FACULTY OF SCIENCE

SYLLABIES

FOR

Master of Computer Applications (MCA) (Semester System) Examinations, 2011-2012

i.e.

1st Semester, November/December, 2011
2nd Semester, May/June, 2012
3rd Semester, November/December, 2011
4th Semester, May/June, 2012
5th Semester, November/December, 2011
6th Semester, May/June, 2012

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APPLICABILITY OF REGULATIONS FOR THE TIME BEING IN FORCE

Notwithstanding the integrated nature of a course spread over more than one academic year, the regulations in force at the time a student joins a course shall hold good only for the examinations held during or at the end of the academic year. Nothing in these regulations shall be deemed to debar the University from amending the regulations subsequently and the amended regulations, if any, shall apply to all students whether old or new.
Outlines of Tests, Syllabi and Courses of Reading for Master of Computer Applications (MCA) (Three Year Degree Programme) 1st, 3rd and 5th semesters examinations in November/December 2011; and 2nd, 4th and 6th semesters in May/June 2012.

OUTLINES OF TESTS

<table>
<thead>
<tr>
<th>Paper Code</th>
<th>Paper Name</th>
<th>Lecture &amp; Practical</th>
<th>Univ. Exam. Marks</th>
<th>Int. Ass. Marks</th>
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<tbody>
<tr>
<td><strong>FIRST YEAR</strong></td>
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<tr>
<td><strong>FIRST SEMESTER</strong></td>
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<tr>
<td>CS-51</td>
<td>Mathematical Structures for Computer Science</td>
<td>4+0</td>
<td>80</td>
<td>20</td>
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<tr>
<td>CS-02</td>
<td>Computer Programming &amp; Problem Solving (Using C)</td>
<td>4+0</td>
<td>80</td>
<td>20</td>
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<tr>
<td>CS-05</td>
<td>Computer Organisation &amp; Assembly Language</td>
<td>4+0</td>
<td>80</td>
<td>20</td>
</tr>
<tr>
<td>CS-49</td>
<td>Fundamentals of Information Technology</td>
<td>4+4</td>
<td>80</td>
<td>20</td>
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<tr>
<td></td>
<td>Elective-I</td>
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<tr>
<td><strong>SECOND SEMESTER</strong></td>
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<tr>
<td>CS-03</td>
<td>Data &amp; File Structures (Using C)</td>
<td>4+4</td>
<td>80</td>
<td>20</td>
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<tr>
<td>CS-07</td>
<td>Accounting &amp; Financial Management</td>
<td>4+0</td>
<td>80</td>
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<tr>
<td>CS-40</td>
<td>Computer Oriented Numerical and Statistical Methods</td>
<td>4+0</td>
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<td>Elective-III</td>
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<tr>
<td><strong>SECOND YEAR</strong></td>
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<tr>
<td><strong>THIRD SEMESTER</strong></td>
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<tr>
<td>CS-09</td>
<td>Software Engineering</td>
<td>4+0</td>
<td>80</td>
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<tr>
<td>CS-08</td>
<td>Information Systems and Enterprise Resource Planning</td>
<td>4+0</td>
<td>80</td>
<td>20</td>
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<tr>
<td>CS-13</td>
<td>Data Mining and Data Warehousing</td>
<td>4+0</td>
<td>80</td>
<td>20</td>
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<td>Elective-IV</td>
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<td>Elective-V</td>
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<td><strong>FOURTH SEMESTER</strong></td>
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<tr>
<td>CS-11</td>
<td>Operating Systems</td>
<td>4+0</td>
<td>80</td>
<td>20</td>
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<tr>
<td>CS-12</td>
<td>Interactive Computer Graphics</td>
<td>4+4</td>
<td>80</td>
<td>20</td>
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<tr>
<td>CS-14</td>
<td>Analysis &amp; Design of Algorithms</td>
<td>4+0</td>
<td>80</td>
<td>20</td>
</tr>
<tr>
<td>CS-53</td>
<td>Software Testing and Quality Assurance</td>
<td>4+0</td>
<td>80</td>
<td>20</td>
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<tr>
<td></td>
<td>Elective-V</td>
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</tbody>
</table>
THIRD YEAR

FIFTH SEMESTER

CS-16 Artificial Intelligence (Using LISP) 4+4 80 20
CS-17 Computer Based Optimization Techniques 4+0 80 20
Elective-VII 80 20
Elective-VIII 80 20
CS-19 SEMINARS

Each student will be required to give seminar on selected topics. The seminars will carry 100 marks.

SIXTH SEMESTER

CS-18 PROJECT WORK:

The Project period will be 20 to 24 weeks duration. The Project will involve development of application/system software in industries, commercial or scientific environment. The project work will carry 400 marks.

320 80

PRACTICAL EXAMINATIONS

The Practical examination will be conducted for each of the following:

FIRST YEAR (1st and 2nd Semesters)

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Title</th>
<th>Semester</th>
<th>Pract. Exam. Marks</th>
<th>Int. Ass. Marks</th>
</tr>
</thead>
<tbody>
<tr>
<td>PR-01</td>
<td>PC Software &amp; UNIX (Minor Project)</td>
<td>First</td>
<td>80</td>
<td>20</td>
</tr>
<tr>
<td>PR-02</td>
<td>Programming in C and Assembly Language (Minor Project)</td>
<td>First</td>
<td>80</td>
<td>20</td>
</tr>
<tr>
<td>PR-03</td>
<td>C++ and JAVA Programming Language (Minor Project)</td>
<td>Second</td>
<td>80</td>
<td>20</td>
</tr>
<tr>
<td>PR-04</td>
<td>Data Structures (Minor Project)</td>
<td>Second</td>
<td>80</td>
<td>20</td>
</tr>
</tbody>
</table>

Each student is required to undergo a two months Summer Training at the end of Second Semester. The Internal Assessment Marks for each practical will be based on Minor Project.

SECOND YEAR (3rd and 4th Semesters)

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Title</th>
<th>Semester</th>
<th>Pract. Exam. Marks</th>
<th>Int. Ass. Marks</th>
</tr>
</thead>
<tbody>
<tr>
<td>PR-05</td>
<td>RDBMS (SQL Server/Oracle/My SQL) (Minor Project)</td>
<td>Third</td>
<td>80</td>
<td>20</td>
</tr>
<tr>
<td>PR-06</td>
<td>Programming in NET and C# (Minor Project)</td>
<td>Third</td>
<td>80</td>
<td>20</td>
</tr>
<tr>
<td>PR-07</td>
<td>Computer Graphics and Algorithms Analysis (Minor Project)</td>
<td>Fourth</td>
<td>80</td>
<td>20</td>
</tr>
<tr>
<td>PR-08</td>
<td>Advanced Java and Network Programming (Minor Project)</td>
<td>Fourth</td>
<td>80</td>
<td>20</td>
</tr>
</tbody>
</table>

Each student is required to undergo a two months Summer Training at the end of Fourth Semester. The Internal Assessment Marks for each practical will be based on Minor Project and Summer Training.
THIRD YEAR (5th Semester)  

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Title</th>
<th>Semester</th>
<th>Prac. Exam. Marks</th>
<th>Int. Ass. Marks</th>
</tr>
</thead>
<tbody>
<tr>
<td>PR-09</td>
<td>Artificial Intelligence (LISP) &amp; Multimedia (Minor Project)</td>
<td>Fifth</td>
<td>80</td>
<td>20</td>
</tr>
<tr>
<td>PR-10</td>
<td>Linux System Administration (Minor Project)</td>
<td>Fifth</td>
<td>80</td>
<td>20</td>
</tr>
</tbody>
</table>

The Internal Assessment Marks for each practical will be based on Minor Project.

ELECTIVES

- CS-01 Mathematical Foundations of Computer Science
- CS-04 Object Oriented Programming through C++ and Java
- CS-06 Data Base Management System (DBMS)
- CS-10 Information System Design and Implementation
- CS-15 Data Base Management System
- CS-20 Emerging Database Technologies
- CS-21 .NET Framework and C#
- CS-22 Introduction to Distributed and Parallel Processing
- CS-23 Distributed Computing, Networks and Applications
- CS-24 Microprocessor & Applications
- CS-25 Advanced Java and Network Programming
- CS-26 Emerging Trends and Technologies
- CS-27 Relational Data Base Management Systems
- CS-32 Compiler Design
- CS-33 Simulation & Modelling
- CS-37 Theory of Computations
- CS-41 Image Processing
- CS-42 Object Oriented Programming Using C++
- CS-43 Unix and Shell Programming
- CS-44 Web Application Tools and E-Commerce
CS-45  Visual C++ Programming  
CS-46  Linux Administration  
CS-47  Visual Basic Programming  
CS-48  Data Communications and Networks  
CS-49  Fundamentals of Information Technology  
CS-50  Multimedia Technologies  
CS-51  Mathematical Structures for Computer Science  
CS-52  Software Testing and Quality Control  
CS-53  Software Testing and Quality Assurance  
CS-54  Multi Agent Systems  

GUIDELINES FOR SUBMISSION OF PROJECT REPORT (CS-18)  
The report should consist of the following :  
- Cover page including Project title, Name of the student, Name of the Department and Names of the Project Guides (both External and Internal).  
- Acknowledgements.  
- Certificates from company and department duly signed by external guide, chairman and internal guide.  
- Contents with page numbers.  
- Introduction (includes background and application or importance of the project).  
- Objectives.  
- System Analysis.  

System Feasibility Study :  
- Software requirement specifications.  
- Design with system flowcharts and input/output design.  
- Implementation and Testing  
  - Hardware and software used.  
  - Listing of well commented programs with result/output or detailed algorithms with input and output.  

Further scope of the Project :  
- Bibliography.  
- Appendices (any other information related to project).
Each student should observe the following norms while submitting the synopsis/thesis for the Project:

(a) Use both sides of the paper instead of only single side.
(b) Use one and half interline spacing in the text (instead of double space).
(c) Stop using a blank sheet before the page, carrying figure or table.
(d) Try to insert figure/table in the text page itself (instead of using a fresh page for it, each time).

Students must consult/inform the internal guides regarding the progress of their work at least once in 20 days. It is the duty of the student to be in touch with his/her internal guide. The student must prepare 5 copies of the report including one copy for self. The remaining four are to be submitted before 31st May every year as per the following:


One softcopy of the work is to be submitted to the concerned head of the dept./institution alongwith the report. The student must present his/her work in 15 minutes mainly focussing on his/her contribution with the help of slides followed by demonstration of the practical work done. The Project Viva will be completed before 15th June every year. Exact dates will be informed before 31st May every year. Project Viva will be conducted by an external examiner, internal examiner and the internal guide.
SYLLABUS AND COURSE OF READINGS

FIRST SEMESTER

Paper Title: MATHEMATICAL STRUCTURES FOR COMPUTER SCIENCE

Paper Code: CS-51          Max. Marks: 80              Time: 3 Hrs.
Course Duration: 60 Lectures of one hour each.

Objectives: To provide basic mathematical structures required for various computer science courses.

Note:
(i) The Question Paper will consist of Four Sections.
(ii) Examiner will set total of nine questions comprising two questions from each Section and one compulsory question of short answer type covering whole syllabi.
(iii) The students are required to attempt one question from each Section and the Compulsory question.
(iv) All questions carry equal marks.

SECTION-A

1. Mathematical Logic:
   Introduction to finite state machine.

2. Relation and Functions:
   Binary relations, Composition of relations, Equivalence relations, function:
   Injection, Surjection & Bijection, Function Composition & Inverse function.

SECTION-B

3. Set Theory:
   Introduction, Sets & Elements, Subsets, Venn Diagrams, Operation on Sets.
   Union, Intersection & Complements, De Morgan’s Law, Finite sets, Power sets, Product sets.
4. **Linear Equation**:
Linear Equation in one, two and n-unknowns, Solution of a Triangular System, Gaussian Elimination, Determinants and System of Linear Equation.

