philosophies of DevOps.										
CO2: Implement version control systems for code management and collaboration.										
CO3: Automate software delivery pipelines using CI/CD tools.										
CO4: Utilize containerization technologies for packaging and deploying applications.										
CO5: Configure infrastructure as code (IaC) for repeatable deployments.										
CO6: Monitor and maintain applications in a production environment.										
TEXT BOOKS:										
1. Deepak Gaikwad, Viral Thakkar, "DevOps Tools: from Practitioner's Point of View", Wiley, 2019.										
2. Jennifer Davis, Ryn Daniels, "Effective DevOps", O'Reilly Media, 2016.										
REFERENCES:										
1. Gene Kim, Jez Humble, Patrick Debois, "The DevOps Handbook: How to Create World-Class Agility, Reliability, and Security in Technology Organizations", IT Revolution Press, 2016.										
2. Jez Humble, Gene Kim, "Continuous Delivery: Reliable Software Releases Through Build, Test, and Deployment Automation", Addison-Wesley, 2010.										
3. Yevgeniy Brikman, "Terraform: Up & Running: Writing Infrastructure as Code", O'Reilly Media, 2019.										
4. Joseph Muli, "Beginning DevOps with Docker", Packt Publishing, 2018.										
22CS919	USABILITY DESIGN OF SOFTWARE APPLICATIONS	<table border="1"> <thead> <tr> <th>L</th> <th>T</th> <th>P</th> <th>C</th> </tr> </thead> <tbody> <tr> <td>3</td> <td>0</td> <td>0</td> <td>3</td> </tr> </tbody> </table>	L	T	P	C	3	0	0	3
L	T	P	C							
3	0	0	3							
OBJECTIVES:										
The Course will enable learners to:										
<ul style="list-style-type: none"> To create a learning system through which management students can enhance their innovation. To acquaint themselves with the special challenges of starting new ventures. To use IPR as an effective tool to protect their innovations and intangible assets from exploitation. To develop a learning system that enables the creative thinking skills. 										
UNIT I	INTRODUCTION TO USER CENTERED DESIGN AND ASPECT	9								
Basics of User Centered Design- Product Appreciation Assignment – Evaluating the product from user centered design aspects such as functionality, ease of use, ergonomics, and aesthetics. Case Study: Identify a website or an App to redesign, with justification.										
UNIT II	HEURISTIC EVALUATION AND PROJECT DESIGN LIFECYCLE	9								
10 Heuristic Principles, Examples Heuristic Evaluation: Group Assignment initiation (Website and App) Evaluation for key tasks of the app or website for heuristic principles, severity, recommendations. Case Study: Analyze the mobile app or website throughout the design life cycle.										
UNIT III	PROJECT DESIGN LIFECYCLE	9								

Redesign project through the design lifecycle – Discovery - Define – Design - Implement (Design Prototype)-Usability Testing. Case Study: Identify personas and scenarios for the app or website

UNIT IV	UX RESEARCH	9
----------------	--------------------	----------

Understanding users, their goals, context of use, and environment of use. Research Techniques: Contextual Enquiry, User Interviews, Competitive Analysis for UX. Scenarios and Persona Technique –Overview of Design Thinking Technique - Discovery and brainstorming.

UNIT V	DEVELOPMENT AND PROTOTYPING	9
---------------	------------------------------------	----------

Concept Development - Task flow detailing for the Project – Prototyping Techniques - Paper, Electronic, and Prototyping Tools. Case Study: Prototype development with iterations and justification.

TOTAL: 45 PERIODS		
--------------------------	--	--

OUTCOMES:
Upon completion of the course, the students will be able to:
CO1: Sensitize the students to the fundamentals of User Centred Design and User Experience their relevance and contribution to businesses.
CO2: Familiarize them to the facets of User Experience (UX) Design, particularly as applied to the digital artefacts.
CO3: Appreciation of user research, solution conceptualization and validation as interwoven activities in the design and development lifecycle.
CO4: Acquire the ability to constructively engage with the Design professionals they would work with in the future.
CO5: Analyse and identify the methods to offer a better UI experience for the applications Gain expertise in redesigning an existing Application or website for better user experience.
CO6: Develop the capability to integrate user feedback and usability testing results into iterative design processes, ensuring continuous improvement and alignment with user needs.

TEXT BOOKS:

1. Jennifer Preece, Helen Sharp, Yvonne Rogers, "Interaction Design: Beyond Human-Computer Interaction", 2015, 4th Edition, Wiley publications.
2. Bruce Ferwerda, Mark Graus, Marko Tkalčič, Panagiotis Germanakos, A Human-centered Perspective of Intelligent Personalized Environments and Systems, 2024, Springer.
3. Steve Krug, "Don't Make Me Think, Revisited: A Common Sense Approach to Web Usability" 2013, 3rd Edition, New Riders.

REFERENCES:

1. Alan Cooper and Robert Riemann, "About Face The Essentials of Interaction Design", 2014, 4th Edition, Wiley Publications.
2. Elizabeth Goodman, Mike Kuniavsky, Andrea Moed, "Observing the User Experience – A Practitioner's Guide to User Research", 2012, Second Edition, Morgan Kaufmann Publications.
3. David Benyon, "Designing Interactive Systems- A Comprehensive Guide to UX and Interaction Design", 2013, Pearson Publications.

22CS920	GENERATIVE AI FUNDAMENTALS	L	T	P	C
		3	0	0	3
OBJECTIVES: The Course will enable learners to:					
<ul style="list-style-type: none"> • Understand the basic concepts of Generative AI. • Build Generative AI systems to generate images. • Understand the concept used in Generative AI Models. • Use various Generative AI models. • Compare and use the various Large Language Models. • Understand the basics of Prompt Engineering. 					
UNIT I	INTRODUCTION	9			
Generative Models – Image transformation – Challenges - Deep Neural Networks – Perceptron – back propagation – CNN – RNN – Optimizer.					
UNIT II	IMAGE GENERATION	9			
Creating encodings of images – variational objective – Inverse Autoregressive flow – Importing CIFAR – Creating the network from TensorFlow 2.					
UNIT III	GENERATIVE ADVERSARIAL NETWORKS	9			
Generative Adversarial Networks – Vanilla GAN – Improved GANs – Progressive GAN – Challenges – Paired style transfer – Unpaired style transfer – Deepfakes – Modes of operation – key feature set – High level flow – Replacement – Re-enactment.					
UNIT IV	LARGE LANGUAGE MODELS	9			
Overview of LLMs - Transformers – GPT – Types of LLMs – Key concepts – other Transformers – T5 – Generative Pre-Training Models – Multi-modal Models – DALL.E 2					
UNIT V	PROMPT ENGINEERING	9			
Basics – In-Context Learning – In-Context Prompting – Techniques – Image Prompting – Prompt Hijacking – Challenges.					
TOTAL: 45 PERIODS					
OUTCOMES: Upon completion of the course, the students will be able to:					
<p>CO1: Elaborate the basic concepts of Generative AI.</p> <p>CO2: Build Generative AI systems to generate images.</p> <p>CO3: Apply the concepts used in Generative AI Models.</p> <p>CO4: Use various Generative AI models.</p> <p>CO5: Compare and use the various Large Language Models.</p> <p>CO6: Analyze the basics of Prompt Engineering.</p>					
TEXT BOOKS:					
<ol style="list-style-type: none"> 1. Ben Auffarth, Generative AI with LangChain, Packt Publishing, 2023. 2. Amit Bahree, Generative AI in Action, Manning Publication, First Edition, 2023. 					
REFERENCES:					
<ol style="list-style-type: none"> 1. David Foster, Generative Deep Learning, 2nd Edition, O'Reilly Media, 2023. 2. Numa Dhamani and Maggie Engler, Introduction to Generative AI, Manning Publication, First Edition, 2024. 3. Valentina Alto, Modern Generative AI with ChatGPT and OpenAI Models, Packt publications, 2024. 					

22CS938	REST APPLICATION DEVELOPMENT USING SPRING BOOT AND JPA (Lab Integrated)	L	T	P	C
		2	0	2	3
<p>OBJECTIVES: The Course will enable learners to:</p> <ul style="list-style-type: none"> • Provide comprehensive knowledge of RESTful APIs and the HTTP methods used in the Spring Boot framework. • Cover advanced querying techniques using JPA, including LIKE queries, and to manage CRUD operations using JPQL. • Explore various relational mappings in JPA, such as one-to-one and one-to-many associations, and their practical implementations. • Implement and manage Spring AOP applications using annotation-based configurations for method interception and post-execution operations. • Build production-grade Spring Boot applications with integrated security using JWT, detailed API documentation with SwaggerUI and OpenUI, and effective logging practices. 					
UNIT I INTRODUCTION TO REST API					6+6
<p>RESTful APIs – overview about data exchange between client and server - separating concerns between handling HTTP requests and executing business logic - retrieving server resources via HTTP requests - injection of property values - self-contained application - serialization and deserialization – JSON properties - managing data access.</p> <p>List of Exercises/Experiments:</p> <p>1. Develop a RESTful API for retrieving a welcome message, emphasizing the basics of data exchange between client and server.</p> <p>8. Implement a RESTful API to acknowledge the user's favorite color choice, highlighting property value injection principles.</p> <p>9. Create a Spring Boot application that retrieves and displays application information, demonstrating the usage of the @Value annotation to inject property values from the application configuration file.</p> <p>10. Construct a RESTful API for student details retrieval, illustrating the utilization of @JsonIgnore annotation, focusing on advanced JSON property handling and data access control</p>					
UNIT II ADVANCED DATA MANAGEMENT WITH JAVA AND MYSQL					6+6
<p>Build production-grade applications – MYSQL - mapping Java classes to relational database - repository interface - data access operations – retrieving data from the database – mapping of request body to entity - retrieve an entity - capture data from API requests - building complex queries using keywords.</p> <p>List of Exercises/Experiments:</p> <p>7. Develop a web application for managing patient details using RESTful APIs, implementing POST and GET operations.</p> <p>8. Create a web application for managing product details using RESTful APIs, enabling POST and GET operations.</p> <p>9. Build an application for managing employee details using RESTful APIs, supporting POST, PUT, and DELETE operations.</p>					

UNIT III	ADVANCED JPA QUERIES AND ANNOTATIONS	6+6
<p>Pagination & Sorting using JPA, @Transient Annotation, Queries using JPA, Starts and Endswith query using JPA, JPQL with @Query Annotation, custom JPQL queries.</p> <p>List of Exercises/Experiments:</p> <p>9. Develop a web application for pagination and sorting of children details using RESTful APIs, implementing POST and GET operations.</p> <p>10. Create a web application for managing Person details using JPA methods via RESTful APIs, enabling POST and GET operations.</p> <p>11. Retrieve person details using JPQL with conditions for names starting or ending with specific patterns.</p> <p>12. Build a web application for managing Person details using custom JPQL queries via RESTful APIs, supporting POST and GET operations.</p>		
UNIT IV	JPA ASSOCIATIONS AND MAPPING	6+6
<p>JPA Mapping of One-to-One Associations - fetching entities using queries – Loading optimization technique - Two-way One-to-One Relationship Mapping with JPA - single entity instance associated with multiple instances - Adding Data with One-to-One and One-to-Many Associations using JPA.</p> <p>List of Exercises/Experiments:</p> <p>7. Develop a Spring Boot application with "Person" and "Address" entities, where each person has exactly one address. Utilize Spring JPA to establish a one-to-one mapping between these entities.</p> <p>8. Create a Spring Boot application with "Author" and "Book" entities, where each author can have multiple books, and each book belongs to only one author. Use Spring JPA to establish a one-to-many bidirectional mapping between these entities.</p> <p>9. Build a Spring Boot application with "Employee" and "Address" entities, ensuring that each employee has exactly one address, and each address belongs to only one employee. Establish a one-to-one mapping between these entities using Spring JPA and utilize the Criteria API to retrieve employee details efficiently</p>		
UNIT V	SPRING BOOT ESSENTIALS: API SECURITY, LOGGING, AOP, AND BUILD MANAGEMENT	6+6
<p>SwaggerUI with Spring Boot, OpenUI with Spring Boot, Logging with Spring Boot, Changing LogLevel, Logging Request and Response- Managing Spring Boot Logging Configuration - Aspect-Oriented Programming (AOP) Concepts – Method Parameter Handling - Post- Execution Operations - Returning Data Handling - Comprehensive Advice Handling. API security using JWT, Gradle for build management, Sonar Lint for coding standards and guidelines.</p> <p>List of Exercises/Experiments:</p> <p>6. Develop a web application for managing Employee and Payroll details via RESTful APIs. Utilize Spring JPA to establish a one-to-one mapping between Employee and Payroll entities. Demonstrate the usage of Swagger for API documentation and interaction.</p> <p>7. Develop a Spring Boot application focused on handling person details and integrate comprehensive logging capabilities to track application activities effectively.</p> <p>8. Explore the implementation of Aspect-Oriented Programming (AOP) in a Spring application to enhance the behavior of a service method and demonstrate its impact on application functionality.</p>		
TOTAL: 30+30=60 PERIODS		

OUTCOMES: Upon completion of the course, the students will be able to:			
CO1: Create simple applications using RESTful APIs and effectively manage HTTP methods within the Spring Boot framework.			
CO2: Apply database connectivity with JPA, utilizing advanced queries to interact with the database.			
CO3: Build applications using Spring Boot and perform CRUD operations efficiently using JPQL			
CO4: Demonstrate the implementation of various relational mappings in JPA, including one- to-one and one-to-many associations			
CO5: Develop real-time applications that integrate user interfaces and utilize Spring AOP for method interception and advice handling.			
CO6: Apply security measures to REST APIs using Spring Security and JWT to protect sensitive data and ensure secure communication between clients and servers.			
TEXTBOOKS:			
<ol style="list-style-type: none"> 1. Raja CSP Raman, Ludovic Dewailly, "Building RESTful Web Services with Spring 5", Packt Publishing, 2018. 2. Leonard Richardson, Sam Ruby "RESTful Web Services" O'Reilly Media, 2008. 3. Ludovic Dewailly, "Building a RESTful Web Service with Spring: A hands-on guide to building an enterprise-grade, scalable RESTful web service using the Spring Framework", Packt Publishing, 2015 4. Raja CSP Raman, Ludovic Dewailly, "Building RESTful Web Services with Spring 5 – Second Edition 5. Leverage the power of Spring 5.0, Java SE 9, and Spring Boot 2.0", Packt Publishing, 2018 			
REFERENCES:			
<ol style="list-style-type: none"> 1. Ranga Karanam, "Master Java Web Services and REST API with Spring Boot", Packt Publishing, 2018. 2. Balaji Varanasi, Sudha Belida, "Spring REST", Apress, 2015. 3. Greg L. Turnquist, "Learning Spring Boot 2.0", Packt Publishing, 2021 4. Sourabh Sharma, "Modern API Development with Spring and Spring Boot", Packt Publishing, 2021 			
LIST OF EQUIPMENTS/SOFTWARE: Java Persistence API, Spring Boot			

DATA SCIENCE

22AI302	DATA SCIENCE USING PYTHON (Lab Integrated)	L	T	P	C
		2	0	2	3
OBJECTIVES: The Course will enable learners to:					
<ul style="list-style-type: none"> • To learn the fundamentals of Data Science. • To experiment and implement python libraries for data science Learn the tools and packages in Python for Data Science. • To apply and implement basic classification algorithms • To apply clustering and outlier detection approaches. • To present and interpret data using visualization libraries in Python 					
UNIT I	INTRODUCTION				6+6

Data Science: Benefits and uses – facets of data - Data Science Process: Overview – Defining research goals – Retrieving data – data preparation - Exploratory Data analysis – build the model – presenting findings and building applications - Data Mining - Data Warehousing – Basic statistical descriptions of Data.

List of Exercise/Experiments:

1. Download, install and explore the features of R/Python for data analytics
 - Installing Anaconda
 - Basic Operations in Jupiter Notebook
 - Basic Data Handling

UNIT II	PYTHON LIBRARIES FOR DATA SCIENCE	6+6
----------------	--	------------

Introduction to Numpy - Multidimensional Ndarrays – Indexing – Properties – Constants – Data Visualization: Ndarray Creation – Matplotlib - Introduction to Pandas – Series – Dataframes – Visualizing the Data in Dataframes - Pandas Objects – Data Indexing and Selection – Handling missing data – Hierarchical indexing – Combining datasets – Aggregation and Grouping – Joins- Pivot Tables - String operations – Working with time series – High performance Pandas.

