Syllabus of
UNDERGRADUATE DEGREE COURSE

Computer Science and Engineering

Rajasthan Technical University, Kota

Effective from session: 2021 – 2022

3CS2-01: Advanced Engineering Mathematics

Credit-3 **Max. Marks : 100 (IA:30, ETE:70)**
3L+0T+0P **End Term Exam: 3 Hours**

SN	CONTENTS	Hours
1	**Random Variables:** Discrete and Continuous random variables, Joint distribution, Probability distribution function, conditional distribution.Mathematical Expectations: Moments, Moment Generating Functions, variance and correlation coefficients, Chebyshev's Inequality, Skewness and Kurtosis.	7
2	**Binomial distribution**, Normal Distribution, Poisson Distribution and their relations, Uniform Distribution, Exponential Distribution. Correlation: Karl Pearson's coefficient, Rank correlation. Curve fitting. Line of Regression.	5
3	**Historical development**, Engineering Applications of Optimization, Formulation of Design Problems as a Mathematical Programming Problems, Classification of Optimization Problems	8
4	**Classical Optimization using Differential Calculus:** Single Variable and Multivariable Optimization with & without Constraints, Langrangian theory, Kuhn Tucker conditions	6
5	**Linear Programming:** Simplex method, Two Phase Method and Duality in Linear Programming. Application of Linear Programming: Transportation and Assignment Problems.	14
	TOTAL	40

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Rajasthan Technical University, Kota

3CS1-02/4CS1-02: Technical Communication

Credit-2 **Max. Marks : 100 (IA:30, ETE:70)**

2L+0T+0P **End Term Exam: 2 Hours**

SN	CONTENTS	Hours
1	**Introduction to Technical Communication-** Definition of technical communication, Aspects of technical communication, forms of technical communication, importance of technical communication, technical communication skills (Listening, speaking, writing, reading writing), linguistic ability, style in technical communication.	4
2	**Comprehension of Technical Materials/Texts and Information Design & development-** Reading of technical texts, Readingand comprehending instructions and technical manuals, Interpreting and summarizing technical texts, Note-making. Introduction of different kinds of technical documents, Information collection, factors affecting information and document design, Strategies for organization, Information design and writing for print and online media.	6
3	**Technical Writing, Grammar and Editing**- Technical writing process, forms of technical discourse, Writing, drafts and revising, Basics of grammar, common error in writing and speaking, Study of advanced grammar, Editing strategies to achieve appropriate technical style, Introduction to advanced technical communication. Planning, drafting and writing Official Notes, Letters, E-mail, Resume, Job Application, Minutes of Meetings.	8
4	**Advanced Technical Writing**- Technical Reports, types of technical reports, Characteristics and formats and structure of technical reports. Technical Project Proposals, types of technical proposals, Characteristics and formats and structure of technical proposals. Technical Articles, types of technical articles, Writing strategies, structure and formats of technical articles.	8
	TOTAL	**26**

Office of Dean Academic Affairs
Rajasthan Technical University, Kota

3CS1-03/ 4CS1-03: Managerial Economics and Financial Accounting

Credit-2 **Max. Marks : 100 (IA:30, ETE:70)**

2L+0T+0P **End Term Exam: 2 Hours**

SN	CONTENTS	Hours
1	**Basic economic concepts-** Meaning, nature and scope of economics, deductive vs inductive methods, static and dynamics, Economic problems: scarcity and choice, circular flow of economic activity, national income-concepts and measurement.	4
2	**Demand and Supply analysis-** Demand-types of demand, determinants of demand, demand function, elasticity of demand, demand forecasting –purpose, determinants and methods, Supply-determinants of supply, supply function, elasticity of supply.	5
3	**Production and Cost analysis-** Theory of production- production function, law of variable proportions, laws of returns to scale, production optimization, least cost combination of inputs, isoquants. Cost concepts-explicit and implicit cost, fixed and variable cost, opportunity cost, sunk costs, cost function, cost curves, cost and output decisions, cost estimation.	5
4	**Market structure and pricing theory-** Perfect competition, Monopoly, Monopolistic competition, Oligopoly.	4
5	**Financial statement analysis-** Balance sheet and related concepts, profit and loss statement and related concepts, financial ratio analysis, cash-flow analysis, funds-flow analysis, comparative financial statement, analysis and interpretation of financial statements, capital budgeting techniques.	8
	TOTAL	**26**

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3CS3-04: Digital Electronics

Credit-3 **Max. Marks : 100 (IA:30, ETE:70)**

3L+0T+0P **End Term Exam: 3 Hours**

SN	CONTENTS	Hours
1	**Fundamental concepts:** Number systems and codes, Basic logic Gates and Boolean algebra: Sign & magnitude representation, Fixed point representation, complement notation, various codes & arithmetic in different codes & their inter conversion. Features of logic algebra, postulates of Boolean algebra.Theorems of Boolean algebra.	8
2	**Minimization Techniques and Logic Gates**: Principle of Duality - Boolean expression -Minimization of Boolean expressions — Minterm – Maxterm - Sum of Products (SOP) – Product of Sums (POS) – Karnaugh map Minimization – Don't care conditions – Quine - McCluskey method of minimization.	8
3	**Digital Logic Gate Characteristics:** TTL logic gate characteristics. Theory & operation of TTL NAND gate circuitry. Open collector TTL. Three state output logic. TTL subfamilies.MOS& CMOS logic families. Realization of logic gates in RTL, DTL, ECL, C-MOS & MOSFET.	8
4	**Combinational Circuits:** Combinational logic circuit design, adder, subtractor, BCD adder encoder, decoder, BCD to 7-segment decoder, multiplexer demultiplexer.	8
5	**Sequential Circuits:** Latches, Flip-flops - SR, JK, D, T, and Master-Slave Characteristic table and equation,counters and their design, Synchronous counters – Synchronous Up/Down counters – Programmable counters – State table and state transition diagram ,sequential circuits design methodology. Registers –shift registers.	8
	TOTAL	**40**

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3CS4-05: Data Structures and Algorithms

Credit-3 **Max. Marks: 100 (IA:30, ETE:70)**

3L+0T+0P **End Term Exam: 3 Hours**

SN	CONTENTS	Hours
1	Stacks: Basic Stack Operations, Representation of a Stack using Static Array and Dynamic Array, Multiple stack implementation using single array, Stack Applications: Reversing list, Factorial Calculation, Infix to postfix Transformation, Evaluating Arithmetic Expressions and Towers of Hanoi.	8
2	Queues: Basic Queue Operations, Representation of a Queue using array, Implementation of Queue Operations using Stack, Applications of Queues- Round Robin Algorithm. Circular Queues, DeQueue Priority Queues. Linked Lists:Introduction, single linked list, representation of a linked list in memory, Different Operations on a Single linked list, Reversing a single linked list, Advantages and disadvantages of single linked list, circular linked list, double linked list and Header linked list.	10
3	Searching Techniques: Sequential and binary search.Sorting Techniques: Basic concepts, Sorting by: bubble sort, Insertion sort, selection sort, quick sort, heap sort, merge sort, radix sort and counting sorting algorithms.	7
4	Trees: Definition of tree, Properties of tree, Binary Tree, Representation of Binary trees using arrays and linked lists, Operations on a Binary Tree, Binary Tree Traversals (recursive), Binary search tree, B-tree , B+ tree, AVL tree, Threaded binary tree.	7
5	Graphs: Basic concepts, Different representations of Graphs, Graph Traversals (BFS & DFS), Minimum Spanning Tree(Prims &Kruskal), Dijkstra's shortest path algorithms.Hashing: Hash function, Address calculation techniques, Common hashing functions, Collision resolution: Linear and Quadratic probing, Double hashing.	8
	TOTAL	**40**

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3CS4-06: Object Oriented Programming

Credit-3 **Max. Marks : 100 (IA:30, ETE:70)**

3L+0T+0P **End Term Exam: 3 Hours**

SN	CONTENTS	Hours
1	Introduction to different programming paradigm, characteristics of OOP, Class, Object, data member, member function, structures in C++, different access specifiers, defining member function inside and outside class, array of objects.	8
2	Concept of reference, dynamic memory allocation using new and delete operators, inline functions, function overloading, function with default arguments, constructors and destructors, friend function and classes, using this pointer.	8
3	Inheritance, types of inheritance, multiple inheritance, virtual base class, function overriding, abstract class and pure virtual function	9
4	Constant data member and member function, static data member and member function, polymorphism, operator overloading, dynamic binding and virtual function	9
5	Exception handling, Template, Stream class, File handling.	6
	TOTAL	40

3CS4-07: Software Engineering

Credit-3 **Max. Marks : 100 (IA:30, ETE:70)**
3L+0T+0P **End Term Exam: 3 Hours**

SN	CONTENTS	Hours
1	Introduction, software life-cycle models, software requirements specification, formal requirements specification, verification and validation.	8
2	Software Project Management: Objectives, Resources and their estimation, LOC and FP estimation, effort estimation, COCOMO estimation model, risk analysis, software project scheduling.	8
3	Requirement Analysis: Requirement analysis tasks, Analysis principles. Software prototyping and specification data dictionary, Finite State Machine (FSM) models. Structured Analysis: Data and control flow diagrams, control and process specification behavioral modeling	8
4	Software Design: Design fundamentals, Effective modular design: Data architectural and procedural design, design documentation.	8
5	Object Oriented Analysis: Object oriented Analysis Modeling, Data modeling. Object Oriented Design: OOD concepts, Class and object relationships, object modularization, Introduction to Unified Modeling Language	8
	TOTAL	**40**

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3CS4-21: Data Structures and Algorithms Lab

Credit-1.5 **Max. Marks :100 (IA:60, ETE:40)**

0L+0T+3P

SN	CONTENTS
1	Write a simple C program on a 32 bit compiler to understand the concept of array storage, size of a word. The program shall be written illustrating the concept of row major and column major storage. Find the address of element and verify it with the theoretical value. Program may be written for arrays up to 4-dimensions.
2	Simulate a stack, queue, circular queue and dequeue using a one dimensional array as storage element. The program should implement the basic addition, deletion and traversal operations.
3	Represent a 2-variable polynomial using array. Use this representation to implement addition of polynomials
4	Represent a sparse matrix using array. Implement addition and transposition operations using the representation.
5	Implement singly, doubly and circularly connected linked lists illustrating operations like addition at different locations, deletion from specified locations and traversal.
6	Repeat exercises 2, 3 & 4 with linked structure.
7	Implementation of binary tree with operations like addition, deletion, traversal.
8	Depth first and breadth first traversal of graphs represented using adjacency matrix and list.
9	Implementation of binary search in arrays and on linked Binary Search Tree.
10	Implementation of different sorting algorithm like insertion, quick, heap, bubble and many more sorting algorithms.

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3CS4-22 : Object Oriented Programming Lab

Credit-1.5 **Max. Marks : 100 (IA:60, ETE:40)**

0L+0T+3P

SN	CONTENTS
1	Understand the basics of C++ library, variables, data input-output.
2	C++ program using with the concept of structures.
3	Implement class and object concepts and function overloading.
4	Write programs to understand dynamic memory allocation and array of objects.
5	Program to understand different types of constructors and destructor.
6	Implement friend function to access private data of a class and usage of this pointer.
7	Write programs to understand the usage of constant data member and member function, static data member and member function in a class.
8	Implement different types of inheritance, function overriding and virtual function
9	Implement Operator overloading concepts.
10	Write programs to understand function template and class template.
11	Write programs to understand exception handling techniques.
12	Write programs to understand file handling techniques.