**SECTION-C**

5. **Graphs**:
Incidence and Degree, Handshaking Lemma, Isomorphism, Connectedness, Walk, Path and Circuits. Shortest Path Algorithm between two Vertices, Eulerian graph, Fleury’s Algorithm. Directed graphs.

6. **Trees**:
Properties of Trees, Rooted and Binary Trees; Directed Tree, Spanning Tree, Cutest & Cut Vertices, Max-flow–Min-cut theorem.

**SECTION-D**

7. **Planner Graphs**:
Combinatorial and geometric duals; Kuratowski’s graphs; Detection of planarity.

8. **Matrix Representations of Graphs**:
Incidence; Adjacency matrices and their properties.

**Suggested Readings**:


4. **Deo, N.**: Graph Theory with Applications to Engineering and Computer Science, PHI.

5. **Clark, John & Hetlan**: A First Look at Graph Theory, Allied Publishers Limited.
**Paper Title:** COMPUTER PROGRAMMING AND PROBLEM SOLVING (USING C)

**Paper Code:** CS-02 \hspace{1cm} **Max. Marks:** 80 \hspace{1cm} **Time:** 3 Hrs.

**Course Duration:** 60 Lectures of one hour each.

**Objectives:** To develop the Logic for given problem and to gain experience of procedure oriented language, its syntax and construction of code.

**Note:**
(i) The Question Paper will consist of Four Sections.

(ii) Examiner will set total of *nine* questions comprising *two* questions from each Section and *one* compulsory question of short answer type covering whole syllabi.

(iii) The students are required to attempt *one* question from each Section and the Compulsory question.

(iv) All questions carry equal marks.

**SECTION-A**

1. **Problem Solving :**
   Problem Identification, Analysis, Flowcharts, Decision Tables, Psuedo codes and algorithms, Program Coding, Program Testing and Execution, Types of Programming Languages.

**SECTION-B**

2. **Computer Programming Language (C Language ) :**
   Concept of variables and constants, structure of a C program, various operators, expressions and their evaluation using rules of hierarchy. Assignment statements.

**SECTION-C**

3. **Control Structures :**
   Sequencing, alternation, iteration. Arrays, Manipulating vectors and matrices. Pointers, Strings and string functions, structures.

4. User defined functions, Data management, Input/Output and files, Documentation, debugging, C preprocessors, Macros.
SECTION-D

5. A brief introduction to C++ Object Oriented Programming techniques, Difference between C &
   C++.

6. Examples illustrating structured program development methodology and use of a block structured
   algorithmic language to solve specific problems.

Suggested Readings :

   House, New Delhi.


9. Gookin, Dan : C Programming, Wiley India Pvt. Ltd.

Paper Title: COMPUTER ORGANIZATION AND ASSEMBLY LANGUAGE

Paper Code: CS-05  Max. Marks: 80  Time: 3 Hrs.

Course Duration: 60 Lectures of one hour each.

Objectives: The objective of the course is to provide students with a solid foundation in computer design. Examine the operation of the major building blocks of a computer system. To introduce students to the design and organization of modern digital computers by showing the relationship between hardware and software and focusing on the concepts that are the basis of the current computers such as microprocessors. Includes machine language, instruction set architecture, and control design, memory hierarchy, and input/output and communication. To introduce basic assembly language. Describe the instruction format/set of a computer. Write simple assembly program.

Note: (i) The Question Paper will consist of Four Sections.

(ii) Examiners will set total of nine questions comprising two questions from each Section and one compulsory question of short answer type covering whole syllabi.

(iii) The students are required to attempt one question from each Section and the Compulsory question.

(iv) All questions carry equal marks.

SECTION-A

1. Representation of Information:
   Number Systems, Integer and floating point representation, Character codes, (ASCII, EBCDIC), Error detection and correction codes, Boolean Algebra.

SECTION-B

2. Basic Building Blocks:
   K-maps for 2, 3 & 4 variables, Flip-flops: RS Latches, D, JK and Master-slave, Registers, Buffer, Shift and Controlled shift registers, Counters: Ripple, Synchronous and Ring Counters, Half adders and Full adders.

SECTION-C

3. Organization of Control Unit, Memory:
   Types and Organization, Peripheral Devices: I/O devices (Video Terminals and Printers) and Controllers, Storage Devices (Tape and disks).
SECTION-D

4. **Assembly Language Programming** :

Programmers model of a machine. Example of a typical 16 to 32 bit processor (8086 microprocessor)—Registers, Addressing modes, Instruction set, Use of an Assembly Language for specific programmes for typical problems: Simple string and numeric manipulations, searching and sorting of a list and use of I/O instructions.

**Suggested Readings :**

7. Schaum Series : *Introduction to Microprocessors*.
10. Gupta, Vikas : *Comdix Computer Hardware and Networking Course Kit*, Wiley India Pvt. Ltd.
Paper Title: FUNDAMENTALS OF INFORMATION TECHNOLOGY

Paper Code: CS-49 Max. Marks: 80 Time: 3 Hrs.

Course Duration: 60 Lectures of one hour each.

Objective: The objective of this course is to familiarize students with concepts of Fundamentals of IT and its applications.

Note: (i) The Question Paper will consist of Four Sections.

(ii) Examiner will set total of nine questions comprising two questions from each Section and one compulsory question of short answer type covering whole syllabi.

(iii) The students are required to attempt one question from each Section and the Compulsory question.

(iv) All questions carry equal marks.

SECTION-A

Overview of Computer System:

SECTION-B

Operating System:
Role of an OS, Types of OS, Features of OS & functions of OS. Booting procedure.


Graphical OS:
Fundamentals of windows, types of windows, anatomy of windows, windows explorer, customizing windows, control panel, taskbar setting, Network Neighbourhood.
SECTION-C

Personal Productivity Software :

**Word processing** : Editing features, formatting features, saving, printing, table handling, page settings, spell-checking, macros, mail-merge, equation editors.

**Spreadsheet** : Workbook, worksheets, data types, operators, cell formats, freeze panes, editing features, formatting features, creating formulas, using formulas, cell references, replication, sorting, filtering, functions, Charts & Graphs, PivotTable and PivotChart, Macros, What-If Analysis.

**Presentation Graphics Software** : Templates, views, formatting slide, slides with graphs, animation, using special features, presenting slide shows.

**Web-designing** : Uses, interface, adding text, images, creating links, tables, forms, publishing.

SECTION-D

Information Technology Basics :
Information, Technology, Information Technology, Role, Information technology and Internet, Applications.

**Disk management tools** : PC tools, Norton Utilities, Virus, worms, threats, virus detection, prevention and cure utilities, Firewalls, Proxy servers.

**Internet** : Internet & its applications, working of search engines, use of e-mail, types, Topologies, major features of internet (www, e-mail, telnet, ftp, IRC, news), structure and types of internet connections, addressing schemes.

Suggested Readings :

3. Habraken, Joe : Office 2000, PHI.
4. Stultz : Learn MS-Office 2000 BPB.
7. Finkelstein : How to Do Every Thing with Microsoft Office PowerPoint 2003, Wiley India Pvt. Ltd.
8. Walkenbach : Microsoft Excel 2003 Programming with VBA Bible, Wiley India Pvt. Ltd.
Paper Title: UNIX AND SHELL PROGRAMMING

Paper Code: CS-43          Max. Marks: 80          Time: 3 Hrs.

Course Duration: 60 Lectures of one hour each.

Objectives: The objective of the course is to make students aware of the functioning of a multi-user operating system. This course will serve as a foundation course for the higher level course in Unix. The students are expected to learn the commands while doing practical and emphasis should be given to those switches/options and flags, which are most frequently used in real life.

Note: (i) The Question Paper will consist of Four Sections.
      (ii) Examiner will set total of nine questions comprising two questions from each Section and one compulsory question of short answer type covering whole syllabi.
      (iii) The students are required to attempt one question from each Section and the Compulsory question.
      (iv) All questions carry equal marks.

SECTION-A

1. Theoretical Concepts of UNIX Operating System:
   Basic Features of Operating System; File Structure; CPU Scheduling; Memory Management: Swapping, Demand Paging; File System: Blocks and Fragments, Inodes Directory Structure; User to User Communication.

2. Getting Started with UNIX:
   User Names and Groups; Logging in; Format of UNIX commands; Changing your Password.

SECTION-B

3. Characters with special meaning; UNIX Documentation; Files and Directories: Current Directory, looking at the Directory contents, Absolute and Relative Pathnames, Some UNIX Directories and Files; Looking at File contents; File Permissions; Basic operation on Files; Changing Permission Modes; Standard files; Standard output; Standard input, Standard Error; Filters and Pipelines; Processes; Finding out about Processes; Stopping Background Process; UNIX Editor: vi.

SECTION-C

4. Text Manipulation:
   Inspecting Files; File Statistics; Searching for Patterns Comparing Files; Operating on Files; Printing Files; Rearranging Files; Sorting Files; Splitting Files; Translating characters; AWK utility.
5. **Shell Programming:**
   Programming in the Borne and the C-shell; Wild cards.

**SECTION-D**

6. Simple Shell Programs; Shell Variables; Shell Programming Constructs; Interactive Shell Scripts; Advanced Features.

7. **System Administration:**
   Definition of System Administration; Booting the System; Maintaining user Accounts; File Systems and Special Files; Backups and Restoration; Role and functions of a system manager.

**Suggested Readings:**


4. Love : Beginning Unix.

5. Eric Faster–Johnson : Beginning Shell Scripting (Covers Linux, Unix Windows & Mac), Wiley India Pvt. Ltd.


SECOND SEMESTER

Paper Title : DATA AND FILE STRUCTURES (USING C)

Paper Code : CS-03            Max. Marks : 80            Time : 3 Hrs.

Course Duration : 60 Lectures of one hour each.

Objectives : After completing this course, the learner will be able to use various concepts of Algorithm development, use various Data Structure, apply various Sorting and Searching Techniques, apply Data Structures and other techniques to Real life problems.

Note :   (i) The Question Paper will consist of Four Sections.
   (ii)   Examiner will set total of nine questions comprising two questions from each Section and one compulsory question of short answer type covering whole syllabi.
   (iii)  The students are required to attempt one question from each Section and the Compulsory question.
   (iv)   All questions carry equal marks.

SECTION-A

1. **Introduction to Data Structures** :
   Concepts and definition of Data types, Data objects, Data structures (linear and non-linear).

   **Lists** :
   Linear lists, arrays and operations including traversing, insertion, deletion, reverting searching, sorting and merging two arrays. Representation of one and multidimensional arrays in memory, matrix operations, algorithms, sparse matrices and their representation in memory, application of array : Polynomial Evaluation and addition of two polynomial. Algorithms to implement array operations and applications.

2. **Linked list** :
   Introduction, Sequential representation versus linked representation, operations using linked lists: Creation, insertion, deletion, traversal, inverse, concatenation. Application of linked lists: Polynomial addition; algorithms to implement operations and applications. Circular linked lists, doubly linked lists and operations, dynamic memory allocation and garbage collection.

3. **Stacks** :
   Sequential and linked representations, Operations; Applications of stack: Conversion from infix to postfix form. Evaluation of postfix expression; Algorithm to implement operation and applications.

4. **Queues** :
   Sequential and linked representation operations, circular queues.
5. **Trees:**
   Introduction to terminology of trees, binary tree, full binary tree, complete binary tree, sequential and linked representation of binary trees in memory, conversion of tree into a binary tree, tree traversal: in-order, pre-order and post order. Application of binary trees: binary search trees, Algorithms to implement tree operations, creation of heap, and heap sort.

6. **Sets and Graphs:**
   Set representation, union and find algorithms, graphs and their representation in memory.

7. **Searching and Sorting:**
   Recursion and recursive algorithms, Bubble sort, Insertion sort, Selection sort, Merger sort, Linear and binary Searching techniques. Algorithms to implement the above methods and complexity of the algorithms.