List of Exercise/Experiments:

1. Working with Numpy arrays - Creation of numpy array using the tuple, Determinethe size, shape and dimension of the array, Manipulation with array Attributes, Creation of Sub array, Perform the reshaping of the array along the row vector and column vector, Create Two arrays and perform the concatenation among thearrays.
2. Working with Pandas data frames - Series, DataFrame , and Index, Implement the Data Selection Operations, Data indexing operations like: loc, iloc, and ix, operations of handling the missing data like None, Nan, Manipulate on theoperation of Null Vaues (is null(), not null(), dropna(), fillna()).
3. Perform the Statistics operation for the data (the sum, product, median, minimum and maximum, quantiles, arg min, arg max etc.).
4. Use any data set compute the mean ,standard deviation, Percentile.

UNIT III	CLASSIFICATION	6+6
-----------------	-----------------------	------------

Basic Concepts – Decision Tree Induction – Bayes Classification Methods – Rule-Based Classification – Model Evaluation and Selection.
 Bayesian Belief Networks – Classification by Backpropagation – Support Vector Machines – Associative Classification – K-Nearest-Neighbor Classifiers – Fuzzy Set Approaches - Multiclass Classification - Semi-Supervised Classification.

List of Exercise/Experiments:

1. Apply Decision Tree algorithms on any data set.
2. Apply SVM on any data set
3. Implement K-Nearest-Neighbor Classifiers

UNIT IV	CLUSTERING AND OUTLIER DETECTION	6+6
----------------	---	------------

Cluster Analysis – Partitioning Methods – Evaluation of Clusters – Probabilistic Model-Based Clustering – Outliers and Outlier Analysis – Outlier Detection Methods – Statistical Approaches – Clustering and Classification-Based Approaches.

List of Exercise/Experiments:

1. Apply K-means algorithms for any data set.
2. Perform Outlier Analysis on any data set.

UNIT V	DATA VISUALIZATION	6+6
---------------	---------------------------	------------

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

- Visualization with Seaborn.

List of Exercise/Experiments:

1. Basic plots using Matplotlib.
2. Implementation of Scatter Plot.
3. Construction of Histogram, bar plot, Subplots, Line Plots.
4. Implement the three dimensional potting.
5. Visualize a dataset with Seaborn.

TOTAL:30+3=60 PERIODS

OUTCOMES:

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

CO1: Explain the fundamentals of data science

CO2: Experiment python libraries for data science

CO3: Apply and implement basic classification algorithms

CO4: Implement clustering and outlier detection approaches

CO5: Present and interpret data using visualization tools in Python

TEXT BOOKS:

1. David Cielen, Arno D. B. Meysman, and Mohamed Ali, "Introducing Data Science", Manning Publications, 2016. (Unit 1)
2. Ashwin Pajankar, Aditya Joshi, Hands-on Machine Learning with Python: Implement Neural Network Solutions with Scikit-learn and PyTorch, Apress, 2022.
3. Jake VanderPlas, "Python Data Science Handbook – Essential tools for working with data", O'Reilly, 2017.

REFERENCES:

1. Roger D. Peng, R Programming for Data Science, Lulu.com, 2016
2. Jiawei Han, Micheline Kamber, Jian Pei, "Data Mining: Concepts and Techniques", 3rd Edition, Morgan Kaufmann, 2012.
3. Samir Madhavan, Mastering Python for Data Science, Packt Publishing, 2015
4. Laura Igual, Santi Seguí, "Introduction to Data Science: A Python Approach to Concepts, Techniques and Applications", 1st Edition, Springer, 2017
6. Peter Bruce, Andrew Bruce, "Practical Statistics for Data Scientists: 50 Essential Concepts", 3rd Edition, O'Reilly, 2017
8. Hector Guerrero, "Excel Data Analysis: Modelling and Simulation", Springer International Publishing, 2nd Edition, 2019
9. NPTEL Courses:
 - a. Data Science for Engineers - https://onlinecourses.nptel.ac.in/noc23_cs17/preview
 - b. Python for Data Science - https://onlinecourses.nptel.ac.in/noc23_cs21/preview

22CS935	DATA EXPLORATION AND VISUALIZATION	L	T	P	C
		3	0	0	3
OBJECTIVES:					
The Course will enable learners to:					
<ul style="list-style-type: none"> • Outline an overview of exploratory data analysis and phases involved in data analytics • Acquire an in-depth knowledge in EDA techniques • Experiment the data visualization • Describe the methods of time series analysis • Explain the basics of tree and hierarchical representation of big data 					
UNIT I	EXPLORATORY DATA ANALYSIS				9
EDA fundamentals – Understanding data science – Significance of EDA – Making sense of data– Comparing EDA with classical and Bayesian analysis – Software tools for EDA					
UNIT II	EDA TECHNIQUES				9
Visual Aids For EDA- Data transformation techniques-merging database, reshaping and pivoting, Transformation techniques -Descriptive Statistics-types of kurtosis, quartiles, Grouping Datasets-data aggregation, group wise transformation.					
UNIT III	VISUALIZING DATA				9
The Seven Stages of Visualizing Data, Processing-load and displaying data – functions, sketching and scripting, Mapping-Location, Data, two sided data ranges, smooth interpolation of values over time					
UNIT IV	TIME SERIES ANALYSIS				9
Overview of time series analysis-showing data as an area, drawing tabs, handling mouse input,Connections And Correlations – Preprocessing-introducing regular expression, sophisticated sorting, Scatterplot Maps-deployment issues					
UNIT V	TREES, HIERARCHIES, AND RECURSION				9
Treemaps - treemap library, directory structure, maintaining context, file item, folder item,Networks and Graphs-approaching network problems-advanced graph example, Acquiring data,Parsing data					
TOTAL: 45 PERIODS					
OUTCOMES:					
Upon completion of the course, the students will be able to:					
CO1: Explain the overview of exploratory data analysis and phases involved in data analytics					
CO2: Explore in-depth knowledge in EDA techniques					
CO3: Apply the visualization techniques in data					
CO4: Describe the methods of time series analysis					
CO5: Represent the data in tree and hierarchical formats					
CO6: Apply tools is visualization to represent data.					
TEXT BOOKS:					
<ol style="list-style-type: none"> 1. Suresh Kumar Mukhiya and Usman Ahmed, “Hands-on Exploratory Data Analysis with Python”, Packt publishing , March 2020. 2. Ben Fry, “Visualizing Data”, O’reilly publications, 2007. 					
REFERENCES:					
<ol style="list-style-type: none"> 1. Danyel Fisher & Miriah Meyer, “Making Data Visual: A Practical Guide To Using Visualization For Insight”, O’reilly publications, 2018. 2. Claus O. Wilke, ”Fundamentals of Data Visualization”, O’reilly publications, 2019. 3. EMC Education Services, “Data Science and Big data analytics: Discovering, Analyzing, Visualizing and Presenting Data”, Wiley Publishers, 2015. 4. Tamara Munzner, “Visualization Analysis and Design”, A K Peters/CRC Press; 1st edition,2014. 					

5. Matthew O. Ward, Georges Grinstein, Daniel Keim, "Interactive Data Visualization: Foundations, Techniques, and Applications", 2nd Edition, CRC press, 2015.

22AI903	TEXT AND SPEECH ANALYTICS	L	T	P	C
		3	0	0	3
OBJECTIVES:					
<ul style="list-style-type: none"> To introduce the tools and techniques for performing text and speech analytics in diverse contexts. To understand the tools and technologies involved in developing text and speech applications. To demonstrate the use of computing for building applications in text and speech processing. To use information Retrieval Techniques to build and evaluate text processing systems. To apply advanced speech recognition methodologies in practical applications. 					
UNIT I	TEXT PROCESSING				9
Speech and Language Processing - Regular Expression - Text normalization – Edit Distance - Lemmatization – Stemming – N-gram Language Models - Vector Semantics and Embeddings.					
UNIT II	TEXT CLASSIFICATION				9
Text Classification Tasks – Language Model – Neural Language Models – RNNs as Language Models – Transformers and Large Language Models.					
UNIT III	QUESTION ANSWERING AND DIALOGUE SYSTEMS				9
Information Retrieval – Dense Vectors – Neural IR for Question Answering – Evaluating Retrieval-based Question Answering – Frame-based Dialogue Systems – Dialogue Acts and Dialogue State – Chatbots – Dialogue System Design.					
UNIT IV	TEXT TO SPEECH SYNTHESIS				9
Automatic Speech Recognition Task – Feature Extraction for ASR: Log Mel Spectrum – Speech Recognition Architecture – CTC - ASR Evaluation: Word Error Rate – TTS – Speech Tasks.					
UNIT V	SPEECH RECOGNITION				9
LPC for speech recognition - Hidden Markov Model (HMM) - Training procedure for HMM- subword unit model based on HMM - Language models for large vocabulary speech recognition - Overall recognition system based on subword units - Context dependent subword units- Semantic post processor for speech recognition.					
TOTAL: 45 PERIODS					
OUTCOMES:					
At the end of this course, the students will be able to:					
CO1: Apply the fundamental techniques in text processing for various NLP tasks.					
CO2: Implement advanced language models and improve text classification accuracy.					
CO3: Designing text processing systems using state-of-the-art techniques.					
CO4: Design, implement, and evaluate ASR and TTS systems.					
CO5: Apply advanced speech recognition methodologies in practical applications.					
CO6: Use information Retrieval Techniques to build and evaluate text processing systems.					
TEXT BOOKS:					

1. Jurafsky, D. and J. H. Martin, Speech and language processing: An Introduction to Natural Language Processing, Computational Linguistics, and Speech Recognition Pearson Publication, Third Edition, 2022.

Lawrence Rabiner, Biing-Hwang Juang and B.Yegnanarayana, "Fundamentals of Speech Recognition", Pearson Education, 2009.

REFERENCES:

1. John Atkinson-Abutridy, Text Analytics: An Introduction to the Science and Applications of Unstructured Information Analysis, CRC Press, 2022.
2. Jim Schwoebel, NeuroLex, Introduction to Voice Computing in Python, 2018
3. Lawrence R. Rabiner, Ronald W. Schafe, Theory and Applications of Digital Speech Processing, First Edition, Pearson, 2010.
4. Srinivasa-Desikan, Bhargav. Natural Language Processing and Computational Linguistics: A practical guide to text analysis with Python, Gensim, spaCy, and Keras. Packt Publishing Ltd, 2018.

2AI904	IMAGE AND VIDEO ANALYTICS	L	T	P	C
		3	0	0	3
OBJECTIVES:					
The Course will enable learners to:					
<ul style="list-style-type: none"> • To understand the basics of image processing techniques for computer vision and video analysis. • To illustrate the techniques used for image pre-processing. • To discuss the various image Segmentation techniques. • To understand the various Object recognition mechanisms. • To elaborate on the motion analysis techniques for video analytics. 					
UNIT I	INTRODUCTION				9
Computer Vision – Image representation and image analysis tasks - Image representations – digitization – properties – color images – Data structures for Image Analysis - Levels of image data representation - Traditional and Hierarchical image data structures.					
UNIT II	IMAGE PRE-PROCESSING				9
Pixel brightness transformations - Geometric transformations - Local pre-processing - Image smoothing - Edge detectors - Zero-crossings of the second derivative - Scale in image processing - Canny edge detection - Parametric edge models - Edges in multi-spectral images - Local pre-processing in the frequency domain - Line detection by local pre-processing operators - Detection of corners (interest points) - Detection of maximally stable extremal regions - Image restoration.					
UNIT III	SEGMENTATION				9
Thresholding - Edge-based segmentation - Region-based segmentation – Matching - Evaluation issues in segmentation - Mean shift segmentation - Active contour models.					
UNIT IV	OBJECT RECOGNITION				9
Knowledge representation - Statistical pattern recognition - Neural nets - Syntactic pattern recognition - Recognition as graph matching - Optimization techniques in recognition - Fuzzy systems - Boosting in pattern recognition - Random forests - Image understanding control strategies.					
UNIT V	MOTION ANALYSIS				9
Differential motion analysis methods - Optical flow - Analysis based on correspondence of interest points - Detection of specific motion patterns - Video tracking - Motion models to aid tracking.					
TOTAL: 45 PERIODS					
OUTCOMES:					
Upon completion of the course, the students will be able to:					

- CO1:** Understand the basics of image processing techniques for computer vision and video analysis.
- CO2:** Illustrate the techniques used for image pre-processing.
- CO3:** Analyze the various image Segmentation techniques.
- CO4:** Understand the various Object recognition mechanisms.
- CO5:** Elaborate on the motion analysis techniques for video analytics.
- CO6:** Apply image processing techniques in real-world applications.

TEXT BOOKS:

1. Milan Sonka, Vaclav Hlavac, Roger Boyle, "Image Processing, Analysis, and MachineVision", 4nd edition, Thomson Learning, 2013.

REFERENCES:

1. Richard Szeliski, "Computer Vision: Algorithms and Applications", Springer Verlag London Limited, 2011.
2. Caifeng Shan, Fatih Porikli, Tao Xiang, Shaogang Gong, "Video Analytics for BusinessIntelligence", Springer, 2012.
3. D. A. Forsyth, J. Ponce, "Computer Vision: A Modern Approach", Pearson Education, 2003.
4. E. R. Davies, "Computer & Machine Vision", Fourth Edition, Academic Press, 2012.

22AI905	STREAM PROCESSING AND ANALYTICS	L	T	P	C
		3	0	0	3
OBJECTIVES:					
The Course will enable learners to:					
<ul style="list-style-type: none"> • To outline the framework for real time stream processing. • To learn various algorithms for data streaming. • To identify frequent item sets by mining from data streams. • To introduce approaches to evaluate stream learning algorithms. • To use tools for distributed data flow management. • To design solutions to stream processing problems. 					
UNIT I	INTRODUCTION TO DATA STREAMS				9
Data Stream Models – Bounds of Random variables – Poisson Process – Maintaining Simple Statistics from Data Streams – Sliding Window and computing statistics over sliding windows – Data Synopsis – Sampling – Histograms – Wavelets – DFT - Change Detection: Tracking Drifting Concepts - Monitoring the Learning Process.					
UNIT II	STREAMING ALGORITHMS				9
Clustering Examples: Basic Concepts - Partitioning Clustering – Hierarchical Clustering - Micro Clustering – Grid Clustering - Clustering Variables - The Very Fast Decision Tree Algorithm (VFDT) - The Base Algorithm, Analysis of the VFDT Algorithm, Extensions to the Basic Algorithm: Processing Continuous Attributes, Functional Tree Leaves, Concept Drift.					
UNIT III	FREQUENT PATTERN MINING				9
Introduction – Heavy Hitters - Mining Frequent Itemsets from Data Streams - Landmark Windows - Mining Recent Frequent Itemsets - Frequent Itemsets at Multiple Time Granularities - Sequence Pattern Mining - Reservoir Sampling for Sequential Pattern Mining over data stream.					
UNIT IV	EVALUATING STREAMING ALGORITHMS				9
Learning from Data Streams - Evaluation Issues - Design of Evaluation Experiments - Evaluation Metrics - Comparative Assessment - Evaluation Methodology in Non-Stationary Environments.					
UNIT V	DATA FLOW MANAGEMENT				9
Distributed Data Flows – Apache Kafka – Apace Flume - Processing Streaming Data – Storing Streaming Data – Delivering Streaming Metrics.					
TOTAL: 45 PERIODS					

<p>OUTCOMES: Upon completion of the course, the students will be able to: CO1: Outline the framework for real time stream processing. CO2: Elaborate various algorithms for data streaming. CO3: Illustrate frequent item sets by mining from data streams. CO4: Apply the metrics and procedures to evaluate a model. CO5: Use tools for distributed data flow management. CO6: Develop solutions for real-world problems using streaming data.</p>
<p>TEXT BOOKS:</p> <ol style="list-style-type: none"> 1. Joao Gama, "Knowledge Discovery from Data Streams", CRC Press, 2010. 2. Byron Ellis, Real-Time Analytics: Techniques to Analyze and Visualize Streaming Data, First Edition, WILEY Big Data Series, 2014.
<p>REFERENCES:</p> <ol style="list-style-type: none"> 1. Andrew Psaltis, Streaming Data: Paul Lewis, First Edition, Manning Publication, 2017. 2. Bugra Gedik, Deepak S. Turaga, Henrique C. M. Andrade, Fundamentals of Stream Processing: Application Design, Systems, and Analytics, Cambridge University Press, 2014. 3. Charu C. Aggarwal, "Data Streams: Models and Algorithms", Kluwer Academic Publishers, 2007. 4. David Luckham, "The Power of Events: An Introduction to Complex Event Processing in Distributed Enterprise Systems", Addison Wesley, 2002.