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3CS4-23: Software Engineering Lab

Credit-1.5 **Max. Marks : 100 (IA:60, ETE:40)**

0L+0T+3P

SN	CONTENTS
1	Development of requirements specification, function oriented design using SA/SD, object-oriented design using UML, test case design, implementation using Java and testing. Use of appropriate CASE tools and other tools such as configuration management tools, program analysis tools in the software life cycle.
2	Develop Software Requirements Specification (SRS) for a given problem in IEEE template.
3	Develop DFD model (level-0, level-1 DFD and Data dictionary) of the project.
4	Develop structured design for the DFD model developed.
5	Developed all Structure UML diagram of the given project.
6	Develop Behavior UML diagram of the given project.
7	Manage file, using ProjectLibre project management software tool.

3CS4-24: Digital Electronics Lab

Credit-1.5 **Max. Marks : 100 (IA:60, ETE:40)**

0L+0T+3P

SN	CONTENTS
1	To verify the truth tables of basic logic gates: AND, OR, NOR, NAND, NOR. Also to verify truth table of Ex-OR, Ex-NOR (For 2, 3, & 4 inputs using gateswith 2, 3, & 4 inputs).
2	To verify the truth table of OR, AND, NOR, Ex-OR, Ex-NOR realized usingNAND& NOR gates.
3	To realize an SOP and POS expression.
4	To realize Half adder/ Subtractor& Full Adder/ Subtractor using NAND & NOR gatesand to verify their truth tables.
5	To realize a 4-bit ripple adder/ Subtractor using basic Half adder/ Subtractor& basic Full Adder/ Subtractor.
6	To verify the truth table of 4-to-1 multiplexer and 1-to-4 demultiplexer. Realize the multiplexer using basic gates only. Also to construct and 8-to-1 multiplexer and 1-to-8 demultiplexer using blocks of 4-to-1 multiplexer and 1-to-4 demultiplexer.
7	Design & Realize a combinational circuit that will accept a 2421 BCD code and drive a TIL -312 seven-segment display.
8	Using basic logic gates, realize the R-S, J-K and D-flip flops with and without clock signal and verify their truth table.
9	Construct a divide by 2,4& 8 asynchronous counter. Construct a 4-bit binary counter and ring counter for a particular output pattern using D flip flop.
10	Perform input/output operations on parallel in/Parallel out and Serial in/Serial out registers using clock. Also exercise loading only one of multiple values into the register using multiplexer. Note: As far as possible, the experiments shall be performed on bread board. However, experiment Nos. 1-4 are to be performed on bread board only.

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Computer Science and Engineering

Rajasthan Technical University, Kota

Effective from session: 2021 – 2022

4CS2-01: Discrete Mathematics Structure

Credit: 3 **Max. Marks: 100(IA:30, ETE:70)**

3L+0T+0P **End Term Exam: 3 Hours**

SN	Contents	Hours
1	**Introduction:** Objective, scope and outcome of the course.	1
2	**Set Theory:** Definition of sets, countable and uncountable sets, Set operations, Partition of set, Cardinality (Inclusion-Exclusion & Addition Principles) Venn Diagrams, proofs of some general identities on sets. **Relation:** Definition, types of relation, composition of relations, Pictorial representation of relation, Equivalence relation, Partial ordering relation, Job-Scheduling problem. **Function:** Definition, type of functions, one to one, into and onto function, inverse function, composition of functions, recursively defined functions, pigeonhole principle. Theorem proving Techniques: Mathematical induction, Proof by contradiction. Composition of Functions. The Pigeonhole and Generalized Pigeonhole Principles.	7
3	**Propositional Logic:** Proposition, First order logic, Basic logical operation, truth tables, tautologies, Contradictions, Algebra of Proposition, logical implications, logical equivalence, predicates, Normal Forms, Universal and existential quantifiers. 2 way predicate logic. Introduction to finite state machine Finite state machines as models of physical system equivalence machines, Finite state machines as language recognizers.	8
4	**Posets, Hasse Diagram and Lattices:** Introduction, ordered set, Hasse diagram of partially, ordered set, isomorphic ordered set, well ordered set, properties of Lattices, bounded and complemented lattices. **Combinatorics:** Introduction, Permutation and combination, Binomial Theorem, Multimodal Coefficients Recurrence Relation and Generating Function: Introduction to Recurrence Relation and Recursive algorithms, linear recurrence relations with constant coefficients, Homogeneous solutions, Particular solutions, Total solutions, Generating functions, Solution by method of generating functions.	8
5	**Algebraic Structures:** Definition, Properties, types: Semi Groups, Monoid, Groups, Abelian group, properties of groups, Subgroup, cyclic groups, Cosets, factor group, Permutation groups, Normal subgroup, Homomorphism and isomorphism of Groups, example and standard results, Rings and Fields: definition and standard results.	8
6	**Graph Theory:** Introduction and basic terminology of graphs, Planer graphs, Multigraphs and weighted graphs, Isomorphic graphs, Paths, Cycles and connectivity, Shortest path in weighted graph, Introduction to Eulerian paths and circuits, Hamiltonian paths and circuits, Graph coloring, chromatic number, Isomorphism and Homomorphism of graphs, matching, vertex/edge covering.	8
	Total	40

4CS1-03/3CS1-03: Managerial Economics and Financial Accounting

Credit-2 **Max. Marks : 100(IA:30, ETE:70)**

2L+0T+0P **End Term Exam: 2 Hours**

SN	CONTENTS	Hours
1	**Introduction:** Objective, scope and outcome of the course.	1
2	**Basic economic concepts-** Meaning, nature and scope of economics, deductive vs inductive methods, static and dynamics, Economic problems: scarcity and choice, circular flow of economic activity, national income-concepts and measurement.	3
3	**Demand and Supply analysis-** Demand-types of demand, determinants of demand, demand function, elasticity of demand, demand forecasting –purpose, determinants and methods, Supply-determinants of supply, supply function, elasticity of supply.	5
4	**Production and Cost analysis-** Theory of production- production function, law of variable proportions, laws of returns to scale, production optimization, least cost combination of inputs, isoquants. Cost concepts-explicit and implicit cost, fixed and variable cost, opportunity cost, sunk costs, cost function, cost curves, cost and output decisions, cost estimation.	5
5	**Market structure and pricing theory-** Perfect competition, Monopoly, Monopolistic competition, Oligopoly.	4
6	**Financial statement analysis-** Balance sheet and related concepts, profit and loss statement and related concepts, financial ratio analysis, cash-flow analysis, funds-flow analysis, comparative financial statement, analysis and interpretation of financial statements, capital budgeting techniques.	8
	TOTAL	26

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4CS1-02/3CS1-02: Technical Communication

Credit-2 **Max. Marks : 100(IA:30, ETE:70)**

2L+0T+0P **End Term Exam: 2 Hours**

SN	CONTENTS	Hours
1	**Introduction:** Objective, scope and outcome of the course.	1
2	**Introduction to Technical Communication-** Definition of technical communication, Aspects of technical communication, forms of technical communication, importance of technical communication, technical communication skills (Listening, speaking, writing, reading writing), linguistic ability, style in technical communication.	3
3	**Comprehension of Technical Materials/Texts and Information Design & development-** Reading of technical texts, Reading and comprehending instructions and technical manuals, Interpreting and summarizing technical texts, Note-making. Introduction of different kinds of technical documents, Information collection, factors affecting information and document design, Strategies for organization, Information design and writing for print and online media.	6
4	**Technical Writing, Grammar and Editing**- Technical writing process, forms of technical discourse, Writing, drafts and revising, Basics of grammar, common error in writing and speaking, Study of advanced grammar, Editing strategies to achieve appropriate technical style, Introduction to advanced technical communication. Planning, drafting and writing Official Notes, Letters, E-mail, Resume, Job Application, Minutes of Meetings.	8
5	**Advanced Technical Writing**- Technical Reports, types of technical reports, Characteristics and formats and structure of technical reports. Technical Project Proposals, types of technical proposals, Characteristics and formats and structure of technical proposals. Technical Articles, types of technical articles, Writing strategies, structure and formats of technical articles.	8
	TOTAL	26

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4CS3-04: Microprocessor & Interfaces

Credit: 3 **Max. Marks: 100(IA:30, ETE:70)**

3L+0T+0P **End Term Exam: 3 Hours**

SN	Contents	Hours
1	**Introduction:** Objective, scope and outcome of the course.	1
2	Introduction to Microprocessors, microcontroller; 8085 Microprocessor Architecture, pin description, Bus concept and organization; concept of multiplexing and de-multiplexing of buses; concept of static and dynamic RAM, type of ROM, memory map.	7
3	Software architecture registers and signals, Classification of instruction, Instruction set, addressing modes, Assembly Language Programming and Debugging, Programming Technique, instruction Format and timing.	8
4	Advance Assembly Language Programming, Counter and time delay; types of Interrupt and their uses, RST instructions and their uses, 8259 programmable interrupt controller; Macros, subroutine; Stack-implementation and uses with examples; Memory interfacing.	8
5	8085 Microprocessor interfacing:, 8255 Programmable Peripheral Interface, 8254 programmable interval timer, interfacing of Input/output device, 8279 Key board/Display interface.	8
6	Microprocessor Application: Interfacing scanned multiplexed display and liquid crystal display, Interfacing and Matrix Keyboard, MPU Design; USART 8251, RS232C and RS422A, Parallel interface-Centronics and IEEE 488.	8
	Total	40

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4CS4-05: Database Management System

Credit: 3 **Max. Marks: 100(IA:30, ETE:70)**

3L+0T+0P **End Term Exam: 3 Hours**

SN	Contents	Hours
1	**Introduction:** Objective, scope and outcome of the course.	1
2	**Introduction to database systems:** Overview and History of DBMS. File System v/s DBMS.Advantage of DBMS Describing and Storing Data in a DBMS.Queries in DBMS.Structure of a DBMS. **Entity Relationship model:** Overview of Data Design Entities, Attributes and Entity Sets, Relationship and Relationship Sets. Features of the ER Model- Key Constraints, Participation Constraints, Weak Entities, Class Hierarchies, Aggregation, Conceptual Data Base, and Design with ER Model- Entity v/s Attribute, Entity vs Relationship Binary vs Ternary Relationship and Aggregation v/s ternary Relationship Conceptual Design for a Large Enterprise.	7
3	**Relationship Algebra and Calculus:** Relationship Algebra Selection and Projection, Set Operations, Renaming, Joints, Division, Relation Calculus, Expressive Power of Algebra and Calculus. **SQL queries programming and Triggers:** The Forms of a Basic SQL Query, Union, and Intersection and Except, Nested Queries, Correlated Nested Queries, Set-Comparison Operations, Aggregate Operators, Null Values and Embedded SQL, Dynamic SQL, ODBC and JDBC, Triggers and Active Databases.	8
4	**Schema refinement and Normal forms:** Introductions to Schema Refinement, Functional Dependencies, Boyce-Codd Normal Forms, Third Normal Form, Normalization-Decomposition into BCNF Decomposition into 3-NF.	8
5	**Transaction Processing:** Introduction-Transaction State, Transaction properties, Concurrent Executions. Need of Serializability, Conflict vs. View Serializability, Testing for Serializability, Recoverable Schedules, Cascadeless Schedules.	8
6	**Concurrency Control: Implementation of Concurrency:** Lock-based protocols, Timestamp-based protocols, Validation-based protocols, Deadlock handling, **Database Failure and Recovery:** Database Failures, Recovery Schemes: Shadow Paging and Log-based Recovery, Recovery with Concurrent transactions.	8
	Total	40