8. **File structures:**
   Concepts of fields, records and files. Sequential file organisation, variable length records and text files. Indexing structures like B-trees, ISAM. Hashing techniques for direct files. Inverted lists, Multilists.

**Suggested Readings:**

8. Deshpanday : C and Data Structures, Wiley India Pvt. Ltd.
11. Leendert : Algorithms and Data Structure in C++, Wiley India Pvt. Ltd.
Paper Title: ACCOUNTING AND FINANCIAL MANAGEMENT

Paper Code: CS-07

Max. Marks: 80

Time: 3 Hrs.

Course Duration: 60 Lectures of one hour each.

Objectives: To provide an overview of theoretical and practical concepts of Accounting.

Note:

(i) The Question Paper will consist of Four Sections.

(ii) Examiner will set total of nine questions comprising two questions from each Section and one compulsory question of short answer type covering whole syllabi.

(iii) The students are required to attempt one question from each Section and the Compulsory question.

(iv) All questions carry equal marks.

SECTION-A

1. Accounting:
   Principles, concepts and conventions, double entry system of accounting, introduction of basic books of accounts of sole proprietary concern, closing of books of accounts and preparation of trial balance.

2. Final Accounts:
   Trading, profit and loss accounts and balance sheet of sole proprietary concern with normal closing entries. Introduction to manufacturing account, final accounts of partnership firms, limited company.

SECTION-B

3. Financial Management:
   Meaning and role.

4. Ratio Analysis:
   Meaning, advantages, limitations, types of ratios and their usefulness.

5. Fund Flow Statement:
   Meaning of the terms–fund flow and fund working capital cycle, preparation and interpretation of the fund flow statement.

SECTION-C

6. Costing:
   Nature, importance and basic principles.
7. **Marginal Costing:**
   Nature, scope and importance, Break-even analysis, its uses and limitations, construction of break even chart, practical applications of marginal costing.

8. **Standard Costing:**
   Nature and scope, Computational and analysis of variances with reference to material cost, labour cost and overhead cost, interpretation of the variances.

**SECTION-D**

9. **Budget and Budgetary Control:**

10. **Introduction to Computerised Accounting System:**
    Coding logic and codes required, master files, transaction files; introduction to documents used for data collection, processing of different files and outputs obtained (The concepts may be explained using available accounting package).

**Suggested Readings:**

Paper Title: COMPUTER ORIENTED NUMERICAL AND STATISTICAL METHODS

Paper Code: CS-40 Max. Marks: 80 Time: 3 Hrs.

Course Duration: 60 Lectures of one hour each.

Objectives: The course aims at discussing various significant and fundamental concepts to inculcate the students an adequate understanding of the application of Numerical Algorithms and Statistical Methods to make them develop an interest in the area which may find useful to pursue their studies.

Note: (i) The Question Paper will consist of Four Sections.
(ii) Examiner will set total of nine questions comprising two questions from each Section and one compulsory question of short answer type covering whole syllabi.
(iii) The students are required to attempt one question from each Section and the Compulsory question.
(iv) All questions carry equal marks.

Prerequisite: Mathematical Foundation of Computer Science, Probability and Statistics.

SECTION-A

Numeric Computation:
Computer Arithmetic: Floating point numbers - Operations, Normalisation and their consequences.
Iterative Methods: Zeros of a single transcendental equations and zeros of polynomial using bisection, false position, Newton-Raphson, convergence of solution.
Simultaneous Linear Equations, Solution of simultaneous Linear equation, Gauss elimination method and pivoting, ILL-conditioned equations and refinement of solutions, Gauss Siedel iterative methods.

SECTION-B

Interpolation and Approximation: Polynomial interpolation – Newton Lagranges, difference tables, Approximation of function by Taylor series and Chebyshev polynomials.
Mathematica and Mat Lab: Introduction, use of various numerical functions, programming in Mathematica and Mat Lab.

SECTION-C

Statistical Computation:
Frequency Charts: Different Frequency charts.
Regression Analysis: Least square fit, Polynomial and curve fittings, Linear regression and Nonlinear regression Algorithms; Introduction to Multiple regression.
SECTION-D

Time Series and forecasting, Moving averages, Smoothening of curves, Forecasting models and methods. Tests of significance; Chi square test and F-test.

Mathematica and Mat Lab. : Use of various Statistical functions, Programming in Mathematica and Mat Lab.

Mat Lab. : Introduction and use of various Numerical and Statistical functions, programming in Mat Lab.

Suggested Readings :

Paper Title: OBJECT ORIENTED PROGRAMMING (THROUGH C++ AND JAVA)

Paper Code: CS-04  Max. Marks: 80  Time: 3 Hrs.

Course Duration: 60 Lectures of one hour each.

Objectives: This course will expose you to the features in C++ and Java as well as help you design software using the object oriented paradigm of programming using C++ and Java.

Note:
(i) The Question Paper will consist of Four Sections.
(ii) Examiner will set total of nine questions comprising two questions from each Section and one compulsory question of short answer type covering whole syllabi.
(iii) The students are required to attempt one question from each Section and the Compulsory question.
(iv) All questions carry equal marks.

SECTION-A

1. Introduction to Object Oriented Programming – Objects, Classes, Data abstraction, Data Encapsulation, Inheritance (Single, Multiple, Hierarchical, Multilevel, Hybrid) Polymorphism, Dynamic binding, Message Passing, Tokens, Expressions, Data Types, Variables, Operators, Control Statements, Arrays, Constructors & Destructors, new and delete operators, string handling.

SECTION-B


SECTION-C

3. Java – Introduction, JVM, byte code, Data Types, Variables and Arrays, Operators, Control Statements, Classes, Overloading Methods, Member Access and Inheritance, Method Overriding, Using super and final, Defining a Package, Understanding CLASSPATH, Importing Packages, Defining an Interface, Implementing Interfaces, Applying Interfaces, Variables in Interfaces.

SECTION-D

Suggested Readings:

9. Schildt, Herbert : The Complete Reference Java 2, TMH.
Paper Title: DATABASE MANAGEMENT SYSTEM (DBMS)

Paper Code: CS-06               Max. Marks: 80               Time: 3 Hrs.

Course Duration: 60 Lectures of one hour each.

Objectives: The concepts related to database, database design techniques, transaction management, SQL, PL/SQL and database operations are introduced in this subject. This create strong foundation for database creation.

Note: (i) The Question Paper will consist of Four Sections.
      (ii) Examiner will set total of nine questions comprising two questions from each Section and one compulsory question of short answer type covering whole syllabi.
      (iii) The students are required to attempt one question from each Section and the Compulsory question.
      (iv) All questions carry equal marks.

SECTION-A

1. Data Base Concepts:
   Data base vs file oriented approach, Data Independence, Data Base Models, General Architecture of a Data Base Management Software, Components of a DBMS, Advantages and Disadvantages of DBMS.

SECTION-B

2. Data Base Design:
   Entities, Attributes, E-R Diagrams, EE-R Diagrams, Functional dependencies; Normalization, Multivalued dependencies; decomposition, relational algebra and calculus; The relational calculus query processor and optimizer, Storage organization for relations.

SECTION-C

3. Data Base Protection:
   Concurrency, recovery, Integrity, Protection, essentials of security, authorization, types of database security.
SECTION-D

4. **System Development using RDBMS**:

Brief introduction to RDBMS, Oracle data types, Querying database tables, conditional retrieval of rows, working with Null values, matching a pattern from the table, querying multiple tables: equi joins, Cartesian joins, Outer joins, Self join; Set operator: Union, Intersect, Minus, Nested queries, views.

Introduction to PL/SQL, the PL/SQL block structure, PL/SQL data types, variables and constants, assignment and expressions. Writing PL/SQL code, cursor management in PL/SQL, Concept of stored packages, Database triggers, types of triggers, Dropping triggers, storage of triggers. Program Design & Development for Inventory, Personnel and Financial Management using Oracle.

**Suggested Readings**:

THIRD SEMESTER

Paper Title: SOFTWARE ENGINEERING

Paper Code: CS-09                     Max. Marks: 80              Time: 3 Hrs.

Course Duration: 60 Lectures of one hour each.

Objectives: The course aims to give students a theoretical foundation in Software Engineering and help them learn its principles and methods including emerging practices and support tools.

Note: (i) The Question Paper will consist of Four Sections.
(ii) Examiner will set total of nine questions comprising two questions from each Section and one compulsory question of short answer type covering whole syllabi.
(iii) The students are required to attempt one question from each Section and the Compulsory question.
(iv) All questions carry equal marks.

Prerequisite: Computer Organization & Assembly Language Programming, Problem Solving and C-Programming.

SECTION-A

1. Introduction:

2. Software Specifications:
   Software requirements, Definition, Software requirements specifications (SRS), Components of SRS.

SECTION-B

3. Software Project Planning & Scheduling:
   Objectives, Decomposition techniques, Problem based estimation, Cost estimation models, COCOMO model, Risk in estimation.

4. System Analysis:
   Principles of Structured Analysis, DFD, E-R-diagram, Data Dictionary.
SECTION-C

5. **Software Metrics**:

6. **Software Design**:
   Objectives, Principles, Concepts, Design Process, Design Methodologies, Structured design, Modular design, Object oriented design, User-interface design, Features of a Modern GUI, Windows, icons, error messages etc.

SECTION-D

7. **System Administration and Training**:

8. **Hardware and Software Selection**:
   Hardware acquisition, Benchmarking, Vendor selection, Software selection, Performance and acceptance criteria, Site preparation.

**Suggested Readings**:

Paper Title: INFORMATION SYSTEMS AND ENTERPRISE RESOURCE PLANNING

Paper Code: CS-08   Max. Marks: 80   Time: 3 Hrs.

Course Duration: 60 Lectures of one hour each.

Objectives: The key objective of an ERP system is to integrate information and processes from all functional divisions of an organization. The course provides students a fundamental understanding of Management Information System Concepts and their role in contemporary business. At the end of this course, students should be able to participate in information systems development as an informed person.

Note:
(i) The Question Paper will consist of Four Sections.
(ii) Examiner will set total of nine questions comprising two questions from each Section and one compulsory question of short answer type covering whole syllabi.
(iii) The students are required to attempt one question from each Section and the Compulsory question.
(iv) All questions carry equal marks.

SECTION-A

1. Information systems, The sub-systems of Information systems, EDP & MIS, management levels, EDP/MIS/DSS/ESS.

   MIS: Overview, Definition and characteristics, components, Framework, Anthony’s Hierarchy of Management Activity, Information requirements and levels of management, Simon’s model of decision making, structured Vs unstructured decisions, Formal Vs Informal systems.

SECTION-B


SECTION-C


SECTION-D

Suggested Readings:

2. Rajaraman, V. : Analysis and Design of Information Systems, PHI.
Paper Title: DATA MINING AND DATA WAREHOUSING

Paper Code: CS-13  Max. Marks: 80  Time: 3 Hrs.

Course Duration: 60 Lectures of one hour each.

Objectives: This course will introduce concepts and techniques of data mining and data warehousing, including concept, principle, architecture, design, implementation, application of data warehousing and data mining. Some systems for data warehousing and/or data mining will also be introduced. To study the methodology of engineering legacy databases for data warehousing and data mining to derive business rules for decision support systems.

Note: (i) The Question Paper will consist of Four Sections.

   (ii) Examiner will set total of nine questions comprising two questions from each Section and one compulsory question of short answer type covering whole syllabi.

   (iii) The students are required to attempt one question from each Section and the Compulsory question.

   (iv) All questions carry equal marks.

SECTION-A

1. Introduction:
   Data Warehousing, Characteristics of a Data Warehouse, Data marts and Data mining.

2. Developing Data Warehouse:
   Building a Data Warehouse, Data Warehouse architectural strategies, Design considerations, Data content, metadata, distribution of data, Tools for Data Warehousing, performance considerations, Crucial decisions in Designing a Data Warehouse, various technological considerations.