22AI906	COGNITIVE SCIENCE AND ANALYTICS	L	T	P	C
		3	0	0	3
<p>OBJECTIVES:</p> <ul style="list-style-type: none"> • To understand cognitive computing. • To know about design principles and NLP for Cognitive systems. • To distinguish between Big Data and Cognitive computing. • To discuss implications of cognitive computing in business. • To develop applications of cognitive computing. 					
UNIT I	FOUNDATIONS OF COGNITIVE SCIENCE	9			
<p>Foundation of Cognitive Computing: cognitive computing as a new generation- the uses of cognitive systems- system cognitive- gaining insights from data- Artificial Intelligence as the foundation of cognitive computing- understanding cognition.</p>					
UNIT II	DESIGN PRINCIPLES FOR COGNITIVE SYSTEMS AND NLP IN COGNITIVE SYSTEMS	9			
<p>Components of a cognitive system- building the corpus- bringing data into cognitive system- machine learning- hypotheses generation and scoring- presentation and visualization services. Natural Language Processing in support of a Cognitive System: Role of NLP in a cognitive system- semantic web- Applying Natural language technologies to Business problems.</p>					
UNIT III	BIG DATA Vs COGNITIVE COMPUTING	9			
<p>Relationship between Big Data and Cognitive Computing: Dealing with human-generated data- defining big data- architectural foundation- analytical data warehouses- Hadoop- data in motion and streaming data- integration of big data with traditional data.</p>					
UNIT IV	THE BUSINESS IMPLICATIONS OF COGNITIVE COMPUTING	9			
<p>Preparing for change- advantages of new disruptive models- knowledge meaning to business- difference with a cognitive systems approach- meshing data together differently- using business knowledge to plan for the future- answering business</p>					

questions in new ways- building business specific solutions- making cognitive computing a reality- cognitive application changing the market- IBM Watson as a cognitive system.	
UNIT V	APPLICATIONS OF COGNITIVE COMPUTING
Build a cognitive health care application - Build a cognitive application on Smarter cities - Applicate Cognitive Computing principle in building a Government related application.	
TOTAL: 45 PERIODS	
OUTCOMES: At the end of this course, the students will be able to: CO1: Elaborate the concepts of cognitive science and computing. CO2: Design and Implementation of Cognitive Systems. CO3: Apply NLP in cognitive systems. CO4: Integrate Big Data and Cognitive computing. CO5: Discuss implications of cognitive computing in business. CO6: Develop various applications of cognitive computing.	
TEXT BOOKS: 1. Judith H Hurwitz, Marcia Kaufman, Adrian Bowles, "Cognitive computing and Big Data Analytics" , Wiley, 2015.	
REFERENCES: 1. Vijay Raghvan, Venu Govindaraju, C.R. Rao, "Cognitive Computing: Theory and Applications", Elsevier publications, North Holland Publication, 1st Edition, 2016. 2. Mallick, Pradeep Kumar, Borah, Samarjeet, "Emerging Trends and Applications in Cognitive Computing", IGI Global Publishers, 2019.	

ARTIFICIAL INTELLIGENCE

22AI907	SOFT COMPUTING (Lab Integrated)	L	T	P	C
		2	0	2	3
OBJECTIVES: The Course will enable learners to: <ul style="list-style-type: none"> • Learn the basic concepts of Soft Computing. • Understand artificial neural networks. • Explain fuzzy systems. • Explain Genetic Algorithms. • Discuss the various Hybrid algorithms and various Swarm Intelligence algorithms. 					
UNIT I	INTRODUCTION	6+6			
Neural Networks - Application Scope of Neural Networks - Fuzzy Logic - Genetic Algorithm - Hybrid Systems - Soft Computing - Artificial Neural Network - Evolution of Neural Networks - Basic Models of ANN - Weights - Bias - Threshold - Learning Rate - Momentum Factor - Vigilance Parameter- McCulloch-Pitts Neuron - Linear Separability - Hebb Network.					
List of Exercise/Experiments 1. Write a program to implement Hebb's rule. 2. Implement McCulloch-Pitts model using Simple Neural Network.					
UNIT II	ARTIFICIAL NEURAL NETWORKS	6+6			

Perceptron Networks - Adaptive Linear Neuron - Multiple Adaptive Linear Neurons - Back-Propagation Network - Radial Basis Function Network - Pattern Association - Auto associative and Hetero associative Memory Networks - Bidirectional Associative Memory (BAM) - Hopfield Networks - Fixed Weight Competitive Nets - Kohonen Self-Organizing Feature Maps.

List of Exercise/Experiments

1. Implement Kohonen self-Organizing feature maps
2. Write a program for solving linearly separable problem using Perceptron Model

UNIT III	FUZZY SYSTEMS	6+6
-----------------	----------------------	------------

Fuzzy Logic - Classical Sets (Crisp Sets) - Fuzzy Sets - Fuzzy Relation - Features of the Membership Functions - Fuzzification - Methods of Membership Value Assignments - Defuzzification - Lambda-Cuts for Fuzzy Sets (Alpha-Cuts) - Lambda-Cuts for Fuzzy Relations - Defuzzification Methods - Fuzzy Reasoning - Fuzzy Inference Systems.

List of Exercise/Experiments

1. Implement Union, Intersection, Complement and Difference operations on fuzzy sets. Also create fuzzy relation by Cartesian product of any two fuzzy sets and perform max-min composition on any two fuzzy relations.
2. Implementation of fuzzy relations (Max-Min Composition)

UNIT IV	GENETIC ALGORITHMS	6+6
----------------	---------------------------	------------

Biological Background - Traditional Optimization and Search Techniques- Genetic Algorithm and Search Space- - Simple GA - General Genetic Algorithm - Operators - Stopping Condition - Constraints - Problem Solving - The Schema Theorem- Classification - Holland Classifier Systems- Genetic Programming - Advantages and Limitations- Applications.

List of Exercise/Experiments

1. Implement travelling salesperson problem (tsp) using genetic algorithms.
2. Implement two classes city and fitness using genetic algorithm.

UNIT V	HYBRID SOFT COMPUTING AND SWARM INTELLIGENCE ALGORITHMS	6+6
---------------	--	------------

Neuro-Fuzzy Hybrid Systems - Genetic Neuro-Hybrid Systems - Genetic Fuzzy Hybrid and Fuzzy Genetic Hybrid Systems - Simplified Fuzzy ARTMAP - Swarm Intelligence Algorithms - Ant Colony Optimization - Artificial Bee Colony - Particle Swarm Optimization - Firefly Algorithm.

List of Exercise/Experiments

1. To design and implement fuzzy logic for a washing machine system.
2. Case study on hybrid system. To study the designing of Neuro-Fuzzy Systems

Mini Project:

1. Apply Swarm Intelligence Algorithms for any one of the following applications:
 - a. Disease diagnosis
 - b. Image Processing
 - c. Business Intelligence
 - d. Cyber Security etc.
2. Case study on Hybrid Systems.
3. To study the designing of Neuro Fuzzy systems.
4. To design and implement fuzzy logic for a washing machine system.

TOTAL: 30+30 = 60 PERIODS

<p>OUTCOMES: Upon completion of the course, the students will be able to: CO1: Understand the basic concepts of Soft Computing CO2: Artificial neural networks and its applications. CO3: Fuzzy logic and its applications. CO4: Solving problems using Genetic algorithms. CO5: Applications of Soft computing to solve problems in varieties of application domains.</p>
<p>TEXT BOOKS:</p> <ol style="list-style-type: none"> 1. S. N. Sivanandam , S. N. Deepa, "Principles of Soft Computing", Wiley India Pvt. Ltd., 2nd Edition, 2019. 2. Adam Slovik, "Swarm Intelligence Algorithms: Modification and Applications", Taylor & Francis, First Edition, 2020.
<p>REFERENCES:</p> <ol style="list-style-type: none"> 1. Jyh-Shing Roger Jang, Chuen-Tsai Sun, Eiji Mizutani, Neuro-Fuzzy and Soft Computing, Prentice-Hall of India, 2002. 2. Kwang H. Lee, First course on Fuzzy Theory and Applications, Springer, 2005. 3. N.P. Padhy, S. P. Simon, "Soft Computing with MATLAB Programming", Oxford University Press, 2015. 4. S. Rajasekaran, G. A. Vijayalakshmi Pai, "Neural Networks, Fuzzy Logic and Genetic Algorithm, Synthesis and Applications ", PHI Learning Pvt. Ltd., 2017. 5. NPTEL Courses: <ol style="list-style-type: none"> a. Introduction To Soft Computing - https://onlinecourses.nptel.ac.in/noc23_cs40/preview

22CS936	NEURAL NETWORKS AND DEEP LEARNING	L	T	P	C
		3	0	0	3
OBJECTIVES:					
The Course will enable learners to:					
<ul style="list-style-type: none"> • Understand the basics of deep neural networks. • Implement deep learning models. • Elaborate CNN and RNN architectures of deep neural networks. • Familiarize autoencoders in neural networks. • Learn about the deep generative models. • Apply Deep Learning to solve real-world problems. 					
UNIT I	NEURAL NETWORKS	9			
Introduction – Data Representation -Tensor Operations – Gradient-based Optimization – Architecture – Keras – Shallow Neural Networks.					
UNIT II	DEEP NETWORKS	9			
Deep feedforward networks - Learning XOR - Gradient based learning - Hidden Units – Architecture Design – Back Propagation – Regularization – Parameter Norm Penalties – Constrained Optimization – Under-Constrained Problems – Dataset Augmentation – Noise Robustness – Semi-Supervised Learning – Multi-Task Learning – Early Stopping – Parameter Tying and Sharing – Bagging and Other Ensemble methods – Dropout – Adversarial Training.					
UNIT III	CONVOLUTIONAL AND RECURRENT NEURAL NETWORKS	9			
Convolution Operation – Pooling – Infinitely Strong prior – Variants – Structured Output – Data Types – Efficient Convolutional Algorithms – Random or Unsupervised features					

– Neuroscientific Basis - Computational Graphs - RNN - Bidirectional RNN – Encoder-Decoder - Sequence to Sequence RNN - Deep Recurrent Networks - Recursive Neural Networks - Long Term Dependencies - Leaky Units - Strategies for multiple time scales – LSTM and Gated RNNs - Optimization for Long Term Dependencies.			
UNIT IV	AUTOENCODERS	9	
Autoencoders: Undercomplete autoencoders - Regularized autoencoders – Power, Layer Size and Depth - Stochastic encoders and decoders – Denoising Autoencoders - Learning with autoencoders – contractive Autoencoders – Applications of autoencoders.			
UNIT V	DEEP GENERATIVE MODELS	9	
Boltzmann Machine – Restricted Boltzmann Machine – Deep Belief Networks – Deep Boltzmann Machines - Boltzmann Machines for Real-Valued Data – Convolutional Boltzmann Machines - Boltzmann Machine for Structured or Sequential Outputs – Directed Generative Nets – Evaluating Generative Models.			
TOTAL: 45 PERIODS			
OUTCOMES:			
Upon completion of the course, the students will be able to:			
CO1: Demonstrate the basics of deep neural networks to solve real world problems.			
CO2: Implement deep learning models.			
CO3: Elaborate CNN and RNN architectures of deep neural networks.			
CO4: Use autoencoders in neural networks.			
CO5: Illustrate the various deep generative models.			
CO6: Apply deep generative models to solve real world problems.			
TEXT BOOKS:			
1. Ian Goodfellow, Yoshua Bengio, Aaron Courville, “Deep Learning”, MIT Press, 2016.			
2. Francois Chollet, “Deep Learning with Python”, Manning Publications, 2018.			
REFERENCES:			
1. Simon J.D. Prince, “Understanding Deep Learning”, MIT Press, 2023.			
2. Charu C. Aggarwal, “Neural Networks and Deep Learning: A Textbook”, Springer International Publishing, 2018.			
3. Yoav Goldberg, “Neural Network Methods for Natural Language Processing”, Synthesis Lectures on Human Language Technologies, Morgan & Claypool publishers, 2017.			
4. Francois Chollet, “Deep Learning with Python”, Manning Publications Co, 2018.			
5. Josh Patterson, Adam Gibson, “Deep Learning: A Practitioner's Approach”, O'Reilly Media, 2017.			
6. Navin Kumar Manaswi, “Deep Learning with Applications Using Python”, Apress, 2018.			
7. Richard O. Duda, Peter E. Hart, David G. Stork, “Pattern Classification”, John Wiley & Sons Inc., 2007.			

22CS937	REINFORCEMENT AND ENSEMBLE LEARNING	L	T	P	C
		3	0	0	3
OBJECTIVES:					
The Course will enable learners to:					
<ul style="list-style-type: none"> • Outline the concepts of Reinforcement Learning • Solve problems using Monte Carlo Decision Process and Dynamic Programming. 					

- Implement problems using temporal difference learning.
- Apply functional approximation in reinforcement learning.

UNIT I	INTRODUCITON	9
Introduction - Elements of RL, History of RL- Limitation and Scope - Examples – Multi-arm Bandits – k-armed Bandit Problem – Action-Value Methods – Incremental Implementation – Nonstationary Problem – Optimistic Initial Values – Upper Confidence Bound Action Selection – Gradient Bandit Algorithms – Contextual Bandits.		
UNIT II	TABULAR SOLUTION METHODS	9
Finite Markov Decision Processes – Dynamic Programming – Monte Caro Methods – Temporal Difference Learning.		
UNIT III	FUNCTION APPROXIMATION METHODS	9
On-Policy Prediction with Approximation: Value-function Approximation – The Prediction Objective – Stochastic-gradient and Semi-gradient Methods - Linear Methods – Feature Construction for Linear Methods - Eligibility Traces: The λ -return – TD(λ).		
UNIT IV	CORE ENSEMBLE METHODS	9
Boosting - Boosting procedure – AdaBoost Algorithm – Examples and Issues - Bagging - Algorithm – Examples and Issues – Random tree Ensembles -Combination Methods - Averaging – Voting – Combining by learning – Other Combination methods – Relevant methods.		
UNIT V	ADVANCED ENSEMBLE METHODS	9
Ensemble Pruning - Categories – Ordering based – Clustering based – Optimization based Clustering Ensembles - Categories – Similarity based – Graph based – Relabeling based – Transformation based.		
TOTAL: 45 PERIODS		
OUTCOMES:		
At the end of this course, the students will be able to:		
CO1: Analyze the basics and history of reinforcement learning using examples like Multi-arm Bandits		
CO2: Use tabular methods for solving Markov Decision Processes.		
CO3: Evaluate function approximation methods for on-policy prediction.		
CO4: Design and compare ensemble methods like boosting and bagging		
CO5: Analyze and combine advanced ensemble methods for pruning and clustering		
CO6: Apply ethical principles and communicate effectively in presenting learning methods		
TEXT BOOKS:		
1. Sutton R. S. and Barto A. G., "Reinforcement Learning: An Introduction", MIT Press, Second Edition, 2020.		
2. Zhi-Hua Zhou. Ensemble Methods Foundations and Algorithms , First Edition, Chapman & Hall/CRC Machine Learning & Pattern Recognition , 2012.		
REFERENCES:		
1. Kevin Murphy, "Machine Learning - A Probabilistic Perspective" , MIT press, 2012.		
2. Christopher Bishop, "Pattern Recognition and Machine Learning", Springer, 2006.		

3. Phil Winder, "Reinforcement Learning: Industrial Applications of Intelligent Agents". O'Reilly, 2021.

22AI922	APPLIED AI and ML	L	T	P	C
		3	0	0	3
OBJECTIVES: The Course will enable learners to: <ul style="list-style-type: none"> Understand and apply statistical methods to analyze and interpret data. Analyze and cluster genomic data using appropriate algorithms. Implement linear regression models to predict outcomes. Evaluate and improve model performance in binary classification tasks. Implement and train neural networks for various tasks. 					
UNIT I	FOUNDATION OF DATA SCIENCE				9
Python for Data Science- NumPy & Pandas - Data Cleaning and Preparation- Statistics for Data Science- Types of Data- Levels of Measurement-Descriptive Statistics- Probability theory -Inferential Statistics-Advanced Visualization Techniques. Case Study: Cardio Good Fitness Data Analysis Projects: 1. Food Hub Analysis 2. FIFO World Cup Analysis 3. Mobile Internet Usage Analysis					
UNIT II	MAKING SENSE OF UNSTRUCTURED DATA				9
Introduction to Supervised & Unsupervised Learning- Handling Imbalanced Datasets-K-Means Clustering algorithm, Dimensionality Reduction techniques (PCA, t-SNE)- Visualizing High Dimensional Data-Comparison of t-SNE with PCA-Combining PCA with t-SNE. Case Study: Genomic Data Clustering Project: Fantasy Sports Clustering Analysis					
UNIT III	REGRESSION AND PREDICTION				9
Introduction to Linear Regression-OLS Method-Cost function and Optimization-Gradient Descent Algorithm-Multiple Linear Regression-Elastic Net, Model Evaluation Techniques in solving Real World Regression Problems. Case Studies: 1. Hospital LOS Prediction 2. Big Mart Sales Prediction Project: Super Kart Sales Prediction					
UNIT IV	CLASSIFICATION AND HYPOTHESIS TESTING				9
Concepts of Classification algorithms- Model Performance- Application of Binary Classification- Multi class classification-Multi label classification-Challenges in solving real world classification problems. Case Studies: 1. HR Employee Attrition Prediction 2. KC Roasters Coffee Quality Prediction Projects: 1. Travel Package Purchase Prediction 2. Potential Customers Prediction					
UNIT V	DEEP LEARNING				9

Implementation of Neural Networks-Data Quality & Quantity-Data Augmentation- Hyper parameter tuning-Computational Challenges -Transformer Networks-Transfer learning - solving real world Neural Network based Problems.