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4CS4-06: Theory Of Computation

Credit: 3 **Max. Marks: 100(IA:30, ETE:70)**

3L+0T+0P **End Term Exam: 3 Hours**

SN	Contents	Hours
1	**Introduction:** Objective, scope and outcome of the course.	1
2	Finite Automata & Regular Expression: Basic machine, Finite state machine, Transition graph, Transition matrix, Deterministic and non-deterministic finite automation, Equivalence of DFA and NDFA, Decision properties, minimization of finite automata, Mealy & Moore machines. Alphabet, words, Operations, Regular sets, relationship and conversion between Finite automata and regular expression and vice versa, designing regular expressions, closure properties of regular sets, Pumping lemma and regular sets, Myhill- Nerode theorem , Application of pumping lemma, Power of the languages.	7
3	Context Free Grammars (CFG), Derivations and Languages, Relationship between derivation and derivation trees, leftmost and rightmost derivation, sentential forms, parsing and ambiguity, simplification of CFG, normal forms, Greibach and Chomsky Normal form , Problems related to CNF and GNF including membership problem.	8
4	Nondeterministic PDA, Definitions, PDA and CFL, CFG for PDA, Deterministic PDA, and Deterministic PDA and Deterministic CFL , The pumping lemma for CFL's, Closure Properties and Decision properties for CFL, Deciding properties of CFL.	8
5	Turing Machines: Introduction, Definition of Turing Machine, TM as language Acceptors and Transducers, Computable Languages and functions, Universal TM & Other modification, multiple tracks Turing Machine. Hierarchy of Formal languages: Recursive & recursively enumerable languages, Properties of RL and REL, Introduction of Context sensitive grammars and languages, The Chomsky Hierarchy.	8
6	Tractable and Untractable Problems: P, NP, NP complete and NP hard problems, Un-decidability, examples of these problems like vertex cover problem, Hamiltonian path problem, traveling sales man problem.	8
	Total	40

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4CS4-07: Data Communication and Computer Networks

Credit: 3 **Max. Marks: 100(IA:30, ETE:70)**

3L+0T+0P **End Term Exam: 3 Hours**

SN	Contents	Hours
1	**Introduction:** Objective, scope and outcome of the course.	1
2	Introductory Concepts: Network hardware, Network software, topologies, Protocols and standards, OSI model, TCP model, TCP/IP model, Physical Layer: Digital and Analog Signals, Periodic Analog Signals, Signal Transmission, Limitations of Data Rate, Digital Data Transmission, Performance Measures, Line Coding, Digital Modulation, Media and Digital Transmission System	7
3	Data Link Layer: Error Detection and Correction, Types of Errors, Two dimensional parity check, Detection verses correction, Block Coding, Linear Block Coding, Cyclic Codes, Checksum, Standardized Polynomial Code, Error Correction Methods, Forward Error Correction, Protocols: Stop and wait, Go-back-N ARQ, Selective Repeat ARQ, Sliding window, Piggy backing, Pure ALOHA, Slotted ALOHA, CSMA/CD, CSMA/CA	9
4	Network Layer: Design issues, Routing algorithms: IPV4, IPV6, Address mapping: ARQ, RARQ, Congestion control, Unicast, Multicast, Broadcast routing protocols, Quality of Service, Internetworking	8
5	Transport Layer: Transport service, Elements of transport protocols, User Datagram Protocol, Transmission Control Protocol, Quality of service, Leaky Bucket and Token Bucket algorithm	8
6	Application Layer**:** WWW, DNS, Multimedia, Electronic mail, FTP, HTTP, SMTP, Introduction to network security	7
	Total	40

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4CS4-21: Microprocessor & Interfaces Lab

Credit: 1 **Max. Marks: 100(IA:60, ETE:40)**

0L+0T+2P

List of Experiments:

1. Add the contents of memory locations XX00 &XX01 & place the result in memory location XX02.
2. Add the 16 bit numbers stored in memory location & store the result in another memory location.
3. Transfer a block of data from memory location XX00 to another memory location XX00 in forward & reverse order.
4. Write a program to swap two blocks of data stored in memory.
5. Write a program to find the square of a number.
6. Write a main program and a conversion subroutine to convert Binary to its equivalent BCD.
7. Write a program to find largest & smallest number from a given array.
8. Write a program to Sort an array in ascending & descending order.
9. Write a program to multiply two 8 bit numbers whose result is 16 bit.
10. Write a program of division of two 8 bit numbers.
11. Generate square wave from SOD pin of 8085 & observe on CRO.
12. Write a program to perform traffic light control operation.
13. Write a program to control the speed of a motor.

4CS4-22: Database Management System Lab

Credit: 1.5 **Max. Marks: 100(IA:60, ETE:40)**

0L+0T+3P

List of Experiments:

1. Design a Database and create required tables. For e.g. Bank, College Database
2. Apply the constraints like Primary Key, Foreign key, NOT NULL to the tables.
3. Write a SQL statement for implementing ALTER,UPDATE and DELETE.
4. Write the queries to implement the joins.
5. Write the query for implementing the following functions: MAX (), MIN (), AVG () and COUNT ().
6. Write the query to implement the concept of Integrity constrains.
7. Write the query to create the views.
8. Perform the queries for triggers.
9. Perform the following operation for demonstrating the insertion , updation and deletion
10. Using the referential integrity constraints.
11. Write the query for creating the users and their role.

Data Base Designing Project:

For better understanding students (group of 3-4 students) should design data base for any data base project, understand the requirement and design methodology of project by its own.

Some example of data base design project like:

College management system, Inventory management system and Hospital management system.

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4CS4-23: Network Programming Lab

Credit: 1.5 **Max. Marks: 100(IA:60, ETE:40)**

0L+0T+3P

List of Experiments:

1. Study of Different Type of LAN& Network Equipments.
2. Study and Verification of standard Network topologies i.e. Star, Bus, Ring etc.
3. LAN installations and Configurations.
4. Write a program to implement various types of error correcting techniques.
5. Write a program to implement various types of framing methods.
6. Write two programs in C: hello_client and hello_server
    a. The server listens for, and accepts, a single TCP connection; it reads all the data it can from that connection, and prints it to the screen; then it closes the connection
    b. The client connects to the server, sends the string “Hello, world!”, then closes the connection
7. Write an Echo_Client and Echo_server using TCP to estimate the round trip time from client to the server. The server should be such that it can accept multiple connections at any given time.
8. Repeat Exercises 6 & 7 for UDP.
9. Repeat Exercise 7 with multiplexed I/O operations.
10. Simulate Bellman-Ford Routing algorithm in NS2.

4CS4-24: Linux Shell Programming Lab

Credit: 1 **Max. Marks: 100(IA:60, ETE:40)**

0L+0T+2P

List of Experiments:

1. Use of Basic Unix Shell Commands: ls, mkdir, rmdir, cd, cat, banner, touch, file, wc, sort, cut, grep, dd, dfspace, du, ulimit.
2. Commands related to inode, I/O redirection and piping, process control commands, mails.
3. Shell Programming: Shell script based on control structure- **If-then-fi, if-then-else-if, nested if-else, to find:**
   - 3.1 Greatest among three numbers.
   - 3.2 To find a year is leap year or not.
   - 3.3 To input angles of a triangle and find out whether it is valid triangle or not.
   - 3.4 To check whether a character is alphabet, digit or special character.
   - 3.5 To calculate profit or loss.
4. Shell Programming - Looping- while, until, for loops
   - 4.1 Write a shell script to print all even and odd number from 1 to 10.
   - 4.2 Write a shell script to print table of a given number
   - 4.3 Write a shell script to calculate factorial of a given number.
   - 4.4 Write a shell script to print sum of all even numbers from 1 to 10.
   - 4.5 Write a shell script to print sum of digit of any number.
5. Shell Programming - case structure, use of break
   - 5.1 Write a shell script to make a basic calculator which performs addition, subtraction, Multiplication, division
   - 5.2 Write a shell script to print days of a week.
   - 5.3 Write a shell script to print starting 4 months having 31 days.
6. Shell Programming - Functions
   - 6.1 Write a shell script to find a number is Armstrong or not.
   - 6.2 Write a shell script to find a number is palindrome or not.
   - 6.3 Write a shell script to print Fibonacci series.
   - 6.4 Write a shell script to find prime number.
   - 6.5 Write a shell script to convert binary to decimal and decimal to binary
7. Write a shell script to print different shapes- Diamond, triangle, square, rectangle, hollow square etc.
8. Shell Programming – Arrays
   - 8.1 Write a C program to read and print elements of array.
   - 8.2 Write a C program to find sum of all array elements.
   - 8.3 Write a C program to find reverse of an array.
   - 8.4 Write a C program to search an element in an array.
   - 8.5 Write a C program to sort array elements in ascending or descending order.

Office of Dean Academic Affairs
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4CS4-25: Java Lab

Credit: 1 **Max. Marks: 100(IA:60, ETE:40)**

0L+0T+2P

List of Experiment:

1. Develop an in depth understanding of programming in Java: data types, variables, operators, operator precedence, Decision and control statements, arrays, switch statement, Iteration Statements, Jump Statements, Using break, Using continue, return.
2. Write Object Oriented programs in Java: Objects, Classes constructors, returning and passing objects as parameter, Inheritance, Access Control, Using super, final with inheritance Overloading and overriding methods, Abstract classes, Extended classes.
3. Develop understanding to developing packages & Interfaces in Java: Package, concept of CLASSPATH, access modifiers, importing package, Defining and implementing interfaces.
4. Develop understanding to developing Strings and exception handling: String constructors, special string operations, character extraction, searching and comparing strings, string Buffer class. Exception handling fundamentals, Exception types, uncaught exceptions, try, catch and multiple catch statements. Usage of throw, throws and finally.
5. Develop applications involving file handling: I/O streams, File I/O.
6. Develop applications involving concurrency: Processes and Threads, Thread Objects, Defining and Starting a Thread, Pausing Execution with Sleep, Interrupts, Joins, and Synchronization.

Indicative List of exercises:

7. Programs to demonstrate basic concepts e.g. operators, classes, constructors, control & iteration statements, recursion etc. such as complex arithmetic, matrix arithmetic, tower of Hanoi problem etc.
8. Development of programs/projects to demonstrate concepts like inheritance, exception handling, packages, interfaces etc. such as application for electricity department, library management, ticket reservation system, payroll system etc.
9. Development of a project to demonstrate various file handling concepts.
10. Develop applications involving Applet: Applet Fundamentals, using paint method and drawing polygons. It is expected that each laboratory assignments to given to the students with an aim to In order to achieve the above objectives.