SECTION-B

3. Developing Data Mart based Data warehouse:
   Types of Data Marts, Loading a Data Mart, Metadata for a data Mart, Data Model for a Data Mart, Maintenance of a Data Mart, Nature of Data in Data Mart, Software components for a Data Mart, Tables in Data Mart, External Data, Reference Data, Performance issues, Monitoring requirements for a Data Mart, Security in Data Mart.

SECTION-C

4. OLTP and OLAP Systems:
   Data Modeling, Star Schema for multidimensional view, multi fact star schema, categories of OLAP tools, Managed Query Environment.
SECTION-D

5. **Data Mining**:

Introduction, From Data Warehouse to Data Mining, Steps of Data Mining Process, Types of Data Mining Tasks, Data Mining Algorithms Viz. Classification, Association Rules and Clustering, Database Segmentation, Predictive Modeling, Link Analysis, Tools for Data Mining.

**Suggested Readings**:

6. Jiawei Han, Micheline Kamber, 2000 : Data Mining : Concepts and Techniques, Morgan Koffman Elsvier.
Paper Title: EMERGING DATABASE TECHNOLOGIES

Paper Code: CS-20  Max. Marks: 80  Time: 3 Hrs.

Course Duration: 60 Lectures of one hour each.

Objectives: The Objective of this course is to introduce the students with the Emerging database technologies and their applications.

Note: (i) The Question Paper will consist of Four Sections.
(ii) Examiner will set total of nine questions comprising two questions from each Section and one compulsory question of short answer type covering whole syllabi.
(iii) The students are required to attempt one question from each Section and the Compulsory question.
(iv) All questions carry equal marks.

SECTION-A

1. Object Oriented Databases:
   Concepts of Object oriented databases, Object Identity, structure and type constructors, encapsulation, Hierarchies and Inheritance, Object Definition Language, Object Query Language, ODBMS conceptual design, Object relationship features of Oracle/SQL server, overview of SQL3, Database design and tuning in relational model.

SECTION-B

2. Enhanced Data Models, Distributed Database and Client Server Architecture:
   Active Database concepts, Temporal database concepts, Spatial and multimedia databases, Distributed database concepts, Data Fragmentation, Replication and Allocation techniques, Query processing recovery and concurrency control in distributed databases. Types of Distributed databases, Client server and Distributed database relationship.

SECTION-C

3. Deductive Databases:
   Prolog/Datalog Notation, Rules, Inference Mechanism, Datalog programs and evaluation, Deductive database systems, Deductive object oriented databases, Applications of Deductive databases.
SECTION-D

4. Data Warehousing & Data Mining:


Books Recommended:


Paper Title: .NET FRAMEWORK AND C#

Paper Code: CS-21          Max. Marks: 80     Time: 3 Hrs.

Course Duration: 60 Lectures of one hour each.

Objectives:
At the completion of this course, the student will be able to:
• Create and populate Windows Forms and use user controls, menus in a Windows Forms application
• Add code to form and control event procedures in a Windows Forms application
• Create Multiple Document Interface (MDI) applications and Validate user input.

Note:
(i) The Question Paper will consist of Four Sections.
(ii) Examiner will set total of nine questions comprising two questions from each Section and one compulsory question of short answer type covering whole syllabi.
(iii) The students are required to attempt one question from each Section and the Compulsory question.
(iv) All questions carry equal marks.

SECTION-A

1. INTRODUCTION TO .NET ENVIRONMENT:
The .NET strategy, the origins of the .NET technology, the .NET framework, the common language runtime, framework base classes, user and programs interface, visual studio .NET, .NET languages, benefits of the .NET approach.

2. INTRODUCTION TO C#:
Introducing C#, Overview of C#, Literals, Variables, Data Types, Operators, Expressions, Branching, Looping, Methods, Arrays, Strings, Structures, Enumerations, difference between C++ and C#, difference between Java and C#.

SECTION-B

3. OBJECT ORIENTED ASPECTS OF C#:
Classes, Objects, Inheritance, Polymorphism, Interfaces, Operator Overloading, Delegates, Events, Errors and Exceptions.

4. I/O, OBJECT SERIALIZATION AND REMOTING:
SECTION-C

5. **WRITING WINDOWS FORMS APPLICATIONS AND DEPLOYING WINDOWS FORMS APPLICATIONS**:


6. **WRITING ASP.NET APPLICATIONS AND DEPLOYING ASP.NET APPLICATIONS**:


SECTION-D

7. **ACCESSING DATA WITH ADO.NET**:

   Looking Inside ADO.NET, Database, Using Objects, Using DataAdapters and Datasets, Using Binding to a DataGrid Control, Creating Applications.

**Suggested Readings**:

Paper Title: DATA COMMUNICATIONS AND NETWORKS

Paper Code: CS-48  Max. Marks: 80  Time: 3 Hrs.

Course Duration: 60 Lectures of one hour each.

Objectives: As part of this course, students will be introduced to computer networks and data communication paradigms, about network models and standards, network protocols and their use, wireless technologies.

Note: (i) The Question Paper will consist of Four Sections.

   (ii) Examiner will set total of nine questions comprising two questions from each Section and one compulsory question of short answer type covering whole syllabi.

   (iii) The students are required to attempt one question from each Section and the Compulsory question.

   (iv) All questions carry equal marks.

SECTION-A

1. Introduction:
   Data Transmission concepts, transmission impairments, switching, modulation, multiplexing.

   Network Hardware: LAN, MAN, WAN, Wireless networks, Internet-works.

   Network Software: Layer, Protocols, interfaces and services.

   Reference Model: OSI, TCP/IP and their comparison.

2. Physical Layer:

   Transmission Media:
   Magnetic, twisted pair, coaxial cable, fibre optics, wireless transmission (radio, microwave, infrared, light wave).

SECTION-B

3. Introduction to ATM, ISDN, Cellular radio and communication satellites.

4. Data Link Layer:
   Framing, Error control, Sliding window protocols (one bit, Go back n, selective repeat).
   Examples of DLL Protocols–HDLC, PPP.
Medium Access Sub layer:

Bridges - Transparent, source routing, remote.

SECTION-C

5. Network Layer:
Design issues, routing algorithms (shortest path, flooding, flow based, distance vector, hierarchical, broadcast, multicast, for mobile hosts).
Congestion control algorithms (Leaky bucket, Token bucket, Choke Packet, Load shedding), Internetworking, IP Protocol, ARP, RARP.

6. Network Trouble Shooting:
Using Ping, Traceroute, IP config, Netstat, nslookup etc.

SECTION-D

7. Transport Layer:
Addressing, establishing and releasing connection, flow control, buffering, Internet Transport Protocol (TCP and UDP).

8. Application Layer:
Domain name system, E-mail, File transfer protocol, HTTP, HTTPS, World Wide Web.

Suggested Readings:

FOURTH SEMESTER

Paper Title: OPERATING SYSTEMS

Paper Code: CS-11  Max. Marks: 80  Time: 3 Hrs.

Course Duration: 60 Lectures of one hour each.

Objectives: To understand the concepts and components of system programming and to learn the fundamentals of Operating System including dealing with deadlocks and file management.

Prerequisite: Computer Organization & Assembly Language Programming, Problem Solving and C-Programming.

Note:
(i) The Question Paper will consist of Four Sections.
(ii) Examiner will set total of nine questions comprising two questions from each Section and one compulsory question of short answer type covering whole syllabi.
(iii) The students are required to attempt one question from each Section and the Compulsory question.
(iv) All questions carry equal marks.

SECTION-A

1. Introduction to Operating System:
   - OS, Types of OS, functions/operations of OS, History of OS. User services/jobs.

2. Memory Management-I:
   - Address Protection, segmentation, virtual memory, paging, page replacement algorithms.

SECTION-B

3. Memory Management-II:
   - Cache memory, hierarchy of memory types, associative memory.

4. Support for Concurrent Process:
   - Mutual exclusion, shared data, critical sections, busy form of waiting, lock and unlock primitives, synchronization.
SECTION-C

5. **Scheduling**:

SECTION-D

6. **System Deadlock**:
   Prevention, detection and avoidance.

7. **Multiprogramming System**:
   Queue management, File and directory systems, disk scheduling: FCFS, SSTF, SCAN, C-SCAN, LOOK, C-LOOK.

**Suggested Readings**:

4. Richie: Operating System, BPB.
Paper Title: INTERACTIVE COMPUTER GRAPHICS

Paper Code: CS-12  Max. Marks: 80  Time: 3 Hrs.

Course Duration: 60 Lectures of one hour each.

Objectives: The aim is to introduce the students to key concepts of Computer Graphics like display devices, co-ordinate system, transformations, line and circle drawing, pointing, positioning, projections, etc.

Note:
(i) The Question Paper will consist of Four Sections.
(ii) Examiner will set total of nine questions comprising two questions from each Section and one compulsory question of short answer type covering whole syllabi.
(iii) The students are required to attempt one question from each Section and the Compulsory question.
(iv) All questions carry equal marks.

SECTION-A

1. Display Devices:
   Line and point plotting systems, Raster, vector, pixel and point plotters, Continual Refresh and Storage displays, Digital frame buffer, Plasma panel displays, Display processors, Character generators, Colour-display techniques: shadowmask and penetration CRT, Colour look-up tables, hard-copy colour printers.

SECTION-B

2. Display Description:
   Screen co-ordinates, user co-ordinates, use of homogeneous coordinates, Display code generation. Graphical functions, The view algorithm, Two-dimensional transformation, Line-drawing, Circle drawing algorithms.

SECTION-C

3. Interactive Graphics:
   Pointing and positioning devices (cursor, lightpen, digitizing tablet, the mouse, track balls), Interactive graphical techniques, Positioning, (Elastic or Rubber Band lines, Linking, zooming, panning, clipping, windowing, scissoring), Mouse Programming.

4. 3-D Graphics:
   Wire-frame, perspective display, perspective depth, Projective transformations, Hidden line and surface elimination (Black face removal algorithm).
5. **Turbo-C Graphic Language:**
Primitives (constants, actions, operators, variables), plotting and geometric transformations, display subroutines.

Concept of Animation, Saving, Loading and Printing graphics images from/to disk. Animated algorithms for Sorting, Towers of Hanoi.

6. **Open GL:**
Primitives of the language and interface with C/C++.

7. **Programming Projects:**
Two Dimensional Transformations, 3-dimensional Transformations, Interactive Graphical Techniques, GUI.

Turbo C (Graphics Routines) is to be used as the standard teaching tool.

**Suggested Readings:**

Paper Title : ANALYSIS AND DESIGN OF ALGORITHMS

Paper Code : CS-14           Max. Marks : 80              Time : 3 Hrs.

Course Duration : 60 Lectures of one hour each.

Objective : The objective of the module is to create skills in students to design and analysis of algorithms.

Note :  
(i) The Question Paper will consist of Four Sections.
(ii) Examiner will set total of nine questions comprising two questions from each Section and one compulsory question of short answer type covering whole syllabi.
(iii) The students are required to attempt one question from each Section and the Compulsory question.
(iv) All questions carry equal marks.

Prerequisite : Computer Programming and Problem Solving, Data and File Structure.

SECTION-A

1. Algorithms and Analysis :
   Introduction, Algorithms specification, Recursive algorithms, space and time complexity, Asymptotic Notation (O, Ω, and Θ, o) practical complexities, Best, average and worst case performance of algorithms, examples, Introduction to recurrence relations.

2. Divide and Conquer :
   General method, Binary Search, Merge sort, Quick sort, Selection sort, Strassen's matrix multiplication and analysis of these problems.

SECTION-B

3. Greedy Method :
   General Method, Knapsack problem, Job sequencing with dead lines, Minimum spanning Trees, Single Source Shortcut paths and analysis of these problems.