Case Study: 1. Audio MNLST Digit Recognition,
2. Street View Housing Number Digit Recognition

Project: Food Image Classification

TOTAL: 45 PERIODS

OUTCOMES:

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

CO1: Apply statistical techniques to interpret data and make data-driven decisions.

CO2: Utilize dimensionality reduction techniques such as PCA and t-SNE to simplify complex datasets.

CO3: Apply regression techniques to real-world problems.

CO4: Perform hypothesis testing to validate assumptions and make inferences from data.

CO5: Apply deep learning techniques to solve practical problems.

CO6: Implement the concepts of AI and ML to solve various applications.

TEXT BOOKS:

1. Saikat Dutt, Subramanian Chandramouli, Amit Kumar Das, Machine Learning, Pearson, 2019.
2. Ethem Alpaydin, Introduction to Machine Learning, Adaptive Computation and Machine Learning Series, Third Edition, MIT Press, 2014.
3. Deep Learning: A Practitioner's Approach, Josh Patterson, Adam Gibson, O'Reilly Media, 2017.
4. Deep Learning, Ian Goodfellow, Yoshua Bengio Aaron Courville, MIT Press, 2017.
5. Neural Networks and Deep Learning, Michael Nielsen, Determination Press, 2015.

REFERENCES:

1. Anuradha Srinivasaraghavan, Vincy Joseph, Machine Learning, First Edition, Wiley, 2019.
2. Peter Harrington, "Machine Learning in Action", Manning Publications, 2012.
3. Stephen Marsland, "Machine Learning – An Algorithmic Perspective", Second Edition, Chapman and Hall/CRC Machine Learning and Pattern Recognition Series, 2014.
4. Tom M Mitchell, Machine Learning, First Edition, McGraw Hill Education, 2013.
5. Christoph Molnar, "Interpretable Machine Learning - A Guide for Making Black Box Models Explainable", Creative Commons License, 2020.
6. Deep Learning with TensorFlow: Explore neural networks with Python, Giancarlo Zaccone, Md. Rezaul Karim, Ahmed Menshawy, Packt Publisher, 2017.
7. Deep Learning with Keras, Antonio Gulli, SujitPal, Packt Publishers, 2017.
8. Deep Learning with Python", Francois Chollet, Manning Publications, 2017
9. <https://olympus.mygreatlearning.com/courses>

22AI927	RECOMMENDER SYSTEMS	L	T	P	C
		3	0	0	3

OBJECTIVES:

The Course will enable learners to:

- To understand the foundations of the recommender system.
- To learn about collaborative filtering.
- To discuss content-based recommendation systems.
- To elaborate on the evaluation paradigms for a recommendation system.
- To make students design and implement a recommender system.

UNIT I	INTRODUCTION TO RECOMMENDER SYSTEMS	9
Introduction - Basic Models of Recommender Systems - Domain-Specific Challenges in Recommender Systems - Cold-Start Problem – Attack-Resistant Recommender Systems – Group – Multi-Criteria – Active-Learning – Privacy - Application Domains.		
UNIT II	COLLABORATIVE FILTERING	9
Neighborhood-Based Collaborative Filtering - Key Properties - Predicting Ratings – Clustering -Dimensionality Reduction - A Regression Modeling - Graph Models – Model-based Collaborative Filtering - Decision and Regression Trees - Rule-Based Collaborative Filtering - Naive Bayes Collaborative Filtering – Latent Factor Models.		
UNIT III	CONTENT-BASED RECOMMENDATION	9
Basic Components of Content-Based Systems - Preprocessing and Feature Extraction - Learning User Profiles and Filtering - Content-Based Versus Collaborative Recommendations - Using Content-Based Models for Collaborative Filtering.		
UNIT IV	DESIGN EVALUATION	9
Evaluating Paradigms – General Goals of Evaluation Design-Design Issues in Offline Recommender Evaluation-Accuracy Metrics in Offline Evaluation-Limitations of Evaluation Measures.		
UNIT V	TYPES OF RECOMMENDATION SYSTEMS	9
Content-based Recommender Systems – Basic Components – Constraint-based Recommender Systems – Context-sensitive Recommender Systems – Social and Trust-Centric Recommender Systems.		
TOTAL: 45 PERIODS		
OUTCOMES:		
Upon completion of the course, the students will be able to:		
CO1: Elaborate the foundations of the recommender system.		
CO2: Use collaborative filtering to design recommendation systems.		
CO3: Discuss content-based recommendation systems.		
CO4: Elaborate on the evaluation paradigms for a recommendation system.		
CO5: Use appropriate type of recommendation systems to solve real-world problems.		
CO6: Design, implement and evaluate a recommendation algorithm.		
TEXT BOOKS:		
1. Charu C. Aggarwal, Recommender Systems: The Textbook, Springer, 2016. 2. Jannach D., Zanker M., FelFering A., Friedrich G., Recommender Systems: An Introduction, Cambridge University Press, First Edition, 2011.		
REFERENCES:		
1. Jure Leskovec, Anand Rajaraman, Jeffrey David Ullman, Mining of massive datasets, 3rd edition, Cambridge University Press, 2020. 2. Ricci, F., Rokach, L. and Shapira, B., Introduction to recommender systems handbook. In Recommender systems handbook, Springer, 2011. 3. Manouselis N., Drachsler H., Verbert K., Duval E., Recommender Systems For Learning, Springer, First Edition, 2013.		

22CS920	GENERATIVE AI FUNDAMENTALS	L	T	P	C
		3	0	0	3
OBJECTIVES:					
The Course will enable learners to:					
<ul style="list-style-type: none"> Understand the basic concepts of Generative AI. Build Generative AI systems to generate images. Understand the concept used in Generative AI Models. 					

<ul style="list-style-type: none"> • Use various Generative AI models. • Compare and use the various Large Language Models. • Understand the basics of Prompt Engineering. 		
UNIT I	INTRODUCTION	9
Generative Models – Image transformation – Challenges - Deep Neural Networks – Perceptron – back propagation – CNN – RNN – Optimizer.		
UNIT II	IMAGE GENERATION	9
Creating encodings of images – variational objective – Inverse Autoregressive flow – Importing CIFAR – Creating the network from TensorFlow 2.		
UNIT III	GENERATIVE ADVERSARIAL NETWORKS	9
Generative Adversarial Networks – Vanilla GAN – Improved GANs – Progressive GAN – Challenges – Paired style transfer – Unpaired style transfer – Deepfakes – Modes of operation – key feature set – High level flow – Replacement – Re-enactment.		
UNIT IV	LARGE LANGUAGE MODELS	9
Overview of LLMs - Transformers – GPT – Types of LLMs – Key concepts – other Transformers – T5 – Generative Pre-Training Models – Multi-modal Models – DALL.E 2		
UNIT V	PROMPT ENGINEERING	9
Basics – In-Context Learning – In-Context Prompting – Techniques – Image Prompting – Prompt Hijacking – Challenges.		
TOTAL: 45 PERIODS		
OUTCOMES:		
Upon completion of the course, the students will be able to:		
CO1: Elaborate the basic concepts of Generative AI.		
CO2: Build Generative AI systems to generate images.		
CO3: Apply the concepts used in Generative AI Models.		
CO4: Use various Generative AI models.		
CO5: Compare and use the various Large Language Models.		
CO6: Analyze the basics of Prompt Engineering.		
TEXT BOOKS:		
1. Ben Auffarth, Generative AI with LangChain, Packt Publishing, 2023.		
2. Amit Bahree, Generative AI in Action, Manning Publication, First Edition, 2023.		
REFERENCES:		
1. David Foster, Generative Deep Learning, 2nd Edition, O'Reilly Media, 2023.		
2. Numa Dhamani and Maggie Engler, Introduction to Generative AI, Manning Publication, First Edition, 2024.		
3. Valentina Alto, Modern Generative AI with ChatGPT and OpenAI Models, Packt publications, 2024.		

ADVANCED SECURITY TECHNOLOGIES

22CY903	CYBER PHYSICAL SYSTEMS (Lab Integrated)	L	T	P	C
		2	0	2	3
OBJECTIVES: The Course will enable learners to: <ul style="list-style-type: none"> • To impart the foundation knowledge of cyber physical system. • To understand the components that defines the physical and cyber aspects of real-world technologies. • To explore the processing units applicable for cyber physical system. • To foster understanding through real-world applications related to cyber physical systems. • Explore the Tools to learn about the cyber physical system. 					
UNIT I	INTRODUCTION				12
Introduction to Cyber-Physical System-Key Features of CPS-Application Domains of CPS-Basic principles of design and validation of CPS - Challenges in CPS. Significance of CPS-Hybrid System Vs. CPS - Multi dynamical System-Components of CPS-Physical-Cyber and Computational components. List of Exercise/Experiments <ol style="list-style-type: none"> 1. Development of competence on cyber-physical production processes and systems for implementation in learning environment 2. Familiarity to Embedded and robot platform 					
UNIT II	CPS PLATFORM COMPONENTS				12
CPS HW platforms- Processors, Sensors and Actuators -CPS Network -Wireless, CAN, Automotive Ethernet-Scheduling Real Time CPS Tasks- Network criteria designs - Importance of sensors - causality - sensor reliability-memory requirement-computational complexity - redundant sensors Synchronous Model and Asynchronous Model-Case study List of Exercise/Experiments <ol style="list-style-type: none"> 1. Familiarity to Embedded C and hardware interfacing. 2. Experiment based on sensors using Embedded C 					
UNIT III	SYNCHRONOUS AND ASYNCHRONOUS MODEL				12
Reactive Components-Components Properties-Components Composing- Synchronous Designs and Circuits-Asynchronous Processes and operations- Design Primitives in Asynchronous Process-Coordination Protocols in Asynchronous Process-Leader Election-Reliable Transmission. List of Exercise/Experiments <ul style="list-style-type: none"> Implementation of line robot Implementation of open loop system stability using MAT LAB 					
UNIT IV	SECURITY OF CYBER-PHYSICAL SYSTEMS				12
Introduction to CPS Securities-Basic Techniques in CPS Securities-Cyber Security Requirements-Attack Model and Countermeasures -Advanced Techniques in CPS Securities-conveyor belt Automation-Timed automation process. List of Exercise/Experiments <ol style="list-style-type: none"> 1. Write a program in MATLAB to implement timed automation. 2. Write a program in MATLAB to implement conveyor belt automation. 3. Write a program in MATLAB to implement PID controllers for drones. 					
UNIT V	CYBER PHYSICAL SYSTEMS APPLICATION				12
Health care and Medical Cyber-Physical Systems-Smart grid and Energy Cyber-Physical Systems-WSN based Cyber-Physical Systems-Smart Cities-Case Study List of Exercise/Experiments <ol style="list-style-type: none"> 1. Implement a machine learning algorithm for an autonomous robotics (CPS) 					

2. Study the machine learning in smart grids and monitoring.
3. Study the machine learning in Health care monitoring

TOTAL:60PERIODS

OUTCOMES:

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

- CO1: The learners will be able to describe the basic concepts of cyber physical System with an emphasis on concept map.
- CO2: Gain knowledge on utilization of sensors & actuators
- CO3: Identify the types of cyber components with its implementation strategies.
- CO4: Elucidate the architecture with the aid of working principle for various operational units.
- CO5: Propose practices for managing cyber physical-systems risk
- CO6: Implement techniques for defending cyber-physical systems

TEXTBOOKS:

1. E. A. Lee and S. A. Seshia, "Introduction to Embedded Systems: A Cyber-Physical Systems Approach", 2011.
2. R. Alur, "Principles of Cyber-Physical Systems," MIT Press, 2015.
3. Raj Rajkumar, Dionisio de Niz and Mark Klein, "Cyber-Physical Systems", Addison-Wesley, 2017
4. Fei Hu, "Cyber-Physical Systems", CRC Press 2013.

REFERENCES:

5. P. Marwedel, Embedded System Design: Embedded Systems Foundation of Cyber-Physical Systems, vol.16, 2020.
6. Wolf, Marilyn. Computers as components: principles of embedded computing system design. Elsevier, 2017.
7. P. Ashok, G. Krishnamoorthy, and D. Tesar, "Guidelines for managing sensors in cyber physical systems with multiple sensors", J. Sensors, vol.20, 2011.

LIST OF SOFTWARE:

3. Software required:

- Python (Jupyter Note book or Py charm)
- Embedded C

4. Software Tools required:

- Sci Lab
- MAT Lab/Simulink Arduino Uno

22CY904	AI IN CYBER SECURITY	L	T	P	C
		2	0	2	3

OBJECTIVES:

The Course will enable learners to:

- Learn the Concepts of AI in Cybersecurity.
- Understand the methods of Cybersecurity Arsenal
- Learn the techniques for security threats with AI
- Protect the sensitive information and assets.
- Explore the Tools and Applications to learn about the AI in Cybersecurity.

UNIT I	INTRODUCTION TO AI IN CYBERSECURITY	12
---------------	--	-----------

Introduction — Applying AI in cyber security - Evolution from expert systems to data mining and AI- The different forms of automated learning - Characteristics of algorithm training and optimization - Beginning with AI via Jupyter Notebooks - Introducing AI in the context of cyber security.

List of Exercise/Experiments

1. Explore Jupyter notebooks.

UNIT II	AI FOR CYBER SECURITY ARSENAL	12
----------------	--------------------------------------	-----------

Classification — Regression - Dimensionality reduction — Clustering - Speech recognition - Video anomaly detection - Natural language processing (NLP) - Large-scale image processing - Social media analysis.

List of Exercise/Experiment

1. To study and explore Preprocessing of text (Tokenization, Filtration, Script, Validation, Stop word Removal, Stemming)
2. Explore Social media analysis

UNIT III	CYBER SECURITY THREATS WITH AI	12
-----------------	---------------------------------------	-----------

Detection of Spam with Perceptron - Image spam detection with support vector machines - Phishing detection with logistic regression and decision trees- Spam detection with Naive Bayes - Spam detection adopting NLP

List of Exercise/Experiments

1. Implement a program for network access control to illustrate malware attacks.
2. Implement Naïve Bayes Scratch Implementation using Python.
3. Design a Spam detection algorithm.

UNIT IV	PROTECTING SENSITIVE INFORMATION AND ASSETS	12
----------------	--	-----------

Authentication abuse prevention - Account reputation scoring - User authentication with keystroke recognition -Biometric authentication with facial recognition

List of Exercise/Experiments

1. Explore keystroke recognition using NLP.
2. Implement Real-time Facial Recognition Software powered by AI.
3. Explore Image Based Recognition using Software powered AI.

UNIT V	APPLICATIONS	12
---------------	---------------------	-----------

Machine learning (ML) algorithms for fraud detection - bagging and boosting techniques - analyze data with IBM Watson and Jupyter Notebook - resort to statistical metrics for results evaluation.

List of Exercise/Experiments

4. Design Fraud detection algorithm.
5. Explore Bagging and boosting Ensemble Classifiers for Classifications.
6. Create a fake news tracker program to collect, detect and help visualize fake news data.

TOTAL:60 PERIODS

OUTCOMES:

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

CO1: Develop security applications of social networks.

CO2: Implement AI for cyber security arsenal.

CO3: Analyze and handle security threats in AI

CO4: To Protect and handle sensitive information and assets.

CO5: Develop applications for AI for fraud detection.

CO6: Create newer AI application in support with cybersecurity.