Scheme of

UNDERGRADUATE DEGREE COURSE

B.Tech. V & VI Semester

Computer Science and Engineering

Rajasthan Technical University, Kota

Effective from session: 2019 – 2020

RAJASTHAN TECHNICAL UNIVERSITY, KOTA

Teaching & Examination Scheme
B.Tech. : Computer Science & Engineering
3rd Year – V Semester

SN	Category	Course		Contact hrs/week			Marks				Cr
		Code	Title	L	T	P	Exm Hrs	IA	ETE	Total	
THEORY											
1	ESC	5CS3-01	Information Theory & Coding	2	0	0	2	20	80	**100**	**2**
2	PCC/ PEC	5CS4-02	Compiler Design	3	0	0	3	30	120	**150**	**3**
3		5CS4-03	Operating System	3	0	0	3	30	120	**150**	**3**
4		5CS4-04	Computer Graphics & Multimedia	3	0	0	3	30	120	**150**	**3**
6		5CS4-05	Analysis of Algorithms	3	0	0	3	30	120	**150**	**3**
7		Professional Elective 1: (any one)		2	0	0	2	20	80	**100**	**2**
		5CS5-11	Wireless Communication								
		5CS5-12	Human-Computer Interaction								
		5CS5-13	Bioinformatics								
			Sub Total	**16**	**0**	**0**		**160**	**640**	**800**	**16**
PRACTICAL & SESSIONAL											
8	PCC	5CS4-21	Computer Graphics & Multimedia Lab	0	0	2	2	30	20	**50**	**1**
9		5CS4-22	Compiler Design Lab	0	0	2	2	30	20	**50**	**1**
10		5CS4-23	Analysis of Algorithms Lab	0	0	2	2	30	20	**50**	**1**
11		5CS4-24	Advance Java Lab	0	0	2	2	30	20	**50**	**1**
12	PSIT	5CS7-30	Industrial Training	0	0	1		75	50	**125**	**2.5**
13	SODECA	5CS8-00	Social Outreach, Discipline &Extra Curricular Activities						25	**25**	**0.5**
			Sub- Total	**0**	**0**	**9**		**195**	**155**	**350**	**7**
			TOTAL OF V SEMESTER	**16**	**0**	**9**		**355**	**795**	**1150**	**23**

L: *Lecture,* ***T:*** *Tutorial,* ***P:*** *Practical,* ***Cr:*** *Credits*
ETE: *End Term Exam,* ***IA:*** *Internal Assessment*

Office of Dean Academic Affairs
Rajasthan Technical University, Kota

Teaching & Examination Scheme
B.Tech. : Computer Science & Engineering
3rd Year – VI Semester

SN	Category	Course		Contact hrs/week			Marks				Cr
		Code	Title	L	T	P	Exm Hrs	IA	ETE	Total	
THEORY											
1	ESC	6CS3-01	Digital Image Processing	2	0	0	2	20	80	**100**	**2**
2	PCC/ PEC	6CS4-02	Machine Learning	3	0	0	3	30	120	**150**	**3**
3		6CS4-03	Information Security System	2	0	0	2	20	80	**100**	**2**
4		6CS4-04	Computer Architecture and Organization	3	0	0	3	30	120	**150**	**3**
5		6CS4-05	Artificial Intelligence	2	0	0	2	20	80	**100**	**2**
6		6CS4-06	Cloud Computing	3	0	0	3	30	120	**150**	**3**
7		Professional Elective 1 (any one)		2	0	0	2	20	80	**100**	**2**
		6CS5-11	Distributed System								
		6CS5-12	Software Defined Network								
		6CS5-13	Ecommerce and ERP								
		Sub-Total		**17**	**0**	**0**		**170**	**680**	**850**	**17**
PRACTICAL & SESSIONAL											
8	PCC	6CS4-21	Digital Image Processing Lab	0	0	3	2	45	30	**75**	**1.5**
9		6CS4-22	Machine Learning Lab	0	0	3	2	45	30	**75**	**1.5**
10		6CS4-23	Python Lab	0	0	3	2	45	30	**75**	**1.5**
11		6CS4-24	Mobile Application Development Lab	0	0	3	2	45	30	**75**	**1.5**
12	SODECA	6CS8-00	Social Outreach, Discipline &Extra Curricular Activities						25	**25**	**0.5**
		Sub- Total		**0**	**0**	**12**		**180**	**145**	**325**	**6.5**
		TOTAL OF VI SEMESTER		**17**	**0**	**12**		**350**	**825**	**1175**	**23.5**

L: *Lecture,* ***T:*** *Tutorial,* ***P:*** *Practical,* ***Cr:*** *Credits*
ETE: *End Term Exam,* ***IA:*** *Internal Assessment*

Office of Dean Academic Affairs
Rajasthan Technical University, Kota

Syllabus of

UNDERGRADUATE DEGREE COURSE

B.Tech. V Semester

Computer Science and Engineering

Rajasthan Technical University, Kota

Effective from session: 2019 – 2020

5CS3-01: Information Theory & Coding

Credit: 2 **Max. Marks: 100(IA:20, ETE:80)**
2L+0T+0P **End Term Exam: 2 Hours**

SN	Contents	Hours
1	**Introduction:**Objective, scope and outcome of the course.	01
2	**Introduction to information theory:** Uncertainty, Information and Entropy, Information measures for continuous random variables, source coding theorem. Discrete Memory less channels, Mutual information, Conditional entropy.	05
3	**Source coding schemes for data compaction:** Prefix code, Huffman code, Shanon-Fane code &Hempel-Ziv coding channel capacity. Channel coding theorem. Shannon limit.	05
4	**Linear Block Code:** Introduction to error connecting codes, coding & decoding of linear block code, minimum distance consideration, conversion of non-systematic form of matrices into systematic form.	05
5	**Cyclic Code:** Code Algebra, Basic properties of Galois fields (GF) polynomial operations over Galois fields, generating cyclic code by generating polynomial, parity check polynomial. Encoder & decoder for cyclic codes.	06
6	**Convolutional Code:** Convolutional encoders of different rates. Code Tree, Trllis and state diagram. Maximum likelihood decoding of convolutional code: The viterbi Algorithm fee distance of a convolutional code.	06
	Total	28

Office of Dean Academic Affairs
Rajasthan Technical University, Kota

5CS4-02: Compiler Design

Credit: 3 **Max. Marks: 150(IA:30, ETE:120)**

3L+0T+0P **End Term Exam: 3 Hours**

SN	Contents	Hours
1	**Introduction:**Objective, scope and outcome of the course.	01
2	**Introduction:** Objective, scope and outcome of the course. Compiler, Translator, Interpreter definition, Phase of compiler, Bootstrapping, Review of Finite automata lexical analyzer, Input, Recognition of tokens, Idea about LEX: A lexical analyzer generator, Error handling.	06
3	**Review of CFG Ambiguity of grammars:** Introduction to parsing. Top down parsing, LL grammars & passers error handling of LL parser, Recursive descent parsing predictive parsers, Bottom up parsing, Shift reduce parsing, LR parsers, Construction of SLR, Conical LR & LALR parsing tables, parsing with ambiguous grammar. Operator precedence parsing, Introduction of automatic parser generator: YACC error handling in LR parsers.	10
4	**Syntax directed definitions;** Construction of syntax trees, S-Attributed Definition, L-attributed definitions, Top down translation. Intermediate code forms using postfix notation, DAG, Three address code, TAC for various control structures, Representing TAC using triples and quadruples, Boolean expression and control structures.	10
5	**Storage organization;** Storage allocation, Strategies, Activation records, Accessing local and non-local names in a block structured language, Parameters passing, Symbol table organization, Data structures used in symbol tables.	08
6	**Definition of basic block control flow graphs;** DAG representation of basic block, Advantages of DAG, Sources of optimization, Loop optimization, Idea about global data flow analysis, Loop invariant computation, Peephole optimization, Issues in design of code generator, A simple code generator, Code generation from DAG.	07
	Total	42

Office of Dean Academic Affairs
Rajasthan Technical University, Kota

5CS4-03: Operating System

Credit: 3 **Max. Marks: 150(IA:30, ETE:120)**
3L+0T+0P **End Term Exam: 3 Hours**

SN	Contents	Hours
1	**Introduction:**Objective, scope and outcome of the course.	01
2	**Introduction and History of Operating systems:** Structure and operations; processes and files Processor management: inter process communication, mutual exclusion, semaphores, wait and signal procedures, process scheduling and algorithms, critical sections, threads, multithreading	04
3	**Memory management:** contiguous memory allocation, virtual memory, paging, page table structure, demand paging, page replacement policies, thrashing, segmentation, case study	05
4	**Deadlock:** Shared resources, resource allocation and scheduling, resource graph models, deadlock detection, deadlock avoidance, deadlock prevention algorithms **Device management:** devices and their characteristics, device drivers, device handling, disk scheduling algorithms and policies	15
5	**File management:** file concept, types and structures, directory structure, cases studies, access methods and matrices, file security, user authentication	07
6	**UNIX and Linux operating systems as case studies;** Time OS and case studies of Mobile OS	08
	Total	40

Office of Dean Academic Affairs
Rajasthan Technical University, Kota

5CS4-04: Computer Graphics & Multimedia

Credit: 3 **Max. Marks: 150(IA:30, ETE:120)**
3L+0T+0P **End Term Exam: 3 Hours**

SN	Contents	Hours
1	**Introduction:** Objective, scope and outcome of the course.	01
2	**Basic of Computer Graphics:**Basic of Computer Graphics, Applications of computer graphics, Display devices, Random and Raster scan systems, Graphics input devices, Graphics software and standards	06
3	**Graphics Primitives:**Points, lines, circles and ellipses as primitives, scan conversion algorithms for primitives, Fill area primitives including scan-line polygon filling, inside-outside test, boundary and flood-fill, character generation, line attributes, area-fill attributes, character attributers. Aliasing, and introduction to Anti Aliasing (No anti aliasing algorithm).	07
4	**Two Dimensional Graphics:**Transformations (translation, rotation, scaling), matrix representation, homogeneous coordinates, composite transformations, reflection and shearing, viewing pipeline and coordinates system, window-to-viewport transformation, clipping including point clipping, line clipping (cohen-sutherland, liang- bersky, NLN), polygon clipping	08
5	**Three Dimensional Graphics:**3D display methods, polygon surfaces, tables, equations, meshes, curved lies and surfaces, quadric surfaces, spline representation, cubic spline interpolation methods, Bazier curves and surfaces, B-spline curves and surfaces.3D scaling, rotation and translation, composite transformation, viewing pipeline and coordinates, parallel and perspective transformation, view volume and general (parallel and perspective) projection transformations.	08
6	**Illumination and Colour Models:**Light sources – basic illumination models – halftone patterns and dithering techniques; Properties of light – Standard primaries and chromaticity diagram; Intuitive colour concepts – RGB colour model – YIQ colour model – CMY colour model – HSV colour model – HLS colour model; Colour selection.	06
7	**Animations &Realism:**Design of Animation sequences – animation function – raster animation – key frame systems – motion specification – morphing – tweening. **ComputerGraphics Realism:** Tiling the plane – Recursively defined curves – Koch curves – C curves – Dragons – space filling curves – fractals – Grammar based models – fractals – turtle graphics – ray tracing.	06
	Total	42

Office of Dean Academic Affairs
Rajasthan Technical University, Kota

5CS4-05: Analysis of Algorithms

Credit: 3 **Max. Marks: 150(IA:30, ETE:120)**
3L+0T+0P **End Term Exam: 3 Hours**

SN	Contents	Hours
1	**Introduction:** Objective, scope and outcome of the course.	01
2	**Background**: Review of Algorithm, Complexity Order Notations: definitions and calculating complexity. **Divide And Conquer Method**: Binary Search, Merge Sort, Quick sort and Strassen's matrix multiplication algorithms.	06
3	**Greedy Method**: Knapsack Problem, Job Sequencing, Optimal Merge Patterns and Minimal Spanning Trees. **Dynamic Programming**: Matrix Chain Multiplication. Longest CommonSubsequence and 0/1 Knapsack Problem.	10
4	**Branch And Bound**: Traveling Salesman Problem and Lower Bound Theory. Backtracking Algorithms and queens problem. **Pattern Matching Algorithms**: Naïve and Rabin Karp string matching algorithms, KMP Matcher and Boyer Moore Algorithms.	08
5	**Assignment Problems:** Formulation of Assignment and Quadratic Assignment Problem. **Randomized Algorithms-** Las Vegas algorithms, Monte Carlo algorithms, randomized algorithm for Min-Cut, randomized algorithm for 2- SAT. Problem definition of Multicommodity flow, Flow shop scheduling and Network capacity assignment problems.	08
6	**Problem Classes Np, Np-Hard And Np-Complete:** Definitions of P, NP-Hard and NP-Complete Problems. Decision Problems.Cook's Theorem. Proving NP-Complete Problems - Satisfiability problem and Vertex Cover Problem. Approximation Algorithms for Vertex Cover andSet Cover Problem.	08
	Total	41