4. Dynamic Programming :
   General method, Optimal Binary Search Trees, 0/1 Knapsack, the travelling salesperson problem.
SECTION-C

5. **Back Tracking**:
   General method, 8 queen's problem, Graph colouring, Hamiltonian cycles, Analysis of these problems.

6. **Branch-And-Bound**:
   Method, 0/1 Knapsack and Travelling Salesperson problems, Efficiency considerations.

SECTION-D

7. **Lower-Bound Theory**:
   Techniques for Algebraic problems, Some Lower Bounds on Parallel Computation.

8. **NP-hard and NP-complete problems**:
   Basic concepts, Statement of Cook's Theorem, Examples of NP-hard graph and NP-scheduling problems, some simplified NP-hard problems.

Suggested Readings:


Paper Title: SOFTWARE TESTING AND QUALITY ASSURANCE

Paper Code: CS-53
Max. Marks: 80
Time: 3 Hrs.

Course Duration: 60 Lectures of one hour each.

Objective: The objective of this course is to familiarize students with concepts of Software testing and quality assurance and its various techniques.

Note: (i) The Question Paper will consist of Four Sections.
(ii) Examiner will set total of nine questions comprising two questions from each Section and one compulsory question of short answer type covering whole syllabi.
(iii) The students are required to attempt one question from each Section and the Compulsory question.
(iv) All questions carry equal marks.

SECTION-A

1. An Overview of Testing Process:

2. Software Testing Techniques:

SECTION-B

3. Software Testing Strategies:

4. Metrics for Software:

SECTION-C

5. Quality Assurance:
   Overview of Software Quality, Software Quality Attributes, Factors Affecting Software Quality, Building Software Quality Assurance Plan, Components of SQAP.
6. **Quality Management & Quality Models** :

**SECTION-D**

7. **Software Reliability** :
   Factors Affecting Software Reliability, Software Reliability Vs Hardware Reliability, Software Reliability Metrics.

8. **System Configuration Management (SCM)** :

**Suggested Readings** :

1. Deutsch, Wills, Hall : Software Quality Engineering : A Total Technique and Management Approach, PHI.


Paper Title: ADVANCED JAVA AND NETWORK PROGRAMMING


Course Duration: 60 Lectures of one hour each.

Objectives: To create enterprise application development skills among students using Advanced Java.

Note:
(i) The Question Paper will consist of Four Sections.
(ii) Examiner will set total of nine questions comprising two questions from each Section and one compulsory question of short answer type covering whole syllabi.
(iii) The students are required to attempt one question from each Section and the Compulsory question.
(iv) All questions carry equal marks.

SECTION-A

1. Review of Java Basic Features, Applets, AWT Controls, Event Handling, Multithreading, I/O files.

2. Swing: Features, components, swing vs AWT, swing containers, controls, using Dialogs, sliders, progress bars, tables, creating user interface using swing.

SECTION-B

3. Java Database Connectivity: Connectivity model, Java SQL package, JDBC Exception classes, Database connectivity, Data manipulation and navigation, creating database applications.

4. Java RMI: Distributed object technologies, RMI architecture, creating RMI applications.

SECTION-C

5. Java Servlets: Servlets vs CGI, Servlet lifecycle, creating and running servlets.

SECTION-D


REFERENCES:

Suggested Readings:


2. Ivan Bayross: Web Enabled Commercial Application Development using Java 2.0, BPB.

3. Schildt, Herbert: The Complete Reference Java 2, TMH.

FIFTH SEMESTER

Paper Title: ARTIFICIAL INTELLIGENCE (USING LISP)

Paper Code: CS-16           Max. Marks: 80             Time: 3 Hrs.

Course Duration: 60 Lectures of one hour each.

Objectives: The objective of this course is to familiarize students with concepts of AI, its tools & technologies.

Note:
(i) The Question Paper will consist of Four Sections.
(ii) Examiner will set total of nine questions comprising two questions from each Section and one compulsory question of short answer type covering whole syllabi.
(iii) The students are required to attempt one question from each Section and the Compulsory question.
(iv) All questions carry equal marks.

Prerequisite: System Software, Operating System, Data and File Structure.

SECTION-A

1. Introduction to Artificial Intelligence (AI) and Problem Space:
   Introduction AI technique, Turing test, History and developments in AI, applications of AI, State space representation, production systems, systematic control strategies: Breadth first search and Depth first search, problem characteristics, product system characteristics, issues in the design of search programs.

2. Heuristic Search Technologies:
   Introduction to heuristic search, Generate and test, Hill Climbing, Best First search, A*, Problem reduction, AO*, constraint satisfaction and Means-ends-Analysis techniques.

SECTION-B

3. Knowledge Representation:

4. Game Playing:
   MiniMax search procedure, reducing alternatives using Alpha-Beta pruning method examples.
SECTION-C

5. **Expert Systems:**
   Introduction, examples, characteristics Architecture, people involved and their role in building an expert systems, case studies of expert systems, MYCIN and DENDRAL; features of knowledge acquisition systems: MOLE and SALT.

6. **Natural Language understanding and Processing:**
   Introduction, Complexity of the problem, Chomsky hierarchy of grammars, Techniques for Syntactic processing, Semantic Analysis, Discourse and pragmatic processing
   - Introduction to Perception and Action.
   - Introduction to Parallel and distributed AI.

SECTION-D

7. Introduction to Neural Networks, Fuzzy Logic and Genetic Algorithms and their applications.

8. **Tools and Technologies for AI:**
   Introduction to AI language LISP: Symbolic expression, creating, appending and modifying lists, Defining functions, Predicates, Conditionals, Recursion, Iteration, Lambda Expressions and Higher order function.

**Laboratory Work:**

1. Programming in LISP & PROLOG.
2. Hands on experience with expert system shell.

**Suggested Readings:**

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<thead>
<tr>
<th></th>
<th>Author</th>
<th>Title</th>
<th>Publisher</th>
</tr>
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<tbody>
<tr>
<td>6</td>
<td>Jones, M. Tin</td>
<td>Artificial Intelligence Application Programming</td>
<td>Wiley India Pvt. Ltd.</td>
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<td>7</td>
<td>Tani Moto</td>
<td>Elements of Artificial Intelligence using Common LISP</td>
<td>Computer Science Press.</td>
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<td>8</td>
<td>Sangal, Rajeev</td>
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<td>9</td>
<td>Mishkoff, Henry C., 1986</td>
<td>Understanding Artificial Intelligence</td>
<td>BPB Publications.</td>
</tr>
<tr>
<td>10</td>
<td>Bharti &amp; Chaitany</td>
<td>Natural Language Processing</td>
<td>PHI.</td>
</tr>
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Paper Title: COMPUTER BASED OPTIMIZATION TECHNIQUES

Paper Code: CS-17          Max. Marks: 80          Time: 3 Hrs.

Course Duration: 60 Lectures of one hour each.

Objectives: To introduce linear programming, dynamic programming and related Optimization Theories to solve real life / simulated problems.

Note: (i) The Question Paper will consist of Four Sections.
   (ii) Examiner will set total of nine questions comprising two questions from each Section and one compulsory question of short answer type covering whole syllabi.
   (iii) The students are required to attempt one question from each Section and the Compulsory question.
   (iv) All questions carry equal marks.

SECTION-A


SECTION-B

2. Special types of linear programming problems - Transportation and Assignment problems.


SECTION-C

4. Assignment & Travelling salesman problems

SECTION-D


7. PERT and CPM: Phases of project management, PERT and CPM Computations.

8. Simulation: Definition: Types of simulation models; Phases of simulation; Applications of simulation; Inventory and Queuing problems; Advantages and Disadvantages.

Suggested Readings:


Paper Title: LINUX ADMINISTRATION

Paper Code: CS-46          Max. Marks: 80          Time: 3 Hrs.

Course Duration: 60 Lectures of one hour each.

Objectives: The objective of this subject is to introduce Linux as an operating system, and teach the students how to install and customize it. It also teaches the basics of file, system, user and network administration.

Note: (i) The Question Paper will consist of Four Sections.
(ii) Examiner will set total of nine questions comprising two questions from each Section and one compulsory question of short answer type covering whole syllabi.
(iii) The students are required to attempt one question from each Section and the Compulsory question.
(iv) All questions carry equal marks.

SECTION-A

1. Introduction to Linux:
   What is Linux, Boot Media, Accessing Installer, Minimum System Requirements; pre installation consideration, Installing Linux: Working with Linux, Floppy-less Installation, Boot and Root Disks, Choosing Text or Graphics Installation, Setting up your Hard Drive, Formatting the Partitions, Setting up the Ethernet, Configuration X, Selecting packages to Install, Partitioning the Hard Disk, disk druid, Linux fdisk, partition types, Enabling the Swap Space for Installation, Creating the Linux File-system partition, Configuring File System; Advanced Partitioning, Kick start Installation, Managing storage with partitions, LVM, and RAID/AID Levels, Volume Management.

2. System Initialization & Package Management:
   Boot Sequence, Boot Loader Components, GRUB and grub.conf, Kernel Initialization, init Initialization, Run levels; /etc/rc.d/rc.sysinit, /etc/rc.d/rc. System V run levels; /etc/rc.d/rc.local, Controlling Services, Linux Shutdown procedures, RPM Package Manager, Installing and Removing Software, Updating a Kernel RPM; rpm Queries, rpm verification, About yum, Searching packages/files, Configuring Additional Repositories, Creating a private repository.

SECTION-B

3. Kernel Services:
   Kernel Modules, Kernel Images & Variants, Managing the initrd image, Accessing drivers through/dev, kernel configuration with /proc, sysctl: Persistent Kernel Configuration, Monitoring Process and Resources.
4. **File System Management in Linux**:

Files Overview, Common types of files, file names, Directories an Overview, Parent directories and sub-directories, File system types in Linux, ext2/ext3 file system architecture, File system Management, Device Recognition; Disk partitioning, Managing partitions; Making File System, File System Lables; tune2fs, Mount points and /etc/fstab; Mounting File Systems, Handling Swap Files and Partitions, Mounting NFS file systems; Automounter Advanced File System Management, Configuring the Quota System, Software RAID Configuration & Recovery, Creating & Resizing Logical Volumes, Archiving tools: tar; dump/restore; rsync.

5. **File and Directory Permissions**:


**SECTION-C**

6. **System Services & Access Controls**:

Network Time Protocol; syslog Configuration, Xorg Server Configuration; Remote X Sessions, Virtual Network Computing; SSH: Secure Shell, System crontab Files; Daily Cron Jobs; CUP System Initializations and service management, Xinetd managed service; host pattern Access control, tcp_wrappers configuration; Daemon Specification, Client Specification; macro definitions, SElinux targeted policy, management & file types.

7. **Network Configuration & Resource Access Controls**:

Network Interfaces; IPv4 Address; device Aliases, routing table; default gateway; verify IP connectivity, Defining Local Host Name; verify DNS connectivity, network configuration utilities, transparent dynamic configuration, IPv6; dynamic & static interface configuration, new and modified utilities, net filter tables and chains; basic chain operation, match arguments; connection tracking, network address translation (NAT); DNAT; SNAT, IPv4 & IPv6 tables.

8. **Networking & Network Services**:

Samba services, Configuring file & directory sharing, printing to the samba server, authentication methods, samba client tool, smbclient, nmb lookup, mounts, DNS Server installation, NIS server and client installation, NFS server and client installation, Apache Overview, Apache Configuration, Apache Access Configuration, Apache Encrypted Web Servers, Squid Web Proxy Server, Essential E-mail Operation, Simple mail transport protocols, Send mail configuration, postfix & postfix configuration, procmail & procmail configuration, dovecot configuration, pop & Imap operation.
SECTION-D

9. **User Administration:**
   Adding a new user account, user private groups, group administration; modifying/deleting accounts, password again policies, switching accounts, login scripts in various shells, sudo network users authentication configuration; NIS client configuration, LDAP client configuration; file ownership, linux file permissions; SUID/SGID executable, the sticky bit; the SGID directories, default file permissions; access control lists (ACLs), SELinux, SELinux targeted policy, management.