TEXTBOOKS:
1. Alessandro Parisi .(2019). Hands-On Artificial Intelligence for Cybersecurity: Implement smart AI systems for preventing cyber attacks and detecting threats and network anomalies, Packt Publication
REFERENCES:
1. Mark Stamp Corrado Aaron Visaggio Francesco Mercaldo Fabio Di Troia Editors , “ Artificial Intelligence for Cybersecurity” , Springer
2. Leslie F. Sikos Editor “AI in Cybersecurity”, Springer
LIST OF SOFTWARE:
1. Software Required: Python 2. Software Tools Required: Pytorch Scikit Learn TensorFlow Py Torch OpenNN

22CY905	DEVOPS SECURITY	L	T	P	C
		3	0	0	3
OBJECTIVES:					
The Course will enable learners:					
<ul style="list-style-type: none"> • To introduce DevOps terminology, definition & concepts • To understand Configuration management using Ansible • To illustrate the benefits and drive the adoption of cloud-based Devops tools to solve real world problems • To integrate security practices into the DevOps pipeline. • To Monitor and respond to security anomalies and attacks. 					
UNIT I	INTRODUCTION TO DEVOPS AND CONFIGURATION MANAGEMENT				9
Devops Essentials - Introduction To AWS, GCP, Azure - Version control systems: Git and Github. Ansible Introduction, Installation, Ansible master/slave configuration, YAML basics, Ansible modules, Ansible Inventory files, Ansible playbooks, Ansible Roles, adhoc commands in ansible					

UNIT II	BUILDING DEVOPS PIPELINES USING AZURE	9
Create Github Account, Create Repository, Create Azure Organization, Create a new pipeline, Build a sample code, Modify azure-pipelines.yaml file		
UNIT III	SECURING DEVOPS	9
The DevOps approach- Security in DevOps- Continuous Security-Securing DevOps Pipeline- Building a barebones DevOps pipeline-Security layer 1-protecting web application- Security layer 2- protecting cloud infrastructures- Security layer 3- securing communications-Security layer 4- securing delivery pipeline		
UNIT IV	WATCHING ANOMALIES AND PROTECTING SERVICES AGAINST ATTACKS	9
Collecting and Storing logs-Analyzing logs for fraud and attacks- Detecting intrusions-The Carribean breach: a case study in incident response		
UNIT V	MATURING DEVOPS SECURITY	9
Assessing risks: Risk Management, CIA Triad-Identifying threats and measuring vulnerability-Rapid Risk Assessment- Recording and tracking risks.Testing Security: Mainitaining security visibility-Auditing internal applications and services-Red Teams and Expernal pen testing-Bug Bounty programs. Continuous Security		
TOTAL=45 PERIODS		
OUTCOMES:		
<p>Upon completion of the course, the students will be able to:</p> <p>CO1: Understand DevOps essentials, cloud platforms, version control with Git, and Ansible configuration and usage</p> <p>CO2: Understand to leverage Cloud-based DevOps tools using Azure DevOps</p> <p>CO3: Implement security measures throughout the DevOps pipeline to ensure comprehensive protection.</p> <p>CO4: Analyze logs to detect intrusions and respond to incidents.</p> <p>CO5: Develop skills in risk assessment, security testing, and maintaining continuous security in DevOps environments</p> <p>CO6: Proficiently implement DevOps practices, secure pipelines, and enhance security in cloud environments</p>		
TEXT BOOKS:		
<ol style="list-style-type: none"> Roberto Vormittag, "A Practical Guide to Git and GitHub for Windows Users: From Beginner to Expert in Easy Step-By-Step Exercises", Second Edition, Kindle Edition, 2016. Jason Cannon, "Linux for Beginners: An Introduction to the Linux Operating System and Command Line", Kindle Edition, 2014 <p>Julian Vehent, "Securing DevOps, Security in the cloud", Manning Publications, 2018</p>		
REFERENCES:		
<ol style="list-style-type: none"> Hands-On Azure Devops: Cidc Implementation For Mobile, Hybrid, And Web Applications Using Azure Devops And Microsoft Azure: CI/CD Implementation for DevOps and Microsoft Azure (English Edition) Paperback – 1 January 2020 by Mitesh Soni Jeff Geerling, "Ansible for DevOps: Server and configuration management for humans", First Edition, 2015. David Johnson, "Ansible for DevOps: Everything You Need to Know to Use Ansible for DevOps", Second Edition, 2016. Mariot Tsitoara, "Ansible 6. Beginning Git and GitHub: A Comprehensive Guide to Version Control, Project Management, and Teamwork for the New Developer", Second Edition, 2019. https://www.jenkins.io/user-handbook.pdf https://maven.apache.org/guides/getting-started/ 		

22CY906	DATABASE AND APPLICATION SECURITY	L	T	P	C
		3	0	0	3
OBJECTIVES:					
The Course will enable learners:					
<ul style="list-style-type: none"> • Learn the Concepts of Database in Security. • Understand the methods of security • Learn the techniques for security threats • Protect the sensitive information and assets. 					
UNIT I	DATABASE SECURITY				9
Need for database security – SQL Injection Attacks – The Injection Technique – SQLi Attack Avenues and Types					
UNIT II	ACCESS CONTROL AND ENCRYPTION				9
Database Access Control – SQL based access definition – Cascading Authorizations – Role based access control – Inference – Database encryption					
UNIT III	SECURE DEVELOPMENT AND DEPLOYMENT				9
Web Applications Security - Security Testing, Security Incident Response Planning, The Microsoft Security Development Lifecycle (SDL), OWASP Comprehensive Lightweight Application Security Process (CLASP), The Software Assurance Maturity Model (SAMM)					
UNIT IV	INTRODUCTION TO MOBILE SECURITY				9
Introduction to Mobile Security – Building Blocks – Basic security and cryptographic techniques. - Security of GSM Networks - Security of UMTS Networks -LTE Security - WiFi and Bluetooth Security -SIM/UICC Security					
UNIT V	MOBILE SECURITY IMPLEMENTATION				9
Mobile Malware and App Security- Android Security Model - IOS Security Model - Security Model of the Windows Phone - SMS/MMS, Mobile Geo location and Mobile Web Security-Security of Mobile VoIP Communications - Emerging Trends in Mobile Security					
TOTAL: 45 PERIODS					
Outcomes:					
Upon completion of the course, the students will be able to:					
CO1: Understand the need for database security and learn to identify and defend against SQL injection attacks.					
CO2: Implement database access control and encryption to protect data integrity and confidentiality.					
CO3: Identify and mitigate web application vulnerabilities using security testing tools and secure coding practices.					
CO4: Understand mobile security concepts and secure mobile communications across different networks.					
CO5: Analyze and secure mobile applications and assess mobile geolocation security.					
CO6: Apply the concepts of application security to real world problems					
TEXT BOOKS:					
1. Abraham Silberschatz, Henry F. Korth, S. Sudharshan, “Database System Concepts”, Seventh Edition, Tata McGraw Hill, 2021.					
2. Ramez Elmasri, Shamkant B. Navathe, “Fundamentals of Database Systems”, Seventh Edition, Pearson Education, 2016.					

3. William Stallings, Lawrie Brown, "Computer Security: Principles and Practice", Fourth Edition, Pearson, 2019. 4. Nouredine Boudriga, "Security of Mobile Communications", 2009
--

REFERENCES: 1. Ramez Elmasri, Shamkant B. Navathe, "Fundamentals of Database Systems", Seventh Edition, Pearson Education, 2016. 2. William Stallings, Lawrie Brown, "Computer Security: Principles and Practice", Fourth Edition, Pearson, 2019. 3. Himanshu Dwiwedi, Chris Clark and David Thiel, "Mobile Application Security", 1st Edition, 2010.

22CY907	MALWARE ANALYSIS	L	T	P	C	
		3	0	0	3	
OBJECTIVES: The Course will enable learners : <ul style="list-style-type: none"> To introduce the fundamentals of malware, types and its effects To enable to identify and analyze various malware types by static analysis To enable to identify and analyze various malware types by dynamic analysis To deal with detection, analysis, understanding, controlling, and eradication of malware 						
UNIT I	INTRODUCTION AND BASIC ANALYSIS					9
Goals of Malware Analysis, AV Scanning, Hashing, Finding Strings, Packing and Obfuscation, PE file format, Static, Linked Libraries and Functions, Static Analysis tools, Virtual Machines and their usage in malware analysis, Sandboxing, Basic dynamic analysis, Malware execution, Process Monitoring, Viewing processes, Registry snapshots						
UNIT II	ADVANCED STATIC ANALYSIS					9
The Stack, Conditionals, Branching, Rep Instructions, Disassembly, Global and local variables, Arithmetic operations, Loops, Function Call Conventions, C Main Method and Offsets. Portable Executable File Format, The PE File Headers and Sections, IDA Pro, Function analysis, Graphing, The Structure of a Virtual Machine, Analyzing Windows programs, Anti-static analysis techniques, obfuscation, packing, metamorphism, polymorphism						
UNIT III	ADVANCED DYNAMIC ANALYSIS					9
Live malware analysis, dead malware analysis, analyzing traces of malware, system calls, api calls, registries, network activities. Anti-dynamic analysis techniques, VM detection techniques, Evasion techniques, Malware Sandbox, Monitoring with Process Monitor, Packet Sniffing with Wireshark, Kernel vs. User-Mode Debugging, OllyDbg, Breakpoints, Tracing, Exception Handling, Patching						
UNIT IV	MALWARE FUNCTIONALITY					9
Downloaders and Launchers, Backdoors, Credential Stealers, Persistence Mechanisms, Handles, Mutexes, Privilege Escalation, Covert malware launching-Launchers, Process Injection, Process Replacement, Hook Injection, Detours, APC injection						
UNIT V	ANDROID MALWARE ANALYSIS					9
Android Malware Analysis: Android architecture, App development cycle, APKTool, APKInspector, Dex2Jar, JD-GUI, Static and Dynamic Analysis, Case studies						
TOTAL=45 PERIODS						
OUTCOMES:						

<p>Upon completion of the course, the students will be able to:</p> <p>CO1: Understand the various concepts of malware analysis and their technologies used.</p> <p>CO2: Possess the skills necessary to carry out independent analysis of modern malware samples using both static and dynamic analysis techniques</p> <p>CO3: Understand the methods and techniques used by professional malware analysts</p> <p>CO4: Analyze, debug, and disassemble any malicious software by malware analysis</p> <p>CO5: Understand the concept of Android malware analysis their architecture, and App development</p> <p>CO6: Efficient detect and analyze malware in real time environments</p>
<p>TEXT BOOKS:</p> <ol style="list-style-type: none"> 1. Michael Sikorski and Andrew Honig, "Practical Malware Analysis" by No Starch Press, 2012,ISBN: 9781593272906 2. Bill Blunden, "The Rootkit Arsenal: Escape and Evasion in the Dark Corners of the System", Second Edition, Jones & Bartlett Publishers, 2009.
<ol style="list-style-type: none"> 1. Jamie Butler and Greg Hoglund, "Rootkits: Subverting the Windows Kernel" by 2005, Addison-Wesley Professional. 2. Bruce Dang, Alexandre Gazet, Elias Bachaalany, Sébastien Josse, "Practical Reverse Engineering: x86, x64, ARM, Windows Kernel, Reversing Tools, and Obfuscation", 2014. 3. Victor Marak, "Windows Malware Analysis Essentials" Packt Publishing, O'Reilly, 2015. 4. Ken Dunham, Shane Hartman, Manu Quintans, Jose Andre Morales, Tim Strazzere, "Android Malware and Analysis", CRC Press, Taylor & Francis Group, 2015. 5. Windows Malware Analysis Essentials by Victor Marak, Packt Publishing, 2015.

22CY908	APPLIED CRYPTOGRAPHY			
	L	T	P	C
	3	0	0	3
OBJECTIVES:				
The Course will enable learners:				
<ul style="list-style-type: none"> • To understand basic encryption methods and algorithms, the strengths and weaknesses of encryption algorithms. • To understand encryption key exchange and management <p>To gain knowledge on hashing and its applications</p>				
UNIT I	CRYPTOGRAPHY AND COMPUTATIONAL HARDNESS			9
Introduction -Private Key Cryptography - Public Key Cryptography - Hash functions – Digital Signature - Multiplication, Primes, and Factoring - Hardness Amplification - Collections of One-Way Functions - Basic Computational Number Theory - Factoring-based Collection of OWF - Discrete Logarithm-based Collection				
UNIT II	INDISTINGUISHABILITY AND PSEUDO-RANDOMNESS			9
RSA Collection - One-way Permutations - Trapdoor Permutations - Rabin collection – A Universal One Way Function - Computational Indistinguishability - Pseudo-random generators - Hard-Core Bits from Any OWF - Secure Encryption - An Encryption Scheme with Short Keys - Multi-message Secure Encryption - Pseudorandom Functions – Construction of Multi-message Secure Encryption - Public Key Encryption - El-Gamal Public Key Encryption scheme - A Note on Complexity Assumptions				
UNIT III	PUBLIC KEY AND PRIVATE KEY CRYPTOSYSTEMS			9

Chosen plaintext attack - Security against multi-key attacks - Building CPA secure ciphers - Nonce based encryption - Message integrity - Message integrity from Universal Hashing - Elliptic Curve cryptography and pairings		
UNIT IV	PROTOCOLS FOR CRYPTOGRAPHY	9
Protocols for Identification and Login - Authenticated Encryption - Identification and signatures from sigma protocols - Combining Sigma protocols - Witness independence and applications		
UNIT V	PROTOCOLS FOR KEY EXCHANGE	9
Authenticated Key exchange - HSM security - One-sided Authentication - Deniability - Password authenticated key exchange - Secure multi-party computation - Evaluating arithmetic circuits - Garbled circuits		
TOTAL=45 PERIODS		
<p>OUTCOMES: Upon completion of the course, the students will be able to: CO1: Apply symmetric encryption algorithms and digital signature schemes to demonstrate practical knowledge of cryptographic techniques. CO2: Implement the El-Gamal public key encryption scheme to analyze its security properties. CO3: Analyze encryption, authentication, integrity, certification, and data privacy methods in cryptographic systems. CO4: Evaluate complex protocols involving multiple steps and untrusted computing agents. CO5: Assess the feasibility of seemingly impossible electronic transactions. CO6: Apply cryptographic techniques to defend against real time malicious threats and attacks</p>		
<p>TEXT BOOKS:</p> <ol style="list-style-type: none"> 1. Rafael Pass and Abhi Shelat, "A Course in Cryptography", Third edition: January 2010 2. Dan Boneh and Victor Shoup, "A Graduate Course in Applied Cryptography", January 2020. 		
<p>REFERENCES:</p> <ol style="list-style-type: none"> 1. William Stallings, "Cryptography and Network Security: Principles and Practices", Seventh Edition, Pearson Education, 2017. 2. Matt Bishop, "Computer Security art and science ", Second Edition, Pearson Education, 2002 		

22CY909	BIOMETRIC SECURITY	L	T	P	C
		3	0	0	3
<p>OBJECTIVES: The Course will enable learners:</p> <ul style="list-style-type: none"> ▪ To learn the Concepts of Biometrics in Security. ▪ To understand the methods of security ▪ To learn the techniques for security threats ▪ To protect the sensitive information and assets. 					
UNIT I	FUNDAMENTALS OF BIOMETRICS	9			
Biometric System – Enrollment and recognition – Sensor modules – Feature extraction module- Database module – Matching module – Biometric Functionalities – Biometric system errors – Design cycle of Biometrics – Security and Privacy issues.					
UNIT II	FINGERPRINT RECOGNITION	9			
Friction ridge pattern: Features and formation – Fingerprint Acquisition – Feature extraction – Matching – Fingerprint indexing – Fingerprint synthesis: Level 1 and Level					

2 – Palm print.		
UNIT III	FACE AND IRIS RECOGNITION	9
Psychology of face recognition – Facial features – Design – Image acquisition – Face detection – Feature extraction and matching – Face modelling – Iris Recognition: Design and Image acquisition – Image segmentation – Image normalization, Encoding and matching – Iris quality – Performance Evaluation.		
UNIT IV	SIGNATURE AND KEYSTROKE RECOGNITION	9
Behavioural biometrics – Features and Classification – Signature Recognition: History of Handwriting Analysis - Automated Systems for Signature Recognition - Offline and Online Signatures - Types of Forgeries - Databases for Signature System Evaluation - Commercial Software – Signature Recognizers – Keystroke Dynamics: Keystroke Analysis - Authentication and Identification - Characteristics of Keystroke Dynamics - Approaches to Keystroke Dynamics.		
UNIT V	SECURITY IN BIOMETRICS	9
Adversary Attacks – Insider and Infrastructure attack - Attacks at the User Interface – Impersonation – obfuscation – spoofing - Countermeasure: spoof detection - Attacks on Biometric Processing – System modules and interconnections - Attacks on the Template Database - Biometric template security.		
TOTAL: 45 PERIODS		
<p>Outcomes:</p> <p>Upon completion of the course, the students will be able to:</p> <p>CO1: Understand biometric system fundamentals, including security and privacy concerns.</p> <p>CO2: Proficiently apply fingerprint recognition techniques, including acquisition and matching.</p> <p>CO3: Design and implement face and iris recognition systems, assessing their performance.</p> <p>CO4: Develop signature and keystroke recognition systems, addressing forgery challenges.</p> <p>CO5: Identify and mitigate security threats in biometric systems, incorporating spoof detection.</p> <p>CO6: Apply biometric security mechanisms to different scenarios</p>		
<p>TEXT BOOK:</p> <p>1. James wayman, Anil k. Jain, Arun A. Ross, Karthik Nandakumar, "Introduction to Biometrics", Springer, 2011.</p>		
<p>REFERENCES:</p> <p>1. Khalid saeed with Marcin Adamski, "New Directions in Behavioral Biometrics", CRC Press 2017</p> <p>2. Paul Reid "Biometrics For Network Security ", Person Education 2004.</p>		