Office of Dean Academic Affairs
Rajasthan Technical University, Kota

5CS5-11: Wireless Communication

Credit: 2 **Max. Marks: 100(IA:20, ETE:80)**
2L+0T+0P **End Term Exam: 2 Hours**

SN	Contents	Hours
1	**Introduction:** Objective, scope and outcome of the course.	01
2	**Wireless Channels:**Large scale path loss – Path loss models: Free Space and Two-Ray models -Link Budget design – Small scale fading- Parameters of mobile multipath channels – Time dispersion parameters-Coherence bandwidth – Doppler spread & Coherence time, Fading due to Multipath time delay spread – flat fading – frequency selective fading – Fading due to Doppler spread – fast fading – slow fading.	06
3	**Cellular Architecture:** Multiple Access techniques - FDMA, TDMA, CDMA – Capacity calculations–Cellular concept- Frequency reuse - channel assignment- hand off- interference & system capacity- trunking & grade of service – Coverage and capacity improvement.	05
4	**Digital Signaling For Fading Channels:** Structure of a wireless communication link, Principles of Offset-QPSK, p/4-DQPSK, Minimum Shift Keying, Gaussian Minimum Shift Keying, Error performance in fading channels, OFDM principle – Cyclic prefix, Windowing, PAPR.	05
5	**Multipath Mitigation Techniques:** Equalisation – Adaptive equalization, Linear and Non-Linear equalization, Zero forcing and LMS Algorithms. Diversity – Micro and Macrodiversity, Diversity combining techniques, Error probability in fading channels with diversity reception, Rake receiver,	06
6	**Multiple Antenna Techniques:** MIMO systems – spatial multiplexing -System model -Pre-coding - Beam forming - transmitter diversity, receiver diversity- Channel state information-capacity in fading and non-fading channels.	05
	Total	28

Office of Dean Academic Affairs
Rajasthan Technical University, Kota

5CS5-12: Human Computer Interaction

Credit: 2 **Max. Marks: 100(IA:20, ETE:80)**
2L+0T+0P **End Term Exam: 2 Hours**

SN	Contents	Hours
1	**Introduction:** Objective, scope and outcome of the course.	01
2	Historical evolution of the field, Interactive system design, Concept of usability -definition and elaboration, HCI and software Engineering, GUI design and Aesthetics, Prototyping techniques.	02
2	**Model-based Design and evaluation:** Basic idea, introduction to different types of models, GOMS family of models (KLM and CMN-GOMS), Fitts' law and Hick-Hyman's law, Model-based design case studies,	03
3	**Guidelines in HCI:**Shneiderman's eight, golden rules, Norman's seven principles, Norman's model of interaction, Nielsen's ten heuristics with example of its use Heuristic evaluation, Contextual inquiry, Cognitive walkthrough	05
4	**Empirical research methods in HCI:** Introduction (motivation, issues, research question formulation techniques), Experiment design and data analysis (with explanation of one-way ANOVA)	06
5	**Task modelling and analysis:** Hierarchical task analysis (HTA), Engineering task models and Concur Task Tree (CTT),ıintroduction to formalism in dialog design, design using FSM (finite state machines) State charts and (classical) Petri Nets in dialog design	06
6	**Introduction to CA**, CA types, relevance of CA in IS design Model Human Processor (MHP), OOP- Introduction OOM- Object Oriented Modeling of User Interface Design	05
	Total	28

Office of Dean Academic Affairs
Rajasthan Technical University, Kota

5CS5-13: Bioinformatics

Credit: 2 **Max. Marks: 100(IA:20, ETE:80)**
2L+0T+0P **End Term Exam: 2 Hours**

SN	Contents	Hours
1	**Introduction:** Objective, scope and outcome of the course.	01
2	**Introduction:** Basics of biology	02
3	**Sequences:** Problem Statement, Edit distance and substitution matrices, HMMs and pairwise HMMs, Global and local alignments, Spliced alignment, Space-efficient sequence alignment, Multiple alignment, Database searching tools, Sequence by hybridization, Profile HMMs	07
4	**Structures:** Protein structure alignment, Protein structure prediction	06
5	**Phylogenetic trees:** Large parsimony and small parsimony problems, Probabilistic approaches, Grammar-based approaches	07
6	**Miscellaneous topics:** Pathways and networks, Microarrays, Biomedical images	05
	Total	28

5CS4-21: Computer Graphics & Multimedia Lab

Credit: 1 **Max. Marks:50 (IA:30, ETE:20)**
0L+0T+2P **End Term Exam: 2 Hours**

SN	List of Experiments
1	Implementation of Line, Circle and ellipse attributes
2	To plot a point (pixel) on the screen
3	To draw a straight line using DDA Algorithm
4	Implementation of mid-point circle generating Algorithm
5	Implementation of ellipse generating Algorithm
6	Two Dimensional transformations - Translation, Rotation, Scaling, Reflection, Shear
7	Composite 2D Transformations
8	Cohen Sutherland 2D line clipping and Windowing
9	Sutherland – Hodgeman Polygon clipping Algorithm
10	Three dimensional transformations - Translation, Rotation, Scaling
11	Composite 3D transformations
12	Drawing three dimensional objects and Scenes
13	Generating Fractal images

5CS4-22: Compiler Design Lab

Credit: 1 **Max. Marks:50 (IA:30, ETE:20)**
0L+0T+2P **End Term Exam: 2 Hours**

SN	List of Experiments
1	Introduction: Objective, scope and outcome of the course.
2	To identify whether given string is keyword or not.
3	Count total no. of keywords in a file. [Taking file from user]
4	Count total no of operators in a file. [Taking file from user]
5	Count total occurrence of each character in a given file. [Taking file from user]
6	Write a C program to insert, delete and display the entries in Symbol Table.
7	Write a LEX program to identify following: 1. Valid mobile number 2. Valid url 3. Valid identifier 4. Valid date (dd/mm/yyyy) 5. Valid time (hh:mm:ss)
8	Write a lex program to count blank spaces,words,lines in a given file.
9	Write a lex program to count the no. of vowels and consonants in a C file.
10	Write a YACC program to recognize strings aaab,abbb using a^nb^n, where b>=0.
11	Write a YACC program to evaluate an arithmetic expression involving operators +,-,* and /.
12	Write a YACC program to check validity of a strings abcd,aabbcd using grammar a^nb^nc^md^m, where n , m>0
13	Write a C program to find first of any grammar.

Office of Dean Academic Affairs
Rajasthan Technical University, Kota

5CS4-23: Analysis of Algorithms Lab

Credit: 1 **Max. Marks:50 (IA:30, ETE:20)**
0L+0T+2P **End Term Exam: 2 Hours**

SN	List of Experiments
1	Sort a given set of elements using the Quicksort method and determine the time required to sort the elements. Repeat the experiment for different values of n, the number of elements in the list to be sorted and plot a graph of the time taken versus n. The elements can be read from a file or can be generated using the random number generator.
2	Implement a parallelized Merge Sort algorithm to sort a given set of elements and determine the time required to sort the elements. Repeat the experiment for different values of n, the number of elements in the list to be sorted and plot a graph of the time taken versus n. The elements can be read from a file or can be generated using the random number generator.
3	a. Obtain the Topological ordering of vertices in a given digraph. b. Compute the transitive closure of a given directed graph using Warshall's algorithm.
4	Implement 0/1 Knapsack problem using Dynamic Programming.
5	From a given vertex in a weighted connected graph, find shortest paths to other vertices using Dijkstra's algorithm.
6	Find Minimum Cost Spanning Tree of a given undirected graph using Kruskal's algorithm.
7	a. Print all the nodes reachable from a given starting node in a digraph using BFS method. b. Check whether a given graph is connected or not using DFS method.
8.	Find Minimum Cost Spanning Tree of a given undirected graph using Prim's algorithm.
9.	Implement All-Pairs Shortest Paths Problem using Floyd's algorithm.
10	Implement N Queen's problem using Back Tracking.

5CS4-24: Advance Java Lab

Credit: 1 **Max. Marks:50 (IA:30, ETE:20)**
L+0T+2P **End Term Exam: 2 Hours**

SN	List of Experiments
1	Introduction To Swing, MVC Architecture, Applets, Applications and Pluggable Look and Feel, Basic swing components : Text Fields, Buttons, Toggle Buttons, Checkboxes, and Radio Buttons
2	Java database Programming, java.sql Package, JDBC driver, Network Programming With java.net Package, Client and Server Programs, Content And Protocol Handlers
3	RMI architecture, RMI registry, Writing distributed application with RMI, Naming services, Naming And Directory Services, Overview of JNDI, Object serialization and Internationalization
4	J2EE architecture, Enterprise application concepts, n-tier application concepts, J2EE platform, HTTP protocol, web application, Web containers and Application servers
5	Server side programming with Java Servlet, HTTP and Servlet, Servlet API, life cycle, configuration and context, Request and Response objects, Session handling and event handling, Introduction to filters with writing simple filter application
6	JSP architecture, JSP page life cycle, JSP elements, Expression Language, Tag Extensions, Tag Extension API, Tag handlers, JSP Fragments, Tag Files, JSTL, Core Tag library, overview of XML Tag library, SQL Tag library and Functions Tag library

Syllabus of

UNDERGRADUATE DEGREE COURSE

B.Tech. VI Semester

Computer Science and Engineering

Rajasthan Technical University, Kota

Effective from session: 2019 – 2020

6CS3-01: Digital Image Processing

Credit: 2 **Max. Marks: 100(IA:20, ETE:80)**
2L+0T+0P **End Term Exam: 2 Hours**

SN	Contents	Hours
1	**Introduction:** Objective, scope and outcome of the course.	01
2	**Introduction to Image Processing:** Digital Image representation, Sampling & Quantization, Steps in image Processing, Image acquisition, color image representation.	04
3	**Image Transformation & Filtering:** Intensity transform functions, histogram processing, Spatial filtering, Fourier transforms and its properties, frequency domain filters, colour models, Pseudo colouring, colour transforms, Basics of Wavelet Transforms.	06
4	**Image Restoration:** Image degradation and restoration process, Noise Models, Noise Filters, degradation function, Inverse Filtering, Homomorphism Filtering.	07
5	**Image Compression:** Coding redundancy, Interpixel redundancy, Psychovisual redundancy, Huffman Coding, Arithmetic coding, Lossy compression techniques, JPEG Compression.	05
6	**Image Segmentation & Representation:** Point, Line and Edge Detection, Thresholding, Edge and Boundary linking, Hough transforms, Region Based Segmentation, Boundary representation, Boundary Descriptors.	05
	Total	28

6CS4-02:Machine Learning

Credit: 3 **Max. Marks: 150(IA:30, ETE:120)**
3L+0T+0P **End Term Exam: 3 Hours**