10. **PERL:**
Creating and Executing Perl Programs, Handling Data in Perl: Variables, Numbers, Strings, File Operators: Arrays, Perl Programming Constructs: Statement Blocks, If Statements, unless Statements, for Statements, for each Statements, while Statements, until Statements, Functions: Passing Arguments to Functions, Using Return Values; Perl Operators.

**Suggested Readings:**

7. Graham, Steven : Linux Administration, Tata McGraw.
8. Jones, Tim : GNU/Linux Application Programming, Wiley India Pvt. Ltd.
Paper Title: EMERGING TRENDS AND TECHNOLOGIES

Paper Code: CS-26  Max. Marks: 80  Time: 3 Hrs.

Objectives: To familiarize students with emerging technologies such as Multimedia, Parallel Computing, Mobile Computing and intelligent Agent Technologies.

Note:
(i) The Question Paper will consist of Four Sections.
(ii) Examiner will set total of nine questions comprising two questions from each Section and one compulsory question of short answer type covering whole syllabi.
(iii) The students are required to attempt one question from each Section and the Compulsory question.
(iv) All questions carry equal marks.

SECTION-A

1. Introduction to Multimedia Systems:

SECTION-B

2. Multimedia Authoring using Flash:
   Exploring interface, using selection and pen tools, working with drawing and painting tools, applying color, viewing and manipulating timeline, timeline/stage relationship, animating (frame-by-frame, tweening), guiding layers, masking, importing and editing sound & video clips in flash, working with 3D graphics, using Action Script, Design and Developing Multimedia Applications.

SECTION-C

3. Mobile Computing:
   Mobile connectivity-Cells, Framework, wireless delivery technology and switching methods, mobile information access devices, mobile data internetworking standards, cellular data communication protocols, mobile computing applications. Mobile databases-protocols, scope, tools and technology. M-Business.
SECTION-D

4. **Intelligent Agent Technology** :

   Introduction to agents, Intelligent software systems, attributes, Intelligent architectures, components of intelligent agent based distributed systems, agent communication protocols, Internetworking applications of intelligent Agents.

**Suggested Readings** :


2. Jeffcoate, Judith : Multimedia in Practice, Technology & Practice, PHI.

3. Reinhardt & Lentz : Flash Bible, Wiley India Pvt. Ltd.


Paper Title: MATHEMATICAL FOUNDATIONS OF COMPUTER SCIENCE

Paper Code: CS-01                     Max. Marks: 80                     Time: 3 Hrs.

Course Duration: 60 Lectures of one hour each.

Objectives: To provide basic mathematical foundation required for various computer science courses.

Note: (i) The Question Paper will consist of Four Sections.

(ii) Examiner will set total of nine questions comprising two questions from each Section and one compulsory question of short answer type covering whole syllabi.

(iii) The students are required to attempt one question from each Section and the Compulsory question.

(iv) All questions carry equal marks.

SECTION-A

1. Sets, Relations and Functions:
   Definition of Sets and Subsets; Venn Diagrams, Intersection, Union and Complements; DeMorgan’s Law; Set Properties; Cardinality; Relations—Equivalence relations etc., Classes of Sets; Mappings—One-one, Onto etc.

2. Calculus:
   Functions; Limits and Continuity; Differentiation and Integration.

SECTION-B


4. Logic:
   Logic Operators like AND, OR etc., Truth Tables; Theory of Inference and Deduction; Mathematical Induction; Predicate Calculus; Predicates and Quantifiers.

SECTION-C

5. Linear Equations & Matrices:
   Various types of matrices, Row/Column Operations; Solution of Linear Equations; Determinants; Properties of Determinants; Cramer’s Rule; Gaussian Elimination; Decomposition; Inverse of a Matrix, Calculation of Inverse by Elementary Row Operations.
6. **Vector Spaces, Inner Products and Norms:**
   Linear Independence; Linear Dependence; Bases, Subspaces and Dimensionality.

**SECTION-D**

7. Length of an Inner Product, Angle, Direction Cosines; Orthogonalizations. Definitions and Theorems on each topic.

8. **Graph, Directed Graph, Machines:**
   Basic Concepts, Paths & Connectivity, Labelled Graphs, Tree Graph, Rooted Trees, Directed Graphs, Finite State Machines.

**Suggested Readings:**


Paper Title: INFORMATION SYSTEM DESIGN AND IMPLEMENTATION

Paper Code: CS-10        Max. Marks: 80              Time: 3 Hrs.

Course Duration: 60 Lectures of one hour each.

Objectives: Coursework is designed with the objective of teaching Methodologies of designing Information System and also their implementation.

Note:  
(i) The Question Paper will consist of Four Sections.
(ii) Examiner will set total of nine questions comprising two questions from each Section and one compulsory question of short answer type covering whole syllabi.
(iii) The students are required to attempt one question from each Section and the Compulsory question.
(iv) All questions carry equal marks.

SECTION-A


2. Concepts of balanced MIS Effectiveness and Efficiency criteria.

SECTION-B

3. Development of MIS—Methodology and Tools/Techniques for systematic identification, evaluation, modification of MIS.

SECTION-C


5. Rationale of Computer Application.

SECTION-D

6. A study of major financial, production, manpower and marketing MIS.
Suggested Readings:


Paper Title: DATA BASE MANAGEMENT SYSTEM


Course Duration: 60 Lectures of one hour each.

Objectives: The course aims at providing the students through insight on DBMS principle and practices. Starting from the rudimentary concepts, students will move on to the complex topics related to DBMS. After completion of the course, students will be able to design, implement and use database system. At the end of the course, the students will be able to create small client server application, write SQL Queries, Draw ER Diagram and design databases, and describe and use the features of Recovery, Concurrency and Security in DBMS.

Note: (i) The Question Paper will consist of Four Sections.

(ii) Examiner will set total of nine questions comprising two questions from each Section and one compulsory question of short answer type covering whole syllabi.

(iii) The students are required to attempt one question from each Section and the Compulsory question.

(iv) All questions carry equal marks.

SECTION-A

1. Data independence, data models; Network model, DBTG proposal; Data definition and manipulation languages; Hierarchical and relational models.

SECTION-B

2. Storage organization for relations, relational algebra and calculus; Query language, SQL: Introduction, basic structure, data types, select command and option, union, insert, delete, update, aggregate function, grouping result, views, null, nested queries. The relational calculus query processor and optimizer.

SECTION-C

3. Functional dependencies; Normal forms, multivalued dependencies; decomposition, integrity; protection.

SECTION-D

Suggested Readings:


8. Martin, James : Principles of Database Management, PHI.

Paper Title: INTRODUCTION TO DISTRIBUTED AND PARALLEL PROCESSING

Paper Code: CS-22
Max. Marks: 80
Time: 3 Hrs.

Course Duration: 60 Lectures of one hour each.

Objectives:
• To develop proficiency in parallel methodologies
• To study and understand the technologies enabling parallel computing
• To study different parallel programming models

Note:
(i) The Question Paper will consist of Four Sections.
(ii) Examiner will set total of nine questions comprising two questions from each Section and one compulsory question of short answer type covering whole syllabi.
(iii) The students are required to attempt one question from each Section and the Compulsory question.
(iv) All questions carry equal marks.

SECTION-A

1. Introduction:
   Need for Computational speed; Applications of parallel computers in various fields including Mathematics, Physics, Chemistry and Computer Science; Configuration of some existing Mainframe and Super Computers for parallel processing; issues in parallel processing.

2. Parallel Processing Architectures:
   Parallelism in Sequential Machines, Abstract model of parallel computer, multiprocessor architecture, programmability issues.

SECTION-B

3. Data Dependency Analysis:
   Introduction, Types of Dependencies, Loop and Array Dependence, Loop Dependence Analysis, Solving Diophantine Equations.

4. Shared Memory Programming:
   General Model, Process Model under UNIX.

SECTION-C

5. Thread Based Implementation:
   Thread Management, Thread Implementation.
6. **Distributed Computing** :
   Message passing model, Parallel Virtual Machine (PVM), Remote procedure call.

7. **Algorithms for Parallel Machines** :
   Speedup, Complexity and Cost, Parallel Reduction.

**SECTION-D**

8. Quadrature Problem, Matrix Multiplication, Parallel Sorting Algorithms and Solving Linear System.

9. **Parallel Programming Languages** :
   Fortran 90, nCUBE C, Occam, C-Linda.

   **Laboratory Exercise** :
   Using FORTRAN—90 or ‘C’ Write Parallel programs for sorting, matrix multiplication, merging operations, Graph algorithms, solving linear systems.

   **Minor Project Work** :
   Design and simulate parallel environment using MPI and PVM.

**Suggested Readings** :

1. Sasikumar, M., Shikhara, Dinesh and Ravi Prakash, P. : Introduction to Parallel Processing, PHI.


3. Crichlow, Joel M. : An Introduction to Distributed and Parallel Computing, PHI.

4. Rajaraman, V. : Elements of Parallel Computing, PHI.

Paper Title: DISTRIBUTED COMPUTING, NETWORK AND APPLICATIONS

Paper Code: CS-23  Max. Marks: 80  Time: 3 Hrs.

Course Duration: 60 Lectures of one hour each.

Objectives: The objective of this course is to introduce students to the fundamentals and techniques of distributed computing and provide them with the basic skills of how to write distributed programs. Topics to be covered include: distributed computing, distributed programming, distributed systems, concurrency, distributed computing paradigms, inter-process communications, group communications, operating system support, distributed objects, application programming interfaces (RMI, RPC), client server model, the socket API, security issues and Internet applications. Students are expected to develop distributed applications using latest technologies.

Note:
(i) The Question Paper will consist of Four Sections.
(ii) Examiner will set total of nine questions comprising two questions from each Section and one compulsory question of short answer type covering whole syllabi.
(iii) The students are required to attempt one question from each Section and the Compulsory question.
(iv) All questions carry equal marks.

Prerequisite: Data and File Structures, Operating System.

SECTION-A

1. Distributed Processing Potential:
   Forms of Distributed Processing Strategies, Hexagon diagrams.

SECTION-B

2. Communications:
   Concepts of data transmission, signal encoding, modulation methods, synchronization, multiplexing and concentration, coding method, cryptography.

SECTION-C

3. Networks:
   Communication system architecture OSI reference model, topology types, selections, design, Local Area Networks (LAN), switching techniques,

SECTION-D

4. CSMA/CD, token bus, token ring techniques. Link Level Control (LLC) protocols, Medium Access Control (MCA) protocols, Wide Area Networks (WAN), Physical layer description (X.21), data link layer protocols, HDLC, analysis of protocols and performance, concepts in network layer, routing methods.
Suggested Readings:


Paper Title: MICROPROCESSOR AND APPLICATIONS

Paper Code: CS-24  Max. Marks: 80  Time: 3 Hrs.

Course Duration: 60 Lectures of one hour each.

Objectives: The purpose of this course is to teach students the fundamentals of microprocessor and to introduce students to features and technology of microprocessor systems. The students studying the subject are supposed to learn the architecture of a typical microprocessor and also get general information about microprocessor based control systems.

Note: (i) The Question Paper will consist of Four Sections.

(ii) Examiner will set total of nine questions comprising two questions from each Section and one compulsory question of short answer type covering whole syllabi.

(iii) The students are required to attempt one question from each Section and the Compulsory question.

(iv) All questions carry equal marks.

Prerequisite: Computer Organization and Assembly Language Programming.