22CY910	HARDWARE SECURITY			L	T	P	C
				3	0	0	3
OBJECTIVES:							
The Course will enable learners:							
<ul style="list-style-type: none"> To gain a comprehensive understanding of hardware security issues and foundational concepts To Analyze and mitigate side-channel vulnerabilities in cryptographic hardware To explore modern integrated circuit (IC) design and manufacturing practices To understand hardware Trojan nomenclature, operating modes, and detection methods To assess how hardware security issues affect public infrastructure. 							
UNIT I	OVERVIEW AND PRELIMINARIES						9
Overview of Different Issues of Hardware Security- Preliminaries: Algebra of Finite Fields, Basics of the Mathematical Theory of Public Key Cryptography, Basics of Digital Design on Field-programmable Gate Array (FPGA), Classification using Support Vector Machines (SVMs)- Useful Hardware Security Primitives: Cryptographic Hardware and their Implementation, Optimization of Cryptographic Hardware on FPGA, Physically Unclonable Functions (PUFs), PUF Implementations, PUF Quality Evaluation, Design Techniques to Increase PUF Response Quality							
UNIT II	SIDE-CHANNEL ATTACKS AND TESTABILITY AND VERIFICATION ON CRYPTOGRAPHIC HARDWARE						9
Side-channel Attacks on Cryptographic Hardware: Basic Idea, Current-measurement based Side-channel Attacks (Case Study: Kocher's Attack on DES), Design Techniques to Prevent Side-channel Attacks, Improved Side-channel Attack Algorithms (Template Attack, etc.), Cache Attacks. Testability and Verification of Cryptographic Hardware: Fault-tolerance of Cryptographic Hardware, Fault Attacks, Verification of Finite-field Arithmetic Circuits.							
UNIT III	MODERN IC DESIGN AND MANUFACTURING PRACTICES AND THEIR IMPLICATIONS						9
Modern IC Design and Manufacturing Practices and Their Implications: Hardware Intellectual Property (IP) Piracy and IC Piracy, Design Techniques to Prevent IP and IC Piracy, Using PUFs to prevent Hardware Piracy, Model Building Attacks on PUFs (Case Study: SVM Modeling of Arbiter PUFs, Genetic Programming based Modeling of Ring Oscillator PUF)							
UNIT IV	HARDWARE TROJANS						9
Hardware Trojan Nomenclature and Operating Modes, Countermeasures Such as Design and Manufacturing Techniques to Prevent/Detect Hardware Trojans, Logic Testing and Side-channel Analysis based Techniques for Trojan Detection, Techniques to Increase Testing Sensitivity							
UNIT V	INFRASTRUCTURE SECURITY						9
Impact of Hardware Security Compromise on Public Infrastructure, Defense Techniques (Case Study: Smart-Grid Security)							
TOTAL= 45 PERIODS							

<p>OUTCOMES:</p> <p>CO1: Understand Fundamental Concepts of Hardware Security</p> <p>CO2: Analyze and Mitigate Side-Channel Vulnerabilities</p> <p>CO3: Apply Secure Design Techniques in Modern IC Design</p> <p>CO4: Detect and Counter Hardware Trojans.</p> <p>CO5: Evaluate and Enhance Infrastructure Security.</p> <p>CO6: Apply Hardware Security principles to defend against threats and attacks</p>
<p>TEXT BOOKS:</p> <p>1. Debdeep Mukhopadhyay and Rajat Subhra Chakraborty, "Hardware Security: Design, Threats, and Safeguards", CRC Press</p>
<p>REFERENCES:</p> <p>1. Ahmad-Reza Sadeghi and David Naccache (eds.): Towards Hardware-intrinsic Security: Theory and Practice, Springer.</p> <p>2. Ted Huffmire et al: Handbook of FPGA Design Security, Springer.</p> <p>3. Stefan Mangard, Elisabeth Oswald, Thomas Popp: Power analysis attacks - revealing the secrets of smart cards. Springer 2007.</p> <p>4. Doug Stinson, Cryptography Theory and Practice, CRC Press.</p>

22CY911	CYBER SECURITY GOVERNANCE RISK AND COMPLIANCE	L	T	P	C
		3	0	0	3
<p>OBJECTIVES:</p> <p>The Course will enable learners:</p> <ul style="list-style-type: none"> To understand cyber security governance frameworks for strategy development. To understand and apply key cyber security governance frameworks for organizational resilience To apply risk assessment methods to identify cyber security risks. To assess the impact of cyber security regulations on operations To perform regulatory audit preparation proficiently. 					
UNIT I	OVERVIEW OF CYBER SECURITY GOVERNANCE, RISK MANAGEMENT, AND COMPLIANCE				9
<p>Governance risk management and compliance-Landscape of cyber security-Cyber security leadership: Insights and Best Practices-Cyber Security Program and Project Management- Cyber Security for Business Executives-Cyber Security and Board of Directors.</p>					
UNIT II	CYBER SECURITY GOVERNANCE				9
<p>Sequence-of-Events Model- Organizational Strategic Governance Framework, Business Continuity Management Planning Framework- Integrated Governance Mechanism- Governance and Compliance Decision Making Process- Integrated Security Mechanism</p>					
UNIT III	RISK MANAGEMENT AND ASSESSMENT FRAMEWORKS				UNIT III
<p>Risk Management- NIST Risk Management framework- Cybersecurity Metrics- Risk Assessments- NIST Cybersecurity Framework- Cyber Security Frameworks-NIST SP 800-53: Security and Privacy- Risk Mitigation</p>					
UNIT IV	CYBER SECURITY COMPLIANCE				9
<p>The FFEIC: An Introduction-US Federal Cyber Security Regulations-State level Cyber Security Regulations- International Cyber Security Laws and Regulations- Privacy Laws and their intersection with cyber security.</p>					

UNIT V	REGULATORY AUDITING IN CYBER SECURITY	9
Auditing Cyber Security: Guides for Authors- The Challenging role of the Regulator- Managing Regulatory Visits and Requests- Understanding Regulatory Penalties- Addressing and Remediating Regulatory Findings- Cyber Security Architecture		
TOTAL= 45 PERIODS		
OUTCOMES:		
Upon completion of the course, the students will be able to:		
CO1: Understand and implement effective cyber security governance frameworks.		
CO2: understand and apply key cyber security governance frameworks for organizational resilience		
CO3: Conduct comprehensive risk assessments using industry-standard frameworks.		
CO4: Comply with federal, state, and international cyber security regulations.		
CO5: Execute regulatory audits efficiently, including handling regulator visits and penalties.		
CO6: Apply cybersecurity governance, risk management, and compliance in real-world scenarios.		
TEXT BOOKS:		
1. Jason Edwards and Griffin Weaver, "The Cybersecurity Guide to Governance, Risk, and Compliance", Wiley		
REFERENCES:		
1. Peter Trim and Yang-Im Lee "Cyber Security Management", Taylor & Francis		
2. Richard M. Steinberg, "Governance, Risk Management, and Compliance", Wiley		

22CY912	CYBER SECURITY LAW	L	T	P	C
		3	0	0	3
OBJECTIVES:					
The Course will enable learners to:					
<ul style="list-style-type: none"> • Understand the need of Cyber Security • Explore the laws governing Cyber Security • Gain knowledge on Cyber Security Management 					
UNIT I	FUNDAMENTALS OF CYBER SECURITY	9			
Introduction-Cyber Security and its problem-Intervention Strategies: Redundancy, Diversity and Autarchy					
UNIT II	ISSUES IN CYBER SECURITY	9			
Private ordering solutions, Regulation and Jurisdiction for global Cyber security, Copy Right source of risks, Pirates, Internet Infringement, Fair Use, postings, criminal liability, First Amendments, Data Loss.					
UNIT III	INTELLECTUAL PROPERTY RIGHTS	9			
Copy Right-Source of risks, Pirates, Internet Infringement, Fair Use, postings, Criminal Liability, First Amendments, Losing Data, Trademarks, Defamation, Privacy-Common Law Privacy, Constitutional law, Federal Statutes, Anonymity, Technology expanding privacy rights.					
UNIT IV	PROCEDURAL ISSUES	9			
Duty of Care, Criminal Liability, Procedural issues, Electronic Contracts & Digital Signatures, Misappropriation of information, Civil Rights, Tax, Evidence.					
UNIT V	LEGAL ASPECTS OF CYBER SECURITY	9			

Ethics, Legal Developments, Late 1990 to 2000, Cyber security in Society, Security in cyber laws case. studies, General law and Cyber Law-a Swift Analysis
TOTAL=45 PERIODS
<p>OUTCOMES: Upon completion of the course, the students will be able to: CO1: Understand key concepts and intervention strategies in cyber security. CO2: Analyze regulatory challenges, copyright issues, and data loss in cyber security. CO3: Assess risks of intellectual property infringement and legal implications of privacy. CO4: Understand procedural issues like duty of care, criminal liability, and electronic contracts. CO5: Evaluate ethical and legal aspects of cyber security and analyze related case studies. CO6: Apply cybersecurity laws to real-world scenarios, ensuring legal compliance and protection.</p>
<p>TEXT BOOKS: 1. Jonathan Rosenoer, "Cyber Law: The law of the Internet", Springer-Verlag, 1997.</p>
<p>REFERENCES: 1. Mark F Grady, Fransesco Parisi, "The Law and Economics of Cyber Security", Cambridge University Press, 2006 2. Michael Graves, —Digital Archaeology: The Art and Science of Digital Forensics, Addison- Wesley Professional, 2014</p>

EMERGING TECHNOLOGIES

22CS921	INDUSTRIAL IoT	L	T	P	C	
		3	0	0	3	
<p>OBJECTIVES: The Course will enable learners:</p> <ul style="list-style-type: none"> To understand the basic technologies and protocols used in Industrial IoT. To illustrate the models and architectures of IIoT. To identify and apply different sensors for various IIoT applications. To explain the various protocols used in IIoT. To build solutions for real-world problems using IIoT. To solve real-world problems using IIoT analytics. 						
UNIT I	INTERNET OF THINGS (IoT)					9
Introduction – Networking – Cyber Physical Systems – Evolution of IoT – IoT Networking Components - Addressing Strategies – IoT Sensing and Actuation.						
UNIT II	INDUSTRIAL IoT					9
Industry 4.0 – IIoT – Industrial Internet Systems – Industrial Sensing – Industrial Processes – Business Models and Reference Architecture.						
UNIT III	SENSORS AND ACTUATORS					9
Sensors – Sensor Characteristics – Sensorial Deviations – Sensing Types - Considerations – Actuators – Actuator Types – Actuator Characteristics.						
UNIT IV	PROTOCOLS					9
Processing topologies and types – Connectivity Technologies – IEEE 802.15.4 – Zigbee – RFID – LoRa – Wi-Fi – Communication Technologies – Constrained nodes – Networks – Infrastructure Protocols - IPV6 – Discovery Protocols – MQTT – MQTT-SN – SOAP - REST.						

UNIT V	I IOT ANALYTICS AND APPLICATIONS	9
IIoT Analytics – Categorization – Use – Challenges – Mapping of analytics with IIRA Architecture – Deployment of Analytics – Health care applications in industries - Inventory Management and Quality Control – Plant Safety and Security.		
TOTAL: 45 PERIODS		
OUTCOMES: Upon completion of the course, the students will be able to: CO1: Elaborate the basic technologies and protocols used in Industrial IoT. CO2: Illustrate the models and architectures of IIoT. CO3: Interpret and apply different sensors for various IIoT applications. CO4: Explain the various protocols used in IIoT. CO5: Build solutions for real-world problems using IIoT. CO6: Solve real-world problems using IIoT analytics.		
TEXT BOOKS:		
<ol style="list-style-type: none"> 1. S. Misra, A. Mukherjee, and A. Roy, Introduction to IoT. Cambridge University Press, 2020. 2. S. Misra, C. Roy, and A. Mukherjee, Introduction to Industrial Internet of Things and Industry 4.0. CRC Press, 2020. 		
REFERENCES:		
<ol style="list-style-type: none"> 1. Daniel Minoli, Building the Internet of Things with IPv6 and MIPv6: The Evolving World of M2M Communications, 1st Edition, Wiley Publications, 2013. 2. Dieter Uckelmann, Mark Harrison, Florian Michahelles, Architecting the Internet of Things, Industry 4.0: The Industrial Internet of Things, Springer-Verlag Berlin Heidelberg, 2011. 3. Arshdeep Bahga, Vijay Madiseti, "Internet of Things – A hands-on approach", Universities Press, 2015. 4. David Hanes, Gonzalo Salgueiro, Patrick Grossetete, Rob Barton, Jerome Henry, "IoT Fundamentals: Networking Technologies, Protocols and Use Cases for Internet of Things", CISCO Press, 2017. 5. https://onlinecourses.nptel.ac.in/noc20_cs69/preview 		

22AI913	GPU COMPUTING	L	T	P	C
		3	0	0	3
OBJECTIVES: The Course will enable learners to: <ul style="list-style-type: none"> • To understand the basics of GPU Architectures and CUDA Programming. • To learn synchronization using CUDA. • To discuss memories and its impact on performance. • To understand the various parallel algorithms on GPU. • To learn the basics of OPENCL. 					
UNIT I	GPU ARCHITECTURES AND CUDA PROGRAMMING	9			
Heterogeneous Parallel Computing – Architecture of a modern GPU – Parallel Programming languages and models – GPU Computing – Introduction to Data Parallelism and CUDA C: Data Parallelism – CUDA Program Structure – A vector additional Kernel – Device Global Memory and Data Transfer – Kernel functions and Threading.					
UNIT II	MULTI-DIMENSIONAL DATA & SYNCHRONIZATION	9			
CUDA Thread Organization - Mapping Threads to Multi-Dimensional Data – Synchronization and Transparent Scalability – Assigning resources to Blocks – Querying Device Properties – Thread Scheduling and Latency Tolerance.					
UNIT III	CUDA MEMORIES & PERFORMANCE	9			
CUDA Memories – Memory Access Efficiency – CUDA Device Memory Types –					

Reducing global Memory Traffic – Performance Considerations - Warps and Thread Execution – GlobalMemory Bandwidth – Dynamic Partitioning of Execution Resources – Instruction Mix and Thread Granularity.		
UNIT IV	ALGORITHMS ON GPU	9
Parallel Patterns: Convolution – Prefix Sum – Sparse Matrix – Vector Multiplication.		
UNIT V	OPENCL BASICS	9
Introduction – OpenCL Platform Model – Execution Model – Programming model – MemoryModel – OpenCL Runtime.		
TOTAL: 45 PERIODS		
OUTCOMES:		
Upon completion of the course, the students will be able to:		
CO1: Understand the basics of GPU Architectures and implement simple CUDA Programs.		
CO2: Discuss synchronization using CUDA.		
CO3: Elaborate CUDA memories and its impact on performance.		
CO4: Design various parallel algorithms on GPU.		
CO5: Solve simple problems using parallel algorithms.		
CO6: Apply OpenCL to solve programs and improve performance.		
TEXT BOOKS:		
1. David Kirk and Wen-mei Hwu, Programming Massively Parallel Processors – Ahands-on Approach, Morgan Kaufmann, Second Edition, 2013.		
2. Benedict Gaster, Lee Howes, David R. Kaeli , “Heterogeneous Computing withOpenCL”, Third Edition, Morgan Kaufman, 2012.		
REFERENCES:		
1. David Kaeli, Perhaad Mistry, Dana Schaa, Dong Ping Zhang, “HeterogeneousComputing with OpenCL 2.0”, Third Edition, Morgan Kaufman, 2015.		
2. John L.Hennessy and David A. Patterson, “Computer Architecture - A QuantitativeApproach”, Sixth Edition, Morgan Kaufman, 2017.		
3. NPTEL Courses: GPU Architectures And Programming - https://onlinecourses.nptel.ac.in/noc23_cs61/preview		

22CS922	INTRODUCTION TO AUGMENTED AND VIRTUAL REALITY	L	T	P	C
		3	0	0	3
OBJECTIVES:					
The Course will enable learners to:					
<ul style="list-style-type: none"> • Get exposure on Augmented Reality. • Introduce Virtual Reality and input and output devices. • Acquire knowledge on computing architectures and modelling. • Explore Virtual Reality programming and human factors. • Learn various applications of Virtual Reality. 					
UNIT I	AUGMENTED REALITY	9			
Introduction to Augmented Reality-Computer vision for AR-Interaction-Modelling and Annotation-Navigation-Wearable devices.					
UNIT II	INTRODUCTION TO VIRTUAL REALITY AND INPUT AND OUTPUT DEVICES	9			
Introduction: The three I’s of Virtual Reality - - Early commercial VR technology - The five classic components of a VR system. Input devices: Three-Dimensional position					

trackers - tracker performance parameters - ultrasonic trackers - optical trackers - Navigation and manipulation interfaces - gesture interfaces. Output devices: graphics displays - large-volume displays - sound displays.		
UNIT III	COMPUTING ARCHITECTURES AND MODELING OF A VR SYSTEM	9
Computing architectures for VR: The rendering pipeline - The graphics rendering pipeline - The haptics rendering pipeline - PC graphics architecture - PC graphics accelerators - Graphics benchmarks - Distributed VR architectures - Multipipeline synchronization - Colocated rendering pipelines. Modeling: geometric modeling - kinematics modeling - physical and behavior modelling		
UNIT IV	VR PROGRAMMING AND HUMAN FACTORS	9
Toolkits and scene graphs - World Toolkit - Model geometry and appearance - The WTK scene graph - Sensors and action functions - WTK networking - Java 3D - Model geometry and appearance - Java 3D scene graph - Sensors and behaviors - Java 3D networking - WTK and Java 3D performance comparison –Human factors in VR: Methodology and terminology - user performance studies - VR health and safety issues - VR and society		
UNIT V	APPLICATIONS OF VR	9
Medical Application of VR - Virtual anatomy-Triage and diagnostic - Surgery - VR in education - VR and the Arts - Entertainment applications of VR - military VR applications - Army use of VR - VR applications in the Navy - Air force use of VR - Applications of VR in Robotics - Robot programming - Robot teleoperation		
TOTAL: 45 PERIODS		
OUTCOMES:		
Upon completion of the course, the students will be able to:		
CO1: Understand Augmented Reality.		
CO2: Explore different input and output devices used in Virtual Reality system.		
CO3: Model the VR system.		
CO4: Learn about Google Toolkit's and Scene Graph.		
CO5: Apply VR in various fields.		
CO6: Use modern tools to design Applications.		
TEXT BOOKS:		
1. Dieter Schmalstieg, Tobias Hollerer, "Augmented Reality: Principles & Practice", Addison Wesley, 2016.		
2. Grigore C. Burdea, Philippe Coiffet, "Virtual reality technology", Wiley, Second Edition, 2017.		
REFERENCE BOOKS:		
1. Sherman, William R & Craig, Alan B, "Understanding Virtual reality", Elsevier India Private Limited, Noida, 2018.		
2. Charles Palmer, John Williamson, "Virtual Reality Blueprints: Create compelling VR experiences for mobile", Packt Publisher, 2018.		
SOFTWARE REQUIREMENTS:		
Unity, Maya/3DS MAX/Blender.		