SN	Contents	Hours
1	**Introduction:** Objective, scope and outcome of the course.	01
2	**Supervised learning algorithm:** Introduction, types of learning, application, Supervised learning: Linear Regression Model, Naive Bayes classifier Decision Tree, K nearest neighbor, Logistic Regression, Support Vector Machine, Random forest algorithm	09
3	**Unsupervised learning algorithm:** Grouping unlabelled items using k-means clustering, Hierarchical Clustering, Probabilistic clustering, Association rule mining, Apriori Algorithm, f-p growth algorithm, Gaussian mixture model.	08
4	**Introduction to Statistical Learning Theory**, Feature extraction - Principal component analysis, Singular value decomposition. Feature selection – feature ranking and subset selection, filter, wrapper and embedded methods, Evaluating Machine Learning algorithms and Model Selection.	08
5	**Semi supervised learning, Reinforcement learning:** Markov decision process (MDP), Bellman equations, policy evaluation using Monte Carlo, Policy iteration and Value iteration, Q-Learning, State-Action-Reward-State-Action (SARSA), Model-based Reinforcement Learning.	08
6	**Recommended system,** Collaborative filtering, Content-based filtering Artificial neural network, Perceptron, Multilayer network, Backpropagation, Introduction to Deep learning.	08
	Total	42

6CS4-03: Information Security System

Credit:2 **Max. Marks: 100(IA:20, ETE:80)**
2L+0T+0P **End Term Exam: 2 Hours**

SN	Contents	Hours
1	**Introduction:** Objective, scope and outcome of the course.	01
2	**Introduction to security attacks:** services and mechanism, classical encryption techniques- substitution ciphers and transposition ciphers, cryptanalysis, stream and block ciphers.	06
3	**Modern block ciphers**: Block Cipher structure, Data Encryption standard (DES) with example, strength of DES, Design principles of block cipher, AES with structure, its transformation functions, key expansion, example and implementation. Multiple encryption and triple DES, Electronic Code Book, Cipher Block Chaining Mode, Cipher Feedback mode, Output Feedback mode, Counter mode.	06
4	**Public Key Cryptosystems with Applications:** Requirements and Cryptanalysis, RSA cryptosystem, Rabin cryptosystem, Elgamal cryptosystem, Elliptic curve cryptosystem.	06
5	**Cryptographic Hash Functions, their applications:** Simple hash functions, its requirements and security, Hash functions based on Cipher Block Chaining, Secure Hash Algorithm (SHA). Message Authentication Codes, its requirements and security, MACs based on Hash Functions, Macs based on Block Ciphers. Digital Signature, its properties, requirements and security, various digital signature schemes (Elgamal and Schnorr), NIST digital Signature algorithm.	05
6	**Key management and distribution:** symmetric key distribution using symmetric and asymmetric encryptions, distribution of public keys, X.509 certificates, Public key infrastructure. Remote user authentication with symmetric and asymmetric encryption, Kerberos Web Security threats and approaches, SSL architecture and protocol, Transport layer security, HTTPS and SSH.	04
	Total	28

Office of Dean Academic Affairs
Rajasthan Technical University, Kota

6CS4-04: Computer Architecture and Organization

Credit: 3 **Max. Marks: 150(IA:30, ETE:120)**
3L+0T+0P **End Term Exam: 3 Hours**

SN	Contents	Hours
1	**Introduction:** Objective, scope and outcome of the course.	01
2	**Computer Data Representation:** Basic computer data types, Complements, Fixed point representation, Register Transfer and Micro-operations: Floating point representation, Register Transfer language, Register Transfer, Bus and Memory Transfers (Tree-State Bus Buffers, Memory Transfer), Arithmetic Micro-Operations, Logic Micro-Operations, Shift Micro-Operations, Arithmetic logical shift unit. Basic Computer Organization and DesignInstruction codes, Computer registers, computer instructions, Timing and Control, Instruction cycle, Memory-Reference Instructions, Input-output and interrupt, Complete computer description, Design of Basic computer, design of Accumulator Unit.	10
3	**Programming The Basic Computer:** Introduction, Machine Language, Assembly Language, assembler, Program loops, Programming Arithmetic and logic operations, subroutines, I-O Programming. Micro programmed Control: Control Memory, Address sequencing, Micro program Example, design of control Unit	7
4	**Central Processing Unit:** Introduction, General Register Organization, Stack Organization, Instruction format, Addressing Modes, data transfer and manipulation, Program Control, Reduced Instruction Set Computer (RISC)Pipeline And Vector Processing, Flynn's taxonomy, Parallel Processing, Pipelining, Arithmetic Pipeline, Instruction, Pipeline, RISC Pipeline, Vector Processing, Array Processors	8
5	**Computer Arithmetic:** Introduction, Addition and subtraction, Multiplication Algorithms (Booth Multiplication Algorithm), Division Algorithms, Floating Point Arithmetic operations, Decimal Arithmetic Unit. Input-Output Organization, Input-Output Interface, Asynchronous Data Transfer, Modes Of Transfer, Priority Interrupt, DMA, Input-Output Processor (IOP), CPUIOP Communication, Serial communication.	8
6	**Memory Organization:** Memory Hierarchy, Main Memory, Auxiliary Memory, Associative Memory, Cache Memory, Virtual Memory. Multipreocessors: Characteristics of Multiprocessors, Interconnection Structures, Inter-processor Arbitration, Inter-processor Communication and Synchronization, Cache Coherence, Shared Memory Multiprocessors.	8
	Total	42

6CS4-05: Artificial Intelligence

Credit: 2 **Max. Marks: 100(IA:20, ETE:80)**
2L+0T+0P **End Term Exam: 2 Hours**

SN	Contents	Hours
1	**Introduction:** Objective, scope and outcome of the course.	01
2	**Introduction to AI and Intelligent agent:** Different Approach of AI, Problem Solving : Solving Problems by Searching, Uninformed search, BFS, DFS, Iterative deepening, Bi directional search, Hill climbing, Informed search techniques: heuristic, Greedy search, A* search, AO* search, constraint satisfaction problems.	03
3	**Game Playing:** Minimax, alpha-beta pruning, jug problem, chess problem, tiles problem	06
4	**Knowledge and Reasoning:** Building a Knowledge Base: Propositional logic, first order logic, situation calculus. Theorem Proving in First Order Logic. Planning, partial order planning. Uncertain Knowledge and Reasoning, Probabilities, Bayesian Networks.	06
5	**Learning:** Overview of different forms of learning, Supervised base learning: Learning Decision Trees, SVM, Unsupervised based learning, Market Basket Analysis, Neural Networks.	07
6	**Introduction to Natural Language Processing:** Different issue involved in NLP, Expert System, Robotics.	05
	Total	28

6CS4-06: Cloud Computing

Credit: 3 **Max. Marks: 150(IA:30, ETE:120)**

3L+0T+0P **End Term Exam: 3 Hours**

SN	Contents	Hours
1	**Introduction:** Objective, scope and outcome of the course.	01
2	**Introduction:** Objective, scope and outcome of the course. Introduction Cloud Computing: Nutshell of cloud computing, Enabling Technology, Historical development, Vision, feature Characteristics and components of Cloud Computing. Challenges, Risks and Approaches of Migration into Cloud. Ethical Issue in Cloud Computing, Evaluating the Cloud's Business Impact and economics, Future of the cloud. Networking Support for Cloud Computing. Ubiquitous Cloud and the Internet of Things	06
3	**Cloud Computing Architecture:** Cloud Reference Model, Layer and Types of Clouds, Services models, Data centre Design and interconnection Network, Architectural design of Compute and Storage Clouds. Cloud Programming and Software: Fractures of cloud programming, Parallel and distributed programming paradigms-Map Reduce, Hadoop, High level Language for Cloud. Programming of Google App engine.	10
4	**Virtualization Technology:** Definition, Understanding and Benefits of Virtualization. Implementation Level of Virtualization, Virtualization Structure/Tools and Mechanisms, Hypervisor VMware, KVM, Xen. Virtualization: of CPU, Memory, I/O Devices, Virtual Cluster and Resources Management, Virtualization of Server, Desktop, Network, and Virtualization of data-centre.	10
5	**Securing the Cloud:** Cloud Information security fundamentals, Cloud security services, Design principles, Policy Implementation, Cloud Computing Security Challenges, Cloud Computing Security Architecture . Legal issues in cloud Computing. Data Security in Cloud: Business Continuity and Disaster Recovery , Risk Mitigation , Understanding and Identification of Threats in Cloud, SLA-Service Level Agreements, Trust Management	08
6	**Cloud Platforms in Industry:** Amazon web services , Google AppEngine, Microsoft Azure Design, Aneka: Cloud Application Platform -Integration of Private and Public Clouds Cloud applications: Protein structure prediction, Data Analysis, Satellite Image Processing, CRM	07
	Total	42

RAJASTHAN TECHNICAL UNIVERSITY, KOTA

Syllabus

III Year-VI Semester: B.Tech. Computer Science and Engineering

6CS5-11: Distributed System

Credit: 2 **Max. Marks: 100(IA:20, ETE:80)**

2L+0T+0P **End Term Exam: 2 Hours**

SN	Contents	Hours
1	**Introduction:** Objective, scope and outcome of the course.	01
2	**Distributed Systems:** Features of distributed systems, nodes of a distributed system, Distributed computation paradigms, Model of distributed systems, Types of Operating systems: Centralized Operating System, Network Operating Systems, Distributed Operating Systems and Cooperative Autonomous Systems, design issues in distributed operating systems. Systems Concepts and Architectures: Goals, Transparency, Services, Architecture Models, Distributed Computing Environment (DCE). Theoretical issues in distributed systems: Notions of time and state, states and events in a distributed system, time, clocks and event precedence, recording the state of distributed systems.	06
3	**Concurrent Processes and Programming:** Processes and Threads, Graph Models for Process Representation, Client/Server Model, Time Services, Language Mechanisms for Synchronization, Object Model Resource Servers, Characteristics of Concurrent Programming Languages (Language not included).Inter-process Communication and Coordination: Message Passing, Request/Reply and Transaction Communication, Name and Directory services, RPC and RMI case studies	05
4	**Distributed Process Scheduling:** A System Performance Model, Static Process Scheduling with Communication, Dynamic Load Sharing and Balancing, Distributed Process Implementation. Distributed File Systems: Transparencies and Characteristics of DFS, DFS Design and implementation, Transaction Service and Concurrency Control, Data and File Replication. Case studies: Sun network file systems, General Parallel file System and Window's file systems. Andrew and Coda File Systems	06
5	**Distributed Shared Memory:** Non-Uniform Memory Access Architectures, Memory Consistency Models, Multiprocessor Cache Systems, Distributed Shared Memory, Implementation of DSM systems. Models of Distributed Computation: Preliminaries, Causality, Distributed Snapshots, Modelling a Distributed Computation, Failures in a Distributed System, Distributed Mutual Exclusion, Election, Distributed Deadlock handling, Distributed termination detection.	06
6	**Distributed Agreement:** Concept of Faults, failure and recovery, Byzantine Faults, Adversaries, Byzantine Agreement, Impossibility of Consensus and Randomized Distributed Agreement. Replicated Data Management: concepts and issues, Database Techniques, Atomic Multicast, and Update Propagation. CORBA case study: Introduction, Architecture, CORBA RMI, CORBA Services.	05
	Total	28