SECTION-A

1. Microcomputer structure (Processor, memory and I/O); Bit slices and 8/16/32- bit microprocessors, Microprocessor architecture (registers, index and stack pointers, addressing modes); I/O interface adapters (parallel and serial) interface devices, system clock, clock phase and bit rates;

SECTION-B

2. Memory read-write and read only, memory mapping of I/O; Interrupts, types, handling of interrupts, polling and vectored interrupts.

SECTION-C

3. Direct memory access methodologies.

4. Software development and debugging aids.

SECTION-D

5. Microprocessor based real-time control and instrumentation systems.
Suggested Readings:

Paper Title: RELATIONAL DATA BASE MANAGEMENT SYSTEMS


Course Duration: 60 Lectures of one hour each.

Objectives: The course aims at providing the students through insight on DBMS principles and practices. Knowledge of DBMS, both in terms of use and implementation, design and to make students familiar with concept of ER and EER Diagram Experience with SQL and PL/SQL and Increased proficiency with the FoxPro.

Note: (i) The Question Paper will consist of Four Sections.
(ii) Examiner will set total of nine questions comprising two questions from each Section and one compulsory question of short answer type covering whole syllabi.
(iii) The students are required to attempt one question from each Section and the Compulsory question.
(iv) All questions carry equal marks.

SECTION-A

1. Data Base Concepts:
   Data base vs file oriented approach, Data Base Models, General Architecture of a Data Base Management Software, Components of a DBMS, Advantages and Disadvantages of DBMS.

2. Data Base Design:
   Entities, Attributes, E-R Diagrams, EE-R Diagrams, Conceptual Design of a relational data base model. Designing data bases for commercial applications like inventory control, financial management, personnel management etc.

SECTION-B

3. Software Development using FOXPRO:
   Introduction to FOXPRO, basic data types, expressions, constructs, commands used in files: SET TALK ON/OFF, RETURN, SKIP, COUNT etc. Basic screen manipulation commands, commands used for data entry and editing. Program Design and development for Library and Hospital Management System using FOXPRO.

SECTION-C

4. Software Development using ORACLE:
   Brief introduction to Oracle, Oracle data types, Quering database tables, conditional retrieval of rows, working with Null values, matching a pattern from the table, quering multiple tables: equi joins, Cartesian joins, Outer joins, Self join; Set operator: Union, Intersect, Minus, Nested queries.
SECTION-D


Suggested Readings:

Paper Title: COMPILER DESIGN

Paper Code: CS-32  Max. Marks: 80  Time: 3 Hrs.

Course Duration: 60 Lectures of one hour each.

Objectives: To Introduce the major concept areas of language translation and compiler design.

Note: (i) The Question Paper will consist of Four Sections.
     (ii) Examiner will set total of nine questions comprising two questions from each Section and one compulsory question of short answer type covering whole syllabi.
     (iii) The students are required to attempt one question from each Section and the Compulsory question.
     (iv) All questions carry equal marks.

SECTION-A

1. Regular Expressions and Finite Automata:
The structure of a compiler, Phases of a compiler, Compiler construction tools, Finite automata, Regular expressions, Conversion from regular expression to finite automata.

SECTION-B

2. Parsing and Syntax Analysis:
Syntax Analysis, Context Free Grammars, Top-down and Bottom-up Parsing techniques, Parsing Table Construction, LR, SLR & LALR Parsers.

SECTION-C

3. Syntax Directed Translation:

SECTION-D

4. Storage Management and Code Optimization:
Suggested Readings:


5. Grune, Dick : Modern Compiler Design, Wiley.

6. Gaddis, David : Starting out with Modern Compiler Design, Wiley India Pvt. Ltd.
Paper Title : SIMULATION AND MODELLING

Paper Code : CS-33           Max. Marks : 80           Time : 3 Hrs.

Course Duration : 60 Lectures of one hour each.

Objectives : The Objective of this course is to teach students methods of Modelling the systems using discrete event simulation.

Note :   (i) The Question Paper will consist of Four Sections.
         (ii) Examiner will set total of nine questions comprising two questions from each Section and one compulsory question of short answer type covering whole syllabi.
         (iii) The students are required to attempt one question from each Section and the Compulsory question.
         (iv) All questions carry equal marks.

Prerequisite : Probability and Statistics

SECTION-A

1. Introduction :

2. Analog Simulation :

SECTION-B

3. System Modelling :

4. Probability Concepts :
   Stochastic and random variables, probability distributions – rectangular, poisson, exponential, Erlang, hyper-exponential and normal distributions with examples. Generation of uniformly distributed random numbers and related chi–square and poker tests.
SECTION-C

5. **Probabilistic Modelling**:  

6. **Queuing Systems**:  

SECTION-D

7. **Simulation Examples**:  
   Discrete events, representation of time. Simulation of time sharing in a computer system. Simulation of a telephone system.

8. **Simulation Languages**:  
   Comparison with HLL. Study and use of GPSS, basic symbols and language. Examples of simulation of single–server and two-server queuing systems. Use of data structures and A.I. techniques in modelling and simulation.

Suggested Readings:

Paper Title: THEORY OF COMPUTATIONS

Paper Code: CS-37 Max. Marks: 80 Time: 3 Hrs.

Course Duration: 60 Lectures of one hour each.

Objectives: The goal of this course is to provide students with an understanding of basic concepts of Theory of Computation.

Note:
(i) The Question Paper will consist of Four Sections.
(ii) Examiner will set total of nine questions comprising two questions from each Section and one compulsory question of short answer type covering whole syllabi.
(iii) The students are required to attempt one question from each Section and the Compulsory question.
(iv) All questions carry equal marks.

SECTION-A

1. Regular Languages and Regular Sets:
   Strings, alphabets and languages; deterministic and non-deterministic finite automata, regular expressions, equivalence of deterministic and non-deterministic finite automata, sets accepted by finite automata, Two-way finite automata, applications of finite automata.

   Regular Sets: Pumping lemma for regular sets, closure properties of regular sets, the Myhill-Nerode theorem and minimization of finite automata.

SECTION-B

2. Context-Free Grammars:
   Derivation Trees, Simplification of context-free grammars, Chomsky and Greibach normal forms, pushdown automata and Context-free Languages, Closure properties of Context-free Languages, Coke-Kasami-Young algorithm.

SECTION-C

3. Turning Machines:
   The Turning Machine Model, Computable languages and function, Techniques for turning machine construction, Church’s hypothesis.

4. Recursive Languages:
   Undecidable problems, undecidability of Post’s correspondence problem, unsolvability of the halting problems, proving CFL problems undecidable.
SECTION-D

5. **Deterministic Context-Free Languages (DCFL’s):**
   Normal forms for DODA’s, Predicting machines, Decision properties of DCFL’s LR (O) grammars, LR (K) grammars.

6. **Computational Complexity:**

**Suggested Readings:**

Paper Title: IMAGE PROCESSING

Paper Code: CS-41  Max. Marks: 80  Time: 3 Hrs.

Course Duration: 60 Lectures of one hour each.

Objectives: Image processing is an advanced course offered as elective to students interested in learning the theory, techniques and applications of the subject. It also aims to stimulate interest in current research areas in image processing and in developing tools for use in research as well as in multimedia applications.

Note: (i) The Question Paper will consist of Four Sections.

(ii) Examiner will set total of nine questions comprising two questions from each Section and one compulsory question of short answer type covering whole syllabi.

(iii) The students are required to attempt one question from each Section and the Compulsory question.

(iv) All questions carry equal marks.

SECTION-A

1. Introduction to Image Processing:

2. Digital Image Fundamentals:
   Uniform and Non-uniform Sampling and Quantization, Basic Relationships between pixels—Neighbours of a pixel, Connectivity, Distance Measures, Imaging Geometry—Perspective transformations, Camera Model, Stereo Imaging.

SECTION-B

3. Image Transforms:

4. Image Enhancement:
   Histogram Processing, Image Averaging, Smoothing Filters, Sharpening Filters, Low Pass and High Pass Filtering, Generation of Spatial Masks from frequency Domain Specifications, Colour Image Processing—Colours Fundamentals, Colour Models, Pseudo-Colour image processing.
SECTION-C

5. **Image Restoration**:

6. **Image Compression**:
   Fundamentals, Image Compression models, Low Compression, Image Compressions standards.

SECTION-D

7. **Image Segmentation**:
   Detection of Discontinuities, Edge Linking and Boundary Detection, Hough Transform, Thresholding, Region Oriented Segmentation.

8. Representation, Description, recognition and Interpretation Fundamentals.

**Suggested Readings**:

Paper Title: OBJECT ORIENTED PROGRAMMING USING C++

Paper Code: CS-42                     Max. Marks: 80                     Time: 3 Hrs.

Course Duration: 60 Lectures of one hour each.

Objectives: This course will expose you to the advanced features in C++ as well as help you design software using the object oriented paradigm of programming.

Note:  (i) The Question Paper will consist of Four Sections.

(ii) Examiner will set total of nine questions comprising two questions from each Section and one compulsory question of short answer type covering whole syllabi.

(iii) The students are required to attempt one question from each Section and the Compulsory question.

(iv) All questions carry equal marks.

SECTION-A

1. Introduction to Object Oriented Programming – Objects, Classes, Data abstraction, Data Encapsulation, Inheritance (Single, Multiple, Hierarchical, Multilevel, Hybrid) Polymorphism, Dynamic binding, Message Passing.

SECTION-B

2. Tokens, Expressions, Data Types, Variables, Operators, Control Statements, Arrays, Constructors & Destructors, new and delete operators, string handling.

SECTION-C


SECTION-D

4. File Handling, Exception Handling, Class and Functions Templates.
Suggested Readings:

4. Schildt, Herbert : Schildt’s Advanced Win 95 Prog. in C & C++, MH.
Paper Title: WEB APPLICATION TOOLS AND E-COMMERCE

Paper Code: CS-44  
Max. Marks: 80  
Time: 3 Hrs.

Course Duration: 60 Lectures of one hour each.

Objectives: To create familiarity with various Web Technologies which can be used at Client side / Server side and encourage web applications development using them.

Note: (i) The Question Paper will consist of Four Sections.

(ii) Examiner will set total of nine questions comprising two questions from each Section and one compulsory question of short answer type covering whole syllabi.

(iii) The students are required to attempt one question from each Section and the Compulsory question.

(iv) All questions carry equal marks.

SECTION-A

1. DHTML:

2. ASP:
   Introduction, Basics of VB scripts (Data types, Variables, Operators, Control structures, built-in-functions etc.).

SECTION-B

3. JAVA:

   The Genesis of Java: Why Java is important to the Internet, An Overview, Object-Oriented Programming, Data Types, Variables and Arrays, Operators, Control Statements.


   Inheritance: Inheritance Basics, Member Access and Inheritance, Using super to call Super-class Constructors, Creating a Multilevel Hierarchy, Method Overriding; Dynamic Method Dispatch, Using Abstract Classes, Using final with Inheritance, Using final to prevent Overriding, Using final to prevent Inheritance.
SECTION-C

Packages and Interfaces : Packages, Defining a Package, Understanding CLASSPATH, Access Protection : Importing Packages, Interfaces, Defining an Interface, Implementing Interfaces, Applying Interfaces, Variables in Interfaces.

Exception Handling : Exception-Handling Fundamentals, Exception Types, Uncaught Exceptions, Using try and catch, Multiple Catch Clauses, Nested try Statements, Built-in Exceptions, Creating your own Exception Subclasses, Using Exceptions.

Multithreaded Programming : The Java Thread Model, Thread Priorities, Synchronization, Messaging, The Thread class and the Runnable Interface; The Main Thread : Creating a Thread, Implementing Runnable, Extending Thread, Choosing an Approach, Creating Multiple Threads, Using is alive ( ) and join ( ), Thread Priorities; Synchronization : Using Synchronized Methods, The Synchronized Statement, Inter-thread Communication, Deadlock, Suspending, Resuming and Stopping Threads, Using Multithreading.