22CS923	DIGITAL MARKETING	L	T	P	C
		3	0	0	3
OBJECTIVES: The course will enable the students to: <ul style="list-style-type: none"> To examine and explore the role and importance of digital marketing in today's rapidly changing business environment. To focus on how digital marketing can be utilized by organizations and how its effectiveness can be measured. 					
UNIT I	INTRODUCTION TO ONLINE MARKET	9			
Online Market space- Digital Marketing Strategy- Components - Opportunities for building Brand Website - Planning and Creation - Content Marketing					
UNIT II	SEARCH ENGINE OPTIMIZATION	9			
Search Engine optimization - Keyword Strategy- SEO Strategy - SEO success factors -On-Page Techniques - Off-Page Techniques. Search Engine Marketing- How Search Engine works- SEM components- PPC advertising - Display Advertisement					
UNIT III	E- MAIL MARKETING	9			
E- Mail Marketing - Types of E- Mail Marketing - Email Automation - Lead Generation -Integrating Email with Social Media and Mobile- Measuring and maximizing email campaign effectiveness. Mobile Marketing- Mobile Inventory/channels- Location based; Context based; Coupons and offers, Mobile Apps, Mobile Commerce, SMS Campaigns-Profiling and target in					
UNIT IV	SOCIAL MEDIA MARKETING	9			
Social Media Marketing - Social Media Channels- Leveraging social media for brand conversations and buzz. Successful /benchmark social media campaigns. Engagement Marketing- Building Customer relationships - Creating Loyalty drivers - Influencer Marketing.					
UNIT V	DIGITAL TRANSFORMATION	9			
Digital Transformation & Channel Attribution – Analytics - Ad-words, Email, Mobile, Social Media, Web Analytics - Changing your strategy based on analysis-Recent trends in Digital marketing.					
TOTAL: 45 PERIODS					
OUTCOMES: Upon completion of the course, the students will be able to: CO1: Examine and explore the role and importance of digital marketing in today's rapidly changing business environment. CO2: Focuses on how digital marketing can be utilized by organizations and how its effectiveness can be measured. CO3: Understand the key elements of a digital marketing strategy CO4: Study how the effectiveness of a digital marketing campaign can be measured CO5: Demonstrate advanced practical skills in common digital marketing tools such as SEO, SEM, social media and Blogs CO6: Understand the recent trends in digital marketing.					
TEXT BOOKS: 1. Puneet Singh Bhatia, "Fundamentals of Digital Marketing", Pearson Education; First edition, 2017. 2. Vandana Ahuja, "Digital Marketing", Oxford University Press, 2015					
REFERENCE BOOKS:					

1. Philip Kotler," Marketing 4.0: Moving from Traditional to Digital", Wiley; 1st edition, 2017
2. Ryan, D., "Understanding Digital Marketing: Marketing Strategies for Engaging the Digital Generation", Kogan Page Limited., 2014
3. Barker, Barker, Bormann and Neher, Social Media Marketing: A Strategic Approach, 2E South-Western ,Cengage Learning. 2017.
4. Pulizzi,J, "Beginner's Guide to Digital Marketing", Mcgraw Hill Education, 2019.

SOFTWARE REQUIREMENTS:
Unity, Maya/3DS MAX/Blender.

22CS924	QUANTUM COMPUTING	L	T	P	C	
		3	0	0	3	
OBJECTIVES:						
<ul style="list-style-type: none"> • To analyse the behaviour of basic quantum algorithms • To discuss simple quantum algorithms and information channels in the quantum circuit model • To apply the Quantum Algorithms in Superdense coding and quantum Teleportation • To analyse the Algorithms with Superpolynomial Speed-up • To illustrate a simple quantum error-correcting code 						
UNIT I	FOUNDATION					9
Overview of traditional computing – Church-Turing thesis – circuit model of computation – reversible computation – quantum physics – quantum physics and computation – Dirac notation and Hilbert Spaces – dual vectors – operators – the spectral theorem – functions of operators – tensor products – Schmidt decomposition theorem						
UNIT II	QUBITS AND QUANTUM MODEL OF COMPUTATION					9
State of a quantum system – time evolution of a closed system – composite systems – measurement – mixed states and general quantum operations – quantum circuit model – quantum gates – universal sets of quantum gates – unitary transformations – quantum circuits						
UNIT III	QUANTUM ALGORITHMS – I					9
Superdense coding – quantum teleportation – applications of teleportation – probabilistic versus quantum algorithms – phase kick-back – the Deutsch algorithm – the Deutsch- Jozsa algorithm – Simon's algorithm – Quantum phase estimation and quantum Fourier Transform – eigenvalue estimation						
UNIT IV	QUANTUM ALGORITHMS – II					9
Order-finding problem – eigenvalue estimation approach to order finding – Shor's algorithm for order finding – finding discrete logarithms – hidden subgroups – Grover's quantum search algorithm – amplitude amplification – quantum amplitude estimation – quantum counting – searching without knowing the success probability						
UNIT V	QUANTUM COMPUTATIONAL COMPLEXITY AND ERROR CORRECTION					9
Computational complexity – black-box model – lower bounds for searching – general black-box lower bounds – polynomial method – block sensitivity – adversary methods – classical error correction – classical three-bit code – fault tolerance – quantum error correction – three- and nine-qubit quantum codes – fault-tolerant quantum computation						
TOTAL: 45 PERIODS						

OUTCOMES:

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

- Analyse the behaviour of basic quantum algorithms
- Discuss simple quantum algorithms and information channels in the quantum circuit model
- Apply the Quantum Algorithms in Superdense coding and quantum Teleportation
- Analyse the Algorithms with Superpolynomial Speed-up
- Illustrate a simple quantum error-correcting code

REFERENCES:

1. P. Kaye, R. Laflamme, and M. Mosca, "An introduction to Quantum Computing", Oxford University Press, 2007. (Unit 1 to 5)
2. E. Rieffel and W. Polak "Quantum Computing A Gentle Introduction", The MIT Press Cambridge, 2011.
3. Jack D. Hidary "Quantum Computing: An Applied Approach" Springer, 2019.
4. V. Sahni, "Quantum Computing", Tata McGraw-Hill Publishing Company, 2007.
5. Michael A. Nielsen and Issac L. Chuang, "Quantum Computation and Quantum Information", Tenth Edition, Cambridge University Press, 2010

22AI910	INTELLIGENT ROBOTS	L	T	P	C
		3	0	0	3
OBJECTIVES:					
<ul style="list-style-type: none"> • To understand the basics of Intelligent Robots. • To discuss the Autonomous capabilities and Software architecture. • To elaborate the Reactive Functionality of intelligent Robots. • To use the various sensors in building Intelligent Robots. • To illustrate the Deliberative Functionality of intelligent Robots. 					
UNIT I	INTRODUCTION				9
Overview- Definition – Components -Three Modalities – Need for Intelligent Robots – History of AI Robotics – Industrial Manipulators – Mobile Robots – Drones – Cognitive Systems.					
UNIT II	AUTOMATION AND AUTONOMY				9
Autonomous Capabilities – Bounded Rationality – Automation and Autonomy – Programming Style – Hardware Design – Types of Functional Failures – Autonomous Capabilities. Types of Software Architectures – Operational Architectures – Components of a Telesystem – Human Supervisory Control.					
UNIT III	REACTIVE FUNCTIONALITY				9
Behaviours : Agency and Marr’s Computational Theory – Animal Behaviours – Schema Theory. Perception: Action-Perception cycle – Functions. Behaviour Coordination – Function – Cooperating Methods – Competing Methods – Sequences.					
UNIT IV	SENSORS AND SENSING				9
Locomotion: Mechanical, Biomimetic, Legged Locomotion – Action Selection – Sensors and Sensing Model – Choosing – Range Sensing: Stereo – Depth from X – Sonar or Ultrasonics.					

UNIT V	DELIBERATIVE FUNCTIONALITY	9
Deliberation – Strips – Navigation – Spatial Memory – Types of Path Planning – Configuration Space – Metric Path Planning – Motion Planning – Localization – Feature based Localization – Iconic Localization – Static vs Dynamic Environments – Simultaneous Localization and Mapping - Terrain Identification and Mapping – Scale and Traversability - Exploration – Mutlirobot Systems and AI – Human-Robot Interaction and areas of AI.		
TOTAL: 45 PERIODS		
OUTCOMES:		
At the end of this course, the students will be able to:		
CO1: Understand the basics of Intelligent Robots.		
CO2: Design and implement Autonomous capabilities in Robotics systems.		
CO3: Elaborate the Reactive Functionality of intelligent Robots.		
CO4: Use the various sensors in building Intelligent Robots.		
CO5: Illustrate the Deliberative Functionality of intelligent Robots.		
CO6: Analyse the various applications of AI Robotics.		
TEXT BOOKS:		
1. Robin R. Murphy, “Introduction to AI Robotics”, MIT Press, Second Edition, 2019.		
REFERENCES:		
1. Francis X. Govers, “Artificial Intelligence for Robotics: Build Intelligent Robots that Perform Human Tasks Using AI Techniques”, Packt Publishing, 2018.		
2. Sebastian Thrun, Wolfram Burgard, and Dieter Fox, “Probabilistic Robotics”, MIT Press, 2005.		
3. Yoon Seok Pyo, Han Cheol Cho, Ryu Woon Jung, and Tae Hoon Lim, “ROS Robot Programming”, ROBOTIS Co., Ltd, 2017.		

22CS925	GAME DEVELOPMENT	L	T	P	C
		3	0	0	3
OBJECTIVES:					
<ul style="list-style-type: none"> • To understand game programming fundamentals. • To learn about the processes, mechanics, issues in game design. • To gain knowledge of the game design and Artificial intelligence. • To understand the design and scripting languages of game programming. • To know about networked games and analyse code for sample games. 					
UNIT I	INTRODUCTION	9			
Evolution of video game programming-The Game Loop-Time and games-Game objects-2D rendering Foundations-Sprites-Scrolling-Tile maps-Vectors -Matrices.					
UNIT II	3D GRAPHICS FOR GAMES	9			
3D graphics-Basics-Coordinate-spaces-Lighting and Shading-visibility-Input Devices-Event based input system-Mobile Input-Basic sound-3D sound-Digital Signal Processing-Physics-Planes, Rays, and line segments-Collision geometry-Collision detection-Physics base movement-Physics middleware.					
UNIT III	GAME DESIGN AND AI	9			
Cameras-Types of cameras-Perspective projection-Camera implementation-Camera support algorithm- Real AI versus Game AI-Pathfinding-State based behaviours-Strategy and planning.					

UNIT IV	USER INTERFACE AND SCRIPTING LANGUAGES	9								
Menu system-HUD elements-Radar-other UI considerations-Scripting languages-Implementing a scripting language-Tokenization-Syntax Analysis-Code Execution or Generation-Data Formats-Case study UI mods in world of warcraft.										
UNIT V	NETWORKED GAMES	9								
Protocols-Network Topology-Server/Client-Peer-to-Peer-Cheating-Sample game -Side scroller for iOS, Tower defence for PC/Mac-Code Analysis.										
TOTAL: 45 PERIODS										
OUTCOMES:										
At the end of this course, the students will be able to:										
CO1: Understand the fundamentals of game programming.										
CO2: Identify the processes, mechanics, issues in game design,										
CO3: Analyse the game design and artificial intelligence.										
CO4: Construct a basic game engine using UI and scripting languages.										
CO5: Develop code for sample games.										
CO6: Understand the 3D game design										
TEXT BOOKS:										
1. Sanjay Madhav, Game Programming Algorithms and Techniques:A platform - Agnostic Approach-Game Design,1 st Edition, Addison-Wesley Professional,2013.										
2. Jouni Smed, Harri Hakonen, Algorithms and Networking for Computer Games, 2 nd Edition,Wiley Publications,2017.										
REFERENCES:										
1. Ernest Adams and Andrew Rollings, "Fundamentals of Game Design", Prentice Hall 3rd Edition,2014.										
2. JungHyun Han, "3D Graphics for Game Programming", Chapman and Hall/CRC, 1st Edition, 2011.										
20CS926	PRINCIPLES OF 3D PRINTING AND DESIGN	<table border="1"> <tr> <td>L</td> <td>T</td> <td>P</td> <td>C</td> </tr> <tr> <td>3</td> <td>0</td> <td>0</td> <td>3</td> </tr> </table>	L	T	P	C	3	0	0	3
L	T	P	C							
3	0	0	3							
OBJECTIVES:										
<ul style="list-style-type: none"> To learn the basics of 3D Modelling and viewing. To demonstrate the principles of 3D processing technique and application. To design and illustrate the working principle of inkjet technology. To acquire the knowledge of laser technology and Printing machines. To apply the knowledge in manufacturing, healthcare and medical applications. 										
UNIT I	INTRODUCTION	9								
Introduction; Design considerations – Material, Size, Resolution, Process; Modelling and viewing - 3D; Scanning; Model preparation – Digital; Slicing; Software; File formats.										
UNIT II	PRINCIPLE	9								
Processes – Extrusion, Wire, Granular, Lamination, Photo polymerisation; Materials - Paper, Plastics, Metals, Ceramics, Glass, Wood, Fiber, Sand, Biological Tissues, Hydrogels, Graphene; Material Selection - Processes, applications, limitations.										
UNIT III	INKJET TECHNOLOGY	9								
Printer - Working Principle, Positioning System, Print head, Print bed, Frames, Motion control; Print head Considerations – Continuous Inkjet, Thermal Inkjet, Piezoelectric Drop-On-Demand; Material Formulation for jetting; Liquid based fabrication – Continuous jet, Multijet; Powder based fabrication – Colourjet.										

UNIT IV	LASER TECHNOLOGY	9
Light Sources – Types, Characteristics; Optics – Deflection, Modulation; Material feeding and flow – Liquid, powder; Printing machines – Types, Working Principle, Build Platform, Print bed Movement, Support structures.		
UNIT V	INDUSTRIAL APPLICATIONS	9
Product Models, manufacturing – Printed electronics, Biopolymers, Packaging, Healthcare, Food, Medical, Biotechnology, Displays; Future trends;		
TOTAL: 45 PERIODS		
OUTCOMES:		
At the end of this course, the students will be able to:		
CO1: Outline and examine the basic concepts of 3D printing technology.		
CO2: Develop 3D printing workflow.		
CO3: Examine and categorize the concepts and working principles of 3D printing using inkjet technique.		
CO4: Describe the working principles of 3D printing using laser technique.		
CO5: Apply various method for designing and modeling for industrial applications.		
TEXT BOOKS:		
1. Christopher Barnatt, 3D Printing: The Next Industrial Revolution, CreateSpace Independent Publishing Platform, 2013.		
2. Ian M. Hutchings, Graham D. Martin, Inkjet Technology for Digital Fabrication, John Wiley & Sons, 2013.		
REFERENCES:		
1. Chua, C.K., Leong K.F. and Lim C.S., Rapid prototyping: Principles and applications, second edition, World Scientific Publishers, 2010.		
2. Ibrahim Zeid, Mastering CAD CAM Tata McGraw-Hill Publishing Co., 2007.		
3. Joan Horvath, Mastering 3D Printing, APress, 2014.		