6CS5-12: Software Defined Network

Credit: 2 **Max. Marks: 100(IA:20, ETE:80)**
2L+0T+0P **End Term Exam: 2 Hours**

SN	Contents	Hours
1	**Introduction:** Objective, scope and outcome of the course.	01
2	**History and Evolution of Software Defined Networking (SDN):** Separation of Control Plane and Data Plane, IETF Forces, Active Networking. **Control and Data Plane Separation:** Concepts, Advantages and Disadvantages, the Open Flow protocol.	03
3	**Network Virtualization:** Concepts, Applications, Existing Network Virtualization Framework (VMWare and others), Mininet based examples. **Control Plane:** Overview, Existing SDN Controllers including Floodlight and Open Daylight projects.	05
4	**Customization of Control Plane:** Switching and Firewall Implementation using SDN Concepts. **Data Plane:** Software-based and Hardware-based; Programmable Network Hardware.	07
5	**Programming SDNs:** Northbound Application Programming Interface, Current Languages and Tools, Composition of SDNs. Network Functions Virtualization (NFV) and **Software Defined Networks:** Concepts, Implementation and Applications.	07
6	**Data Center Networks:** Packet, Optical and Wireless Architectures, Network Topologies. **Use Cases of SDNs:** Data Centers, Internet Exchange Points, Backbone Networks, Home Networks, Traffic Engineering. Programming Assignments for implementing some of the theoretical concepts listed above.	05
	Total	28

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6CS5-13: Ecommerce & ERP

Credit: 2 **Max. Marks: 100(IA:20, ETE:80)**
2L+0T+0P **End Term Exam: 2 Hours**

SN	Contents	Hours
1	**Introduction:** Objective, scope and outcome of the course.	01
2	**Introduction to E-Commerce:** Defining Commerce; Main Activities of Electronic Commerce; Benefits of E-Commerce; Broad Goals of Electronic Commerce; Main Components of E-Commerce; Functions of Electronic Commerce – Communication, Process Management, Service Management, Transaction Capabilities; Process of E-Commerce; Types of E-Commerce; Role of Internet and Web in E-Commerce; Technologies Used; E-Commerce Systems; Pre-requisites of E-Commerce; Scope of E-Commerce; E-Business Models.	03
3	**E-Commerce Activities:** Various Activities of E-Commerce; Various Modes of Operation Associated with E-Commerce; Matrix of E-Commerce Types; Elements and Resources Impacting E-Commerce and Changes; Types of E-Commerce Providers and Vendors; Man Power Associated with E-Commerce Activities; Opportunity Development for E-Commerce Stages; Development of E-Commerce Business Case; Components and Factors for the Development of the Business Case; Steps to Design and Develop an E-Commerce Website.	05
4	**Internet – The Backbone for E-Commerce:** Early Ages of Internet; Networking Categories; Characteristics of Internet; Components of Internet – Internet Services, Elements of Internet, Uniform Resource Locators, Internet Protocol; Shopping Cart, Cookies and E-Commerce; Web Site Communication; Strategic Capabilities of Internet.	07
5	**ISP, WWW and Portals:** Internet Service Provider (ISP); World Wide Web (WWW); Portals – Steps to build homepage, Metadata; Advantages of Portal; Enterprise Information Portal (EIP).**E-Commerce & Online Publishing:** This unit explains the concept of online publishing, strategies and approaches of online publishing, and online advertising.	07
6	**XML and Data Warehousing:** Definition of eXtensible Markup Language (XML); XML Development Goals; Comparison between HTML and XML; Business importance in using XML Based Technology; Advantages, Disadvantages and Applications of XML; Structure of an XML Document; XHTML and X/Secure; Data Warehousing; Data Marts and Operational Data Stores. **E-Marketing:** Traditional Marketing; E-Marketing; Identifying Web Presence Goals – Achieving web presence goals, Uniqueness of the web, Meeting the needs of website visitors, Site Adhesion: Content, format and access; Maintaining a Website; Metrics Defining Internet Units of Measurement; Online Marketing; Advantages of Online Marketing.	05
		28

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6CS4-21: Digital Image Processing Lab

Credit: 1.5 **Max. Marks: 75(IA:45, ETE:30)**
0L+0T+3P **End Term Exam: 2 Hours**

SN	List of Experiments
1	Point-to-point transformation. This laboratory experiment provides for thresholding an image and the evaluation of its histogram. Histogram equalization. This experiment illustrates the relationship among the intensities (gray levels) of an image and its histogram.
2	Geometric transformations. This experiment shows image rotation, scaling, and translation. Two-dimensional Fourier transform
3	Linear filtering using convolution. Highly selective filters.
4	Ideal filters in the frequency domain. Non Linear filtering using convolutional masks. Edge detection. This experiment enables students to understand the concept of edge detectors and their operation in noisy images.
5	Morphological operations: This experiment is intended so students can appreciate the effect of morphological operations using a small structuring element on simple binary images. The operations that can be performed are erosion, dilation, opening, closing, open-close, close-open.

6CS4-22: Machine Learning Lab

Credit: 1.5 **Max. Marks: 75(IA:45, ETE:30)**
0L+0T+3P **End Term Exam: 2 Hours**

SN	List of Experiments
1	Implement and demonstrate the FIND-Salgorithm for finding the most specific hypothesis based on a given set of training data samples. Read the training data from a .CSV file.
2	For a given set of training data examples stored in a .CSV file, implement and demonstrate the Candidate-Elimination algorithmto output a description of the set of all hypotheses consistent with the training examples.
3	Write a program to demonstrate the working of the decision tree based ID3 algorithm. Use an appropriate data set for building the decision tree and apply this knowledge toclassify a new sample
4	Build an Artificial Neural Network by implementing the Backpropagation algorithm and test the same using appropriate data sets
5	Write a program to implement the naïve Bayesian classifier for a sample training data set stored as a .CSV file. Compute the accuracy of the classifier, considering few test data sets.
6	Assuming a set of documents that need to be classified, use the naïve Bayesian Classifier model to perform this task. Built-in Java classes/API can be used to write the program. Calculate the accuracy, precision, and recall for your data set.
7	Write a program to construct aBayesian network considering medical data. Use this model to demonstrate the diagnosis of heart patients using standard Heart Disease Data Set. You can use Java/Python ML library classes/API.
8	Apply EM algorithm to cluster a set of data stored in a .CSV file. Use the same data set for clustering using k-Means algorithm. Compare the results of these two algorithms and comment on the quality of clustering. You can add Java/Python ML library classes/API in the program.
9	Write a program to implement k-Nearest Neighbour algorithm to classify the iris data set. Print both correct and wrong predictions. Java/Python ML library classes can be used for this problem.
10	Implement the non-parametric Locally Weighted Regression algorithm in order to fit data points. Select appropriate data set for your experiment and draw graphs.

6CS4-23: Python Lab

Credit: 1.5 **Max. Marks: 75(IA:45, ETE:30)**
0L+0T+3P **End Term Exam: 2 Hours**

SN	List of Experiments
1	Write a program to demonstrate basic data type in python.
2	Write a program to compute distance between two points taking input from the user Write a program add.py that takes 2 numbers as command line arguments and prints its sum.
3	Write a Program for checking whether the given number is an even number or not. Using a for loop, write a program that prints out the decimal equivalents of 1/2, 1/3, 1/4, . . . , 1/10
4	Write a Program to demonstrate list and tuple in python. Write a program using a for loop that loops over a sequence. Write a program using a while loop that asks the user for a number, and prints a countdown from that number to zero.
5	Find the sum of all the primes below two million. By considering the terms in the Fibonacci sequence whose values do not exceed four million, WAP to find the sum of the even-valued terms.
6	Write a program to count the numbers of characters in the string and store them in a dictionary data structure Write a program to use split and join methods in the string and trace a birthday of a person with a dictionary data structure
7	Write a program to count frequency of characters in a given file. Can you use character frequency to tell whether the given file is a Python program file, C program file or a text file? Write a program to count frequency of characters in a given file. Can you use character frequency to tell whether the given file is a Python program file, C program file or a text file?
8	Write a program to print each line of a file in reverse order. Write a program to compute the number of characters, words and lines in a file.
9	Write a function nearly equal to test whether two strings are nearly equal. Two strings a and b are nearly equal when a can be generated by a single mutation on. Write function to compute gcd, lcm of two numbers. Each function shouldn't exceed one line.
10	Write a program to implement Merge sort. Write a program to implement Selection sort, Insertion sort.

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6CS4-24: Mobile Application Development Lab

Credit: 1.5 **Max. Marks: 75(IA:45, ETE:30)**
0L+0T+3P **End Term Exam: 2 Hours**

SN	List of Experiments
1	To study Android Studio and android studio installation. Create "Hello World" application.
2	To understand Activity, Intent, Create sample application with login module.(Check username and password).
3	Design simple GUI application with activity and intents e.g. calculator.
4	Develop an application that makes use of RSS Feed.
5	Write an application that draws basic graphical primitives on the screen
6	Create an android app for database creation using SQLite Database.
7	Develop a native application that uses GPS location information
8	Implement an application that writes data to the SD card.
9	Design a gaming application
10	Create an application to handle images and videos according to size.

Scheme & Syllabus of

UNDERGRADUATE DEGREE COURSE

B.Tech. VII & VIII Semester

Computer Science and Engineering

Rajasthan Technical University, Kota

Effective from session: 2019 – 2020

Teaching & Examination Scheme
B.Tech. : Computer Science & Engineering
4th Year – VII Semester

SN	Category	Course		Contact hrs/week			Marks				Cr
		Code	Title	L	T	P	Exm Hrs	IA	ETE	Total	
THEORY											
1	PCC	7CS4-01	Internet of Things	3	0	0	3	30	120	**150**	**3**
2	OE		Open Elective - I	3	0	0	3	30	120	**150**	**3**
			Sub Total	**6**	**0**	**0**	**6**	**60**	**240**	**300**	**6**
PRACTICAL & SESSIONAL											
3	PCC	7CS4-21	Internet of Things Lab	0	0	4	2	60	40	**100**	**2**
4	PCC	7CS4-22	Cyber Security Lab	0	0	4	2	60	40	**100**	**2**
6	PSIT	7CS7-30	Industrial Training	1	0	0				**125**	**2.5**
7	PSIT	7CS7-40	Seminar	2	0	0				**100**	**2**
8	SODECA	7CS8-00	Social Outreach, Discipline &Extra Curricular Activities							**25**	**0.5**
			Sub- Total	**0**	**0**	**10**	**4**	**120**	**80**	**450**	**9**
			TOTAL OF VII SEMESTER	**6**	**0**	**10**	**10**	**180**	**320**	**750**	**15**

L: *Lecture,* ***T:*** *Tutorial,* ***P:*** *Practical,* ***Cr:*** *Credits*
ETE: *End Term Exam,* ***IA:*** *Internal Assessment*

Office of Dean Academic Affairs
Rajasthan Technical University, Kota

Teaching & Examination Scheme
B.Tech. : Computer Science & Engineering
4th Year – VIII Semester

SN	Category	Course		Contact hrs/week			Marks				Cr
		Code	Title	L	T	P	Exm Hrs	IA	ETE	Total	
THEORY											
1	PCC/ PEC	8CS4-01	Big Data Analytics	3	0	0	3	30	120	**150**	**3**
2	OE		Open Elective - II	3	0	0	3	30	120	**150**	**3**
			Sub Total	**6**	**0**	**0**	**6**	**60**	**240**	**300**	**6**
PRACTICAL & SESSIONAL											
3	PCC	8CS4-21	Big Data Analytics Lab	0	0	2	2	30	20	**50**	**1**
4	PCC	8CS4-22	Software Testing and Validation Lab	0	0	2	2	30	20	**50**	**1**
5	PSIT	8CS7-50	Project	3	0	0		210	140	**350**	**7**
6	SODECA	8CS8-00	Social Outreach, Discipline &Extra Curricular Activities							**25**	**0.5**
			Sub- Total	**0**	**0**	**4**	**4**	**120**	**80**	**475**	**9.5**
			TOTAL OF VIII SEMESTER	**6**	**0**	**4**	**10**	**180**	**320**	**775**	**15.5**

L: *Lecture,* ***T:*** *Tutorial,* ***P:*** *Practical,* ***Cr:*** *Credits*

ETE: *End Term Exam,* ***IA:*** *Internal Assessment*

Office of Dean Academic Affairs
Rajasthan Technical University, Kota

List of Open Electives for Computer Science & Engineering				
Subject Code	**Title**		**Subject Code**	**Title**
Open Elective - I			**Open Elective - II**	
7AG6-60.1	Human Engineering and Safety		8AG6-60.1	Energy Management
7AG6-60.2	Environmental Engineering and Disaster Management		8AG6-60.2	Waste and By-product Utilization
7AN6-60.1	Aircraft Avionic System		8AN6-60.1	Finite Element Methods
7AN6-60.2	Non-Destructive Testing		8AN6-60.2	Factor of Human Interactions
7CH6-60.1	Optimization Techniques		8CH6-60.1	Refinery Engineering Design
7CH6-60.2	Sustainable Engineering		8CH6-60.2	Fertilizer Technology
7CR6-60.1	Introduction to Ceramic Science & Technology		8CR6-60.1	Electrical and Electronic Ceramics
7CR6-60.2	Plant, Equipment and Furnace Design		8CR6-60.2	Biomaterials
7CE6-60.1	Environmental Impact Analysis		8CE6-60.1	Composite Materials
7CE6-60.2	Disaster Management		8CE6-60.2	Fire and Safety Engineering
7EE6-60.1	Electrical Machines and Drives		8EE6-60.1	Energy Audit and Demand side Management
7EE6-60.2	Power Generation Sources.		8EE6-60.2	Soft Computing
7EC6-60.1	Principle of Electronic communication		8EC6-60.1	Industrial and Biomedical applications of RF Energy
7EC6-60.2	Micro and Smart System Technology		8EC6-60.2	Robotics and control
7ME6-60.1	Finite Element Analysis		8ME6-60.1	Operations Research
7ME6-60.2	Quality Management		8ME6-60.2	Simulation Modeling and Analysis
7MI6-60.1	Rock Engineering		8MI6-60.1	Experimental Stress Analysis
7MI6-60.2	Mineral Processing		8MI6-60.2	Maintenance Management
7PE6-60.1	Pipeline Engineering		8PE6-60.1	Unconventional Hydrocarbon Resources
7PE6-60.2	Water Pollution control Engineering		8PE6-60.2	Energy Management & Policy
7TT6-60.1	Technical Textiles		8TT6-60.1	Material and Human Resource Management
7TT6-60.2	Garment Manufacturing Technology		8TT6-60.2	Disaster Management

Office of Dean Academic Affairs
Rajasthan Technical University, Kota

7CS4-01: Internet of Things

Credit: 3 **Max. Marks: 150(IA:30, ETE:120)**
3L+0T+0P **End Term Exam: 3 Hours**

SN	Contents	Hours
1	**Introduction:** Objective, scope and outcome of the course.	01
2	**Introduction to IoT:** Definition and characteristics of IoT, Design of IOT: Physical design of IOT, Logical Design of IOT- Functional Blocks, communication models, communication APIs, IOT enabling Technologies- Wireless Sensor Networks, Cloud computing, big data analytics, embedded systems. IOT Levels and deployment templates.	08
3	**IoT Hardware and Software:** Sensor and actuator, Humidity sensors, Ultrasonic sensor, Temperature Sensor, Arduino, Raspberry Pi, LiteOS, RIoTOS, Contiki OS, Tiny OS.	07
4	**Architecture and Reference Model:** Introduction, Reference Model and architecture, Representational State Transfer (REST) architectural style, Uniform Resource Identifiers (URIs). Challenges in IoT- Design challenges, Development challenges, Security challenges, Other challenges.	08
5	**IOT and M2M:** M2M, Difference and similarities between IOT and M2M, Software defined networks, network function virtualization, difference between SDN and NFV for IoT.	08
6	**Case study of IoT Applications:** Domain specific IOTs- Home automation, Cities, environment, Energy, Retail, Logistics, Agriculture, Industry, Health and Lifestyles.	08
	Total	40

7CS4-21: Internet of Things Lab

Credit: 2 **Max. Marks: 100(IA:60, ETE:40)**
0L+0T+4P **End Term Exam: 2 Hours**

SN	List of Experiments
1	Start Raspberry Pi and try various Linix commands in command terminal window: *ls, cd, touch, mv, rm, man, mkdir, rmdir, tar, gzip, cat, more, less, ps, sudo, cron, chown,* *chgrp, ping etc.*
2	Run some python programs on Pi like: a) Read your name and print Hello message with name b) Read two numbers and print their sum, difference, product and division. c) Word and character count of a given string. d) Area of a given shape (rectangle, triangle and circle) reading shape and appropriate values from standard input.
3	Run some python programs on Pi like: a) Print a name 'n' times, where name and n are read from standard input, using for and while loops. b) Handle Divided by Zero Exception. c) Print current time for 10 times with an interval of 10 seconds. d) Read a file line by line and print the word count of each line.
4	a) Light an LED through Python program b) Get input from two switches and switch on corresponding LEDs c) Flash an LED at a given on time and off time cycle, where the two times are taken from a file.
5	a) Flash an LED based on cron output (acts as an alarm) b) Switch on a relay at a given time using cron, where the relay's contact terminals are connected to a load. c) Get the status of a bulb at a remote place (on the LAN) through web.
	The student should have hands on experience in using various sensors like temperature, humidity, smoke, light, etc. and should be able to use control web camera, network, and relays connected to the Pi.

Office of Dean Academic Affairs
Rajasthan Technical University, Kota

7CS4-22: Cyber Security Lab

Credit: 2 **Max. Marks: 100(IA:60, ETE:40)**
0L+0T+4P **End Term Exam: 2 Hours**

SN	List of Experiments
1	Implement the following Substitution & Transposition Techniques concepts: a) Caesar Cipherb) Rail fence row & Column Transformation
2	Implement the Diffie-Hellman Key Exchange mechanism using HTML and JavaScript. Consider the end user as one of the parties (Alice) and the JavaScript application as other party (bob).
3	Implement the following Attack: a) Dictionary Attack b) Brute Force Attack
4	Installation of Wire shark, tcpdump, etc and observe data transferred in client server communication using UDP/TCP and identify the UDP/TCP datagram.
5	Installation of rootkits and study about the variety of options.
6	Perform an Experiment to Sniff Traffic using ARP Poisoning.
7	Demonstrate intrusion detection system using any tool (snort or any other s/w).
8	Demonstrate how to provide secure data storage, secure data transmission and for creating digital signatures.
	PROJECT: In a small area location such as a house, office or in a classroom, there is a small network called a Local Area Network (LAN). The project aims to transfer a file peer-to-peer from one computer to another computer in the same LAN. It provides the necessary authentication for file transferring in the network transmission. By implementing the Server-Client technology, use a File Transfer Protocol mechanism and through socket programming, the end user is able to send and receive the encrypted and decrypted file in the LAN. An additional aim of the project is to transfer a file between computers securely in LANs. Elements of security are needed in the project because securing the files is an important task, which ensures files are not captured or altered by anyone on the same network. Whenever you transmit files over a network, there is a good chance your data will be encrypted by encryption technique. Any algorithm like AES is used to encrypt the file that needs to transfer to another computer. The encrypted file is then sent to a receiver computer and will need to be decrypted before the user can open the file.

8CS4-01: Big Data Analytics

Credit: 3 **Max. Marks: 150(IA:30, ETE:120)**
3L+0T+0P **End Term Exam: 3 Hours**

SN	Contents	Hours
1	**Introduction:**Objective, scope and outcome of the course.	01
2	**Introduction to Big Data:** Big data features and challenges, Problems with Traditional Large-Scale System , Sources of Big Data, 3 V's of Big Data, Types of Data. Working with Big Data: Google File System. Hadoop Distributed File System (HDFS) - Building blocks of Hadoop (Namenode. Data node. Secondary Namenode. Job Tracker. Task Tracker), Introducing and Configuring Hadoop cluster (Local. Pseudo-distributed mode, Fully Distributed mode). Configuring XML files.	10
3	**Writing MapReduce Programs:** A Weather Dataset. Understanding Hadoop API for MapReduce Framework (Old and New). Basic programs of Hadoop MapReduce: Driver code. Mapper code, Reducer code. Record Reader, Combiner, Partitioner.	08
4	**Hadoop I/O:** The Writable Interface. Writable Comparable and comparators. Writable Classes: Writable wrappers for Java primitives. Text. Bytes Writable. Null Writable, Object Writable and Generic Writable. Writable collections. Implementing a Custom Writable: Implementing a Raw Comparator for speed, Custom comparators.	08
5	**Pig:**Hadoop Programming Made Easier Admiring the Pig Architecture, Going with the Pig Latin Application Flow. Working through the ABCs of Pig Latin. Evaluating Local and Distributed Modes of Running Pig Scripts, Checking out the Pig Script Interfaces, Scripting with Pig Latin.	07
6	**Applying Structure to Hadoop Data with Hive:** Saying Hello to Hive, Seeing How the Hive is Put Together, Getting Started with Apache Hive. Examining the Hive Clients. Working with Hive Data Types. Creating and Managing Databases and Tables, Seeing How the Hive Data Manipulation Language Works, Querying and Analyzing Data.	06
	Total	40

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8CS4-21: Big Data Analytics Lab

Credit: 2 **Max. Marks: 50(IA:30, ETE:20)**
0L+0T+2P **End Term Exam: 2 Hours**

SN	List of Experiments
1	Implement the following Data structures in Java i) Linked Lists ii) Stacks iii) Queues iv) Set v) Map
2	Perform setting up and Installing Hadoop in its three operating modes: Standalone, Pseudodistributed, Fully distributed.
3	Implement the following file management tasks in Hadoop: • Adding files and directories • Retrieving files • Deleting files Hint: A typical Hadoop workflow creates data files (such as log files) elsewhere and copies them into HDFS using one of the above command line utilities.
4	Run a basic Word Count Map Reduce program to understand Map Reduce Paradigm.
5	Write a Map Reduce program that mines weather data. Weather sensors collecting data everyhour at many locations across the globe gather a large volume of log data, which is a goodcandidate for analysis with MapReduce, since it is semi structured and record-oriented.
6	Implement Matrix Multiplication with Hadoop Map Reduce
7	Install and Run Pig then write Pig Latin scripts to sort, group, join, project, and filter your data.
8	Install and Run Hive then use Hive to create, alter, and drop databases, tables, views, functions, and indexes.
9	Solve some real life big data problems.

8CS4-22: Software Testing and Validation Lab

Credit: 1 **Max. Marks:50 (IA:30, ETE:20)**
0L+0T+2P **End Term Exam: 2 Hours**

<table>
<tr><th>SN</th><th>List of Experiments</th></tr>
<tr><td>1</td><td>a) Write a program that calculates the area and perimeter of the circle. And find the Coverage & Test Cases of that program using JaButi Tool.

b) Write a program which read the first name and last name from console and matching with expected result by using JaBuTi.

c) Write a program that takes three double numbers from the java console representing , respectively, the three coefficients a,b, and c of a quadratic equation.

d) Write a program that reads commercial website URL from