SECTION-D


Introduction to E-commerce :
Basics, Payment system, security and legal issues.

Suggested Readings :


2. Lemay, L. : Teach yourself Java 2 in 21 days, Tech.


5. DHTML unleashed Techmedia.

6. Teach yourself DHTML in a week, Techmedia.

7. Teach yourself ASP in 21 days, Techmedia.


Paper Title: VISUAL C++ PROGRAMMING

Paper Code: CS-45

Course Duration: 60 Lectures of one hour each.

Objectives: An Advanced course focusing on ANSI C++; the Standard Template Library and Graphical Programming using the Microsoft Foundation Classes.

Note: (i) The Question Paper will consist of Four Sections.

(ii) Examiner will set total of nine questions comprising two questions from each Section and one compulsory question of short answer type covering whole syllabi.

(iii) The students are required to attempt one question from each Section and the Compulsory question.

(iv) All questions carry equal marks.

SECTION-A

1. Introduction to Developer Studio, its working and debugging support:

2. Visual C++ Programming:
   Visual C++’s Program Structure, Variables, data-types, basic I/O, selection statements, repetition statements, arrays, pointers, dynamic memory allocation, functions, recursion, Visual C++ library of functions, inheritance, polymorphism, virtual functions, storing data in disk files, using disk files.

3. Win 32 Architecture and the Windows GUI:
   The Win 32 API, Architecture of a Win 32 program, Elements of Windows GUI.

SECTION-B

4. Windows Programming with MFC:
   MFC fundamentals: The structure and usage of the MFC, The application framework, MFC support for multithreading, MFC class categories, The document/view architecture, Handling window messages, Managing handlers with Class Wizard, Errors and error handling, MFC diagnostic functions and macros, Exceptions and exception handling.
SECTION-C

*MFC and user interface programming* : MFC classes and user interface elements. Commands and menus, Toolbars, Dialog bars and status bars, Creating dialog boxes, Standard windows controls and MFC classes, Dialog Data Exchange (DDX) and Dialog Data Validation (DDV), Using list boxes, Building an ActiveX control framework, MFC support for Context-sensitive help.

*Viewing and Storing Data* : Form views, Control views, Splitter windows, Handling multiple views.

SECTION-D

5. **Database Creation Programming in Windows** :

*Data access with MFC* : Introduction to data access, MFC database classes, Record sets and transactions.

*Developing Database Applications* : Creating an ODBC application, Structure of a database application, Connecting the recordset to controls, Creating a joined recordset.

*Querying the Database* : Customizing a query, Querydefs and parameterized, queries, Seek and Find functions.

6. **Application Deployment** :

The Registry and application setup, Linking, MFC and DLLs.

Suggested Readings :


Paper Title: VISUAL BASIC PROGRAMMING

Objectives: This course is an introduction to computer programming using Microsoft Visual Basic. Topics include designing a Visual Basic user interface, creating a windows application, variables and arithmetic operations, applications using decision structures, loop structures, string manipulation, arrays, function procedures and exception handling, incorporating databases with ADO.NET, creating classes and introduction to object programming.

Note:
(i) The Question Paper will consist of Four Sections.
(ii) Examiner will set total of nine questions comprising two questions from each Section and one compulsory question of short answer type covering whole syllabi.
(iii) The students are required to attempt one question from each Section and the Compulsory question.
(iv) All questions carry equal marks.

SECTION-A

   
   (No. of Periods: 5)

2. Event-Driven Programming: Working with Visual Basic Source Files, Using the MSG-Box Function when an Event is Fired, Adding Code to a Form Click Event; Properties and Methods in Visual Basic: Properties, Methods, Event Firing Order: Form Startup Events, Form User Response Events, Form Shutdown Events; The MSG-Box Function and Query Unload, Adding Code to Form and control events, Basic concepts to Object-Oriented Programming, Encapsulating VB Dialog; Understanding Class Modules: Properties, Methods, Using Class Properties and Methods; Creating, Firing and Handling Custom Events.
   
   (No. of Periods: 7)

SECTION-B

3. Visual Basic Language Overview: VB code lines and comments, Identifiers, Constants and Variables, Using Option Explicit, Numbers, Operators, Control loops and conditional statements, Modules, Subroutines and Functions, Passing Arguments, Programmer--Defined Structures, Arrays; Speaking the Language of Objects: Using Active X controls, Using ActiveX components, Quickly Finding Information in the Documentation, Calling External Procedures, Calling the Windows API.
4. **Visual Basic Windows User Interface Control**: Creating a Property Sheet, Using the Tab Strip control; Creating a Wizard.

5. **Secrets of Good Practice using Visual Basic**: Good Programming Practice, Architectural Design of Applications, Naming clarity and conventions; Custom from Properties and Methods: Adding a custom method, Adding a custom property, Firing custom events, Implementing a Stack as an Array, Interrupting a Do Loop, Managing List Boxes, Tracking multiple list boxes, Avoiding list box deletion errors, Copying selected list box items to the Clipboard; String Manipulation: Capitalizing words in a string, Parsing Visual Basic code and Checking line lengths, Rounding Numbers, Enumerating Fonts.

**SECTION-C**

6. **Visual Basic and OOP**: An Overview, Encapsulation, Inheritance, Polymorphism, Messaging Systems, Forms as classes, Referencing Objects; Classes and Class Modules: Class module events, Class module properties, Class modules and user-defined types, Collection objects.

7. **Handling Errors**: Kinds of Errors, Syntax and compile time errors, Some guidelines for testing programs, On error, Resume and Resume next; The Err Object: The Raise Method, Common trappable errors, The Last DLL Error property; Raising an Error: Raising a user-defined Error; Debugging Tools, Using Assertions.

**SECTION-D**

8. **Secrets of Good Interface Design**: Interface design and the back seat, Controlling the user's Actions in an Event-Driven Environment, Dealing with Error Conditions.

9. Application development using VB with MS-ACCESS.

**Suggested Readings**:  
2. Greg Perry: Visual Basic 6 in 21 days, TMH.  
5. Evangelos, Petroutsor: Mastering VB 6.0, BPB.  
7. Cornel, Gary: Visual Basic from the Ground up, TMH.  
Paper Title: MULTIMEDIA TECHNOLOGIES

Paper Code: CS-50  
Max. Marks: 80  
Time: 3 Hrs.

Course Duration: 60 Lectures of one hour each.

Objectives: The Objective of this course is to introduce the students with the various technologies related to multimedia.

Note:
(i) The Question Paper will consist of Four Sections.
(ii) Examiner will set total of nine questions comprising two questions from each Section and one compulsory question of short answer type covering whole syllabi.
(iii) The students are required to attempt one question from each Section and the Compulsory question.
(iv) All questions carry equal marks.

SECTION-A

1. Introduction to Multimedia Systems:
   Architecture and Subsystems of Multimedia Computer Systems, multimedia applications, multimedia building blocks (text, hypertext, image, audio, video, animation, multimedia networks).

2. Multimedia Hardware:
   Input devices–Keyboard, mouse, touch screen, graphic tablets, scanner, microphone, digital camera. Output devices–Monitor, projector, sound system, video system. Memory & Storage Devices–RAM, magnetic media, CD, DVD.

SECTION-B

3. Multimedia Files:
   Image and sound file formats, compression standards and compression techniques.

4. Photoshop:
   Photoshop workspace, image editing tools, specifying and adjusting colours, using gradient tools, selection and move tools, transforming, path drawing and editing tools, using channels, layers, filters and actions.
SECTION-C

5. **Flash**:
   Exploring interface, using selection and pen tools, working with drawing and painting tools, applying color, viewing and manipulating timeline, timeline/stage relationship, animating (frame-by-frame, tweening), guiding layers, masking, importing and editing sound & video clips in flash, working with 3D graphics, using Action Script.

SECTION-D

6. **Director**:
   Exploring interface: Score editor, cast editor, toolbars, library, palette, inspector, menu bar; cast libraries, painting techniques, importing images, working with stage, sprites and score; using text, using sound, using digital video, creating behaviour, using behaviours inspector, Basics of Lingo.

7. **Virtual Reality**:
   Basics, Hardware and Software requirements, applications.

**Suggested Readings**:

2. Jeffcoate, Judith : Multimedia in Practice, Technology & Practice, PHI.
4. Reinhardt & Lentz : Flash 5 Bible, Wiley India Pvt. Ltd.
5. Nyquist & Martin : Director-5 and Lingo Bible, Wiley India Pvt. Ltd.
6. McClelland, Deke : Photoshop (Version -9), C 52, Bible, Wiley India Pvt. Ltd.
Paper Title: SOFTWARE TESTING AND QUALITY CONTROL

Paper Code: CS-52 Max. Marks: 80 Time: 3 Hrs.

Course Duration: 60 Lectures of one hour each.

Objectives: The objective of this course is to familiarize students with concepts of Software testing and quality control and its various techniques.

Note:
(i) The Question Paper will consist of Four Sections.
(ii) Examiner will set total of nine questions comprising two questions from each Section and one compulsory question of short answer type covering whole syllabi.
(iii) The students are required to attempt one question from each Section and the Compulsory question.
(iv) All questions carry equal marks.

SECTION-A

1. An Overview of Testing Process:

2. Software Testing Techniques:

SECTION-B

3. White-Box Testing and its Techniques:
   Domain and Boundary Testing, Logic Based Testing, Data Flow Testing.

4. Software Testing Strategies:

SECTION-C

5. Metrics for Software:
6. **Quality Assurance** :
   Overview of Software Quality, Software Quality Attributes, Factors Affecting Software Quality, Building Software Quality Assurance Plan, Components of SQAP.

7. **Quality Management & Quality Models** :

8. **Software Reliability** :
   Factors Affecting Software Reliability, Software Reliability VS Hardware Reliability, Software Reliability Metrics.

**Suggested Readings** :

Paper Title: MULTI AGENT SYSTEMS

Paper Code: CS-54

Max. Marks: 80

Time: 3 Hrs.

Course Duration: 60 Lectures of one hour each.

Objectives: Identify and discuss the characteristics of agent-based systems; and Program actual agents in one multiagent environment. To have a rich understanding of multiagent systems and their limitations, skills to design automation solutions using multiagent system techniques

Note: (i) The Question Paper will consist of Four Sections.

(ii) Examiner will set total of nine questions comprising two questions from each Section and one compulsory question of short answer type covering whole syllabi.

(iii) The students are required to attempt one question from each Section and the Compulsory question.

(iv) All questions carry equal marks.

SECTION-A

1. Introduction:

Limitation of artificial intelligence (AI), introduction and advantages of distributed AI, agents, multi agent systems (MAS), applications.

2. Intelligent Agents:

Examples, architecture for intelligent agents: abstract, logic based, reactive, belief – desire intention architecture and layered architecture, agent oriented programming.

SECTION-B

3. Agent Communication:

Communication levels, message types, KQML (Knowledge Query and Manipulation Language), KIF (Knowledge Interchange Format), ontologies, agent interaction protocol, co-ordination & co-operation protocols, contract nets, and black board systems.

SECTION-C

4. Distributed Model for Decision Support:

SECTION-D

5. **Tools and Techniques for Agent Development**:
   Java Agent Development Environment (JADE), Java agents, Java agent framework. Introduction to Neural Networks, Fuzzy Logic and Genetic algorithms and agent development using these techniques.

**Suggested Readings**:


CS-19 Seminar

Each student will be required to give seminar on selected topic and submit the report.

SEMINARS TOPICS

1. Artificial Neural Network.
2. Tele Immersion-The future of Internet telecommunication.
5. Natural Language Processing.
7. Honey pots & Honey net.
8. Ubiquitous Computing.
10. MANET.
14. Cloud Computing
15. J2EE
17. Digital Watermarking.
19. Information Security(Security, Cryptography, Digital Signatures etc.).
22. Robotic Surgery.
23. An other topic related to recent developments.

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