22AI909	COMPUTER VISION	L	T	P	C
		3	0	0	3
OBJECTIVES:					
<ul style="list-style-type: none"> To understand the fundamental concepts related to Image formation and processing. To learn feature detection, matching and detection. To become familiar with feature based alignment and motion estimation. To develop skills on 3D reconstruction. To understand image based rendering and recognition. 					
UNIT I	INTRODUCTION TO IMAGE FORMATION AND PROCESSING	9			
Computer Vision - Geometric primitives and transformations - Photometric image formation - The digital camera - Point operators - Linear filtering - More neighborhood operators - Fourier transforms - Pyramids and wavelets - Geometric transformations - Global optimization.					
UNIT II	FEATURE DETECTION, MATCHING AND SEGMENTATION	9			
Points and patches - Edges - Lines - Segmentation - Active contours - Split and merge - Mean shift and mode finding - Normalized cuts - Graph cuts and energy-based					

methods.		
UNIT III	FEATURE-BASED ALIGNMENT & MOTION ESTIMATION	9
2D and 3D feature-based alignment - Pose estimation - Geometric intrinsic calibration - Triangulation - Two-frame structure from motion - Factorization - Bundle adjustment - Constrained structure and motion - Translational alignment - Parametric motion - Spline-based motion - Optical flow - Layered motion.		
UNIT IV	3D RECONSTRUCTION	9
Shape from X - Active range finding - Surface representations - Point-based representations- Volumetric representations - Model-based reconstruction - Recovering texture maps and albedosos		
UNIT V	IMAGE-BASED RENDERING AND RECOGNITION	9
View interpolation Layered depth images - Light fields and Lumi graphs - Environment mattes - Video-based rendering-Object detection - Face recognition - Instance recognition - Category recognition - Context and scene understanding- Recognition databases and test sets.		
TOTAL: 45 PERIODS		
<p>OUTCOMES: At the end of this course, the students will be able to: CO1: Analyze and apply basic image processing techniques in practical applications. CO2: Compare the concepts related to feature detection, matching and detection. CO3: Implement feature-based alignment and motion estimation in real-world applications. CO4: Create and Apply 3D Reconstruction techniques in diverse applications. CO5: Perform image-based rendering and recognition. CO6: Implement efficient solutions to image processing and computer vision problems.</p>		
<p>TEXT BOOKS:</p> <ol style="list-style-type: none"> 1. Richard Szeliski, Computer Vision: Algorithms and Applications, Springer-Verlag London Limited 2011. 2. Computer Vision: A Modern Approach, D. A. Forsyth, J. Ponce, Person Education, Second Edition, 2015 		
<p>REFERENCES:</p> <ol style="list-style-type: none"> 1. Richard Hartley and Andrew Zisserman, Multiple View Geometry in Computer Vision, Second Edition, Cambridge University Press, March 2004. 2. Christopher M. Bishop; Pattern Recognition and Machine Learning, Springer, 2006 3. E. R. Davies, Computer and Machine Vision, Fourth Edition, Academic Press, 2012. 		

OPEN ELECTIVE OFFERED TO OTHER DEPARTMENTS

22CY001	SOCIAL NETWORK SECURITY	L	T	P	C	
		3	0	0	3	
<p>OBJECTIVES: The Course will enable learners to:</p> <ul style="list-style-type: none"> • Learn the Concepts of Social Network Security • Understand the methods of Social Network Anonymization • Learn the techniques for security and privacy in social networks • Learn the security challenges in social networks • Explore the Tools to learn about the social network security implementation 						
UNIT I	INTRODUCTION TO SOCIAL NETWORK SECURITY					9
Introduction – Social Networking Applications – Social media Websites – Social Network Representation –Building Social Authority –Privacy and Information sharing – Controlling Application privacy – Cybercrime – Information Leakage – False information – Content Management in Social Networks						
UNIT II	SOCIAL NETWORK ANONYMIZATION					9
Social Networks - Privacy in Social Networks – Social Network Representation – Social Network Analysis - Data Anonymization – Challenges in Anonymization – Privacy preservation – Social Network Anonymization Factors – Anonymization Algorithms – Link Anonymization techniques –Background Knowledge Attacks – Anonymity in Modern Social Networks						
UNIT III	ANALYZING AND SECURING SOCIAL NETWORKS					9
Supporting Technologies - Aspects of Analyzing and Securing Social Networks - Techniques and Tools for Social Network Analytics - Social Network Analytics and Privacy Considerations - Access Control and Inference for Social Networks - Social Media Integration and Analytics Systems - Social Media Application Systems - Secure Social Media Systems - Secure Social Media Directions.						
UNIT IV	SECURITY CHALLENGES IN SOCIAL NETWORKS					9
Identity manipulation – Threats from third party applications - Trust in Social Networking Sites - Viruses, Phishing Attacks and Malwares–Tracking users – Privacy of Data – Identity Federation Challenges –Social media threats – Location disclosure – Spoofing – Profile cloning – Fake product sale – Cyber bullying – Prevention Strategies						
UNIT V	SOCIAL NETWORK SECURITY TOOLS					9
Analysis Tools for Social Media - AutoMap – Gephi – ORA Lite – ORA Pro – Wolfram Alpha – Social Media Data Collection –Blog Trackers –Crowd Tangle – MalTego – Pulse – SCRAAWL – Fact and Image Trackers – Google Fact Check Tools – Bot Mitigation – BotSlayer – Social Cyber Security						
TOTAL:45 PERIODS						
<p>OUTCOMES: Upon completion of the course, the students will be able to:</p> <p>CO1: Develop security applications of social networks. CO2: Implement data anonymization techniques CO3: Analyze and secure social networks CO4: Handle security challenges in social networks CO5: Develop security tools for social networks CO6: Create newer social networking applications</p>						

TEXTBOOKS:
1. Brij B. Gupta, Somya Ranjan Sahoo, "Online Social Networks Security-Principles, Algorithm, Applications, and Perspectives", First Edition, 2021.
2. Bhavani Thuraisingham, SatyenAbrol, Raymond Heatherly, Murat Kantarcioglu, Vaibhav Khadilkar, Latifur Khan, "Analyzing and Securing Social Networks", First Edition, 2020.
3. B. K. Tripathy, Kiran Baktha, "Security, Privacy, and Anonymization in Social Networks: Emerging Research and Opportunities", IGI Global Publication, 2019.
4. Michael Cross, "Social Media Security, Leveraging Social Networking While Mitigating Risk", Elsevier Publication, First Edition, 2013.
REFERENCES:
1. El-Sayed M. El-Alfy ; Mohamed Eltoweissy ;Errin W. Fulp ; Wojciech Mazurczyk, "Nature-Inspired Cyber Security and Resiliency: Fundamentals, Techniques and Applications", IET Publication, 2019.
2. https://sites.google.com/view/social-cybersec/tools?pli=1
3. Yaniv Altshuler, "Security and Privacy in Social Networks", Springer , 2013.
LIST OF EQUIPMENTS:
3. Software Required: Python 4. Software Tools Required: Shield Square BotSlayer GOOGLE FACT CHECK TOOLS ORA-PRO

22CY002	INFORMATION SECURITY	L	T	P	C
		3	0	0	3
OBJECTIVES:					
The Course will enable learners:					
<ul style="list-style-type: none"> • To understand the basics of Information Security • To know the legal, ethical and professional issues in Information Security • To know the aspects of risk management • To become aware of various standards in this area • To know the technological aspects of Information Security 					
UNIT I	INTRODUCTION TO INFORMATION SECURITY	9			
Information Security – History, CNSS Security Model, Components of an Information System, Balancing Information Security and Access, Security Implementation, The Systems Development Life Cycle (SDLC), The Security SDLC- Security Professionals and the Organization, Communities of Interest					

UNIT II	SECURITY INVESTIGATION	9								
Need for Security; Introduction- Business Needs, Threats, Attacks, Legal, Ethical and Professional Issues- Introduction-law and Ethics in information Security-Relevant U.S.Laws-International laws and legal Bodies-Ethics and Information Security-Codes of Ethics and Professional Organizations										
UNIT III	SECURITY ANALYSIS	9								
Risk Management: Introduction-An Overview of Risk Management, Risk Identification: Plan and Organize the Process-Risk Assessment-Risk Control Strategies-Selecting Risk control Strategy: Cost Benefit Analysis (CBA)-Quantitative Versus Qualitative Risk Control Practice –Recommended Risk Control Practices.										
UNIT IV	LOGICAL DESIGN	9								
Planning for security: Introduction-Planning and Governance, Information Security Policy, Standards and Practices, The Information security Blueprint: NIST Security Models-IETF security Architecture, Security Technology: Access Control, Firewalls: Processing Modes – Architecture										
UNIT V	PHYSICAL DESIGN	9								
Security Technology: Intrusion Detection and Prevention System (IDPS)-Terminology-Use-Types-Methods, Cryptography, Physical Security: Access Controls-Fire Security and safety, Information Security Project Management- Technical Aspects of Implementation – Nontechnical Aspect of Implementation, Security and Personnel: Introduction-Policies and Practices.										
TOTAL:45 PERIODS										
OUTCOMES:										
Upon completion of the course, the students will be able to:										
CO1 : Discuss basics of information security										
CO2 : Identify the legal, ethical and professional issues in information security										
CO3 : Analyze the aspects of risk management										
CO4 : Apply Logical design for real world problems										
CO5 : Apply Physical design for real world problems										
CO6 : Develop solution to the societal applications										
TEXTBOOKS:										
2. Michael E Whitman and Herbert J Mattord, —Principles of Information Securityll, Vikas Publishing House, New Delhi, 2003.										
REFERENCES:										
1. Micki Krause, Harold F. Tipton, — Handbook of Information Security Managementll, Vol 1-3 CRCPress LLC, 2004.										
2. Stuart McClure, Joel Scrambray, George Kurtz, —Hacking Exposed, Tata McGraw-Hill, 2003										
3. Matt Bishop, —Computer Security Art and Science, Pearson/PHI, 2002.										
4. Charles P. Pfleeger and Shari Lawrence Pfleeger, "Security in Computing", 5 th Edition, PrenticeHall, 2018										
22CY003	CYBER SECURITY LAW	<table border="1"> <tr> <td>L</td> <td>T</td> <td>P</td> <td>C</td> </tr> <tr> <td>3</td> <td>0</td> <td>0</td> <td>3</td> </tr> </table>	L	T	P	C	3	0	0	3
L	T	P	C							
3	0	0	3							
OBJECTIVES:										
The Course will enable learners to:										
<ul style="list-style-type: none"> Understand the need of Cyber Security Explore the laws governing Cyber Security Gain knowledge on Cyber Security Management 										
UNIT I	FUNDAMENTALS OF CYBER SECURITY	9								
Introduction-Cyber Security and its problem-Intervention Strategies: Redundancy, Diversity and Autarchy										
UNIT II	ISSUES IN CYBER SECURITY	9								
Private ordering solutions, Regulation and Jurisdiction for global Cyber security, Copy Right source of risks, Pirates, Internet Infringement, Fair Use, postings,										

criminal liability, First Amendments, Data Loss.					
UNIT III	INTELLECTUAL PROPERTY RIGHTS				9
Copy Right-Source of risks, Pirates, Internet Infringement, Fair Use, postings, Criminal Liability, First Amendments, Losing Data, Trademarks, Defamation, Privacy-Common Law Privacy, Constitutional law, Federal Statutes, Anonymity, Technology expanding privacy rights.					
UNIT IV	PROCEDURAL ISSUES				9
Duty of Care, Criminal Liability, Procedural issues, Electronic Contracts & Digital Signatures, Misappropriation of information, Civil Rights, Tax, Evidence.					
UNIT V	LEGAL ASPECTS OF CYBER SECURITY				9
Ethics, Legal Developments, Late 1990 to 2000, Cyber security in Society, Security in cyber laws case. studies, General law and Cyber Law-a Swift Analysis					
TOTAL=45 PERIODS					
OUTCOMES:					
Upon completion of the course, the students will be able to:					
CO1: Understand key concepts and intervention strategies in cyber security.					
CO2: Analyze regulatory challenges, copyright issues, and data loss in cyber security.					
CO3: Assess risks of intellectual property infringement and legal implications of privacy.					
CO4: Understand procedural issues like duty of care, criminal liability, and electronic contracts.					
CO5: Evaluate ethical and legal aspects of cyber security and analyze related case studies.					
CO6: Apply cybersecurity laws to real-world scenarios, ensuring legal compliance and protection.					
TEXT BOOKS:					
2. Jonathan Rosenoer, "Cyber Law: The law of the Internet", Springer-Verlag, 1997.					
REFERENCES:					
3. Mark F Grady, Fransesco Parisi, "The Law and Economics of Cyber Security", Cambridge University Press, 2006					
4. Michael Graves, —Digital Archaeology: The Art and Science of Digital Forensics, Addison- Wesley Professional, 2014					

22CY004	INTRODUCTION TO CYBER SECURITY	L	T	P	C
		3	0	0	3
OBJECTIVES:					
The Course will enable learners to:					
<ul style="list-style-type: none"> • The difference between threat, risk, attack and vulnerability. • How threats materialize into attacks. • Where to find information about threats, vulnerabilities and attacks. • Typical threats, attacks and exploits and the motivations behind them. 					
UNIT I	INTRODUCTION TO CYBER SECURITY				9
Introduction -Computer Security - Threats -Harm - Vulnerabilities - Controls - Authentication -Access Control and Cryptography - Web—User Side – Browser Attacks - Web Attacks Targeting Users - Obtaining User or Website Data – Email Attacks					
UNIT II	SECURITY IN OPERATING SYSTEM & NETWORKS				9

Security in Operating Systems - Security in the Design of Operating Systems - Rootkit - Networking basics (home network and large-scale business networks), Networking protocols, Security of protocols, sample application hosted on-premises.		
UNIT III	DIGITAL SECURITY	9
Basics of digital security, protecting personal computers and devices, protecting devices from Virus and Malware, Identity, Authentication and Authorization, need for strong credentials, keeping credentials secure, protecting servers using physical and logical security, World Wide Web (www), the Internet and the HTTP protocol, security of browser to web server interaction		
UNIT IV	PRIVACY IN CYBERSPACE	9
Introduction to cyber-attacks, application security (design, development, and testing), operations security, monitoring, identifying threats and remediating them, Principles of data security - Confidentiality, Integrity and Availability, Data Privacy, Data breaches, preventing attacks and breaches with security controls, Compliance standards, Computer Ethics.		
UNIT V	MANAGEMENT AND INCIDENTS	9
Security Planning - Business Continuity Planning - Handling Incidents – Risk Analysis - Dealing with Disaster - Emerging Technologies - The Internet of Things - Economics - Electronic Voting - Cyber Warfare- Cyberspace and the Law - International Laws - Cyber crime - Cyber Warfare and Home Land Security		
TOTAL:45 PERIODS		
COURSE OUTCOMES:		
CO1: Understand basic concepts of computer security, identify threats and vulnerabilities, and implement basic security measures.		
CO2: Comprehend security mechanisms in operating systems and networks, including rootkits and network protocols, and secure network servers.		
CO3: Protect personal computers and devices from malware, understand the importance of strong credentials, and secure web interactions.		
CO4: Understand cyber-attacks, data security principles, data privacy, and compliance standards.		
CO5: Develop security planning strategies, handle security incidents, understand emerging technologies, and comprehend legal aspects of cyberspace.		
CO6: Analyze and evaluate real-world case studies to apply concepts of computer security, operating system and network security, digital security, data privacy, and incident management.		
TEXT BOOKS:		
1. Charles P. Pleeger Shari Lawrence Pleeger Jonathan Margulies, Security in Computing, 5th Edition , Pearson Education , 2015 Brooks, Charles J., Christopher Grow, Philip Craig, and Donald Short. Cybersecurity essentials. John Wiley & Sons, 2018.		
REFERENCE BOOKS:		
1. George K.Kostopoulous, Cyber Space and Cyber Security, CRC Press, 2013. 2. Martti Lehto, Pekka Neittaanmäki, Cyber Security: Analytics, Technology and Automation edited, Springer International Publishing Switzerland 2015 3. Nelson Phillips and Eninger Steuart, —Computer Forensics and Investigationsll, Cengage Learning, New Delhi, 2009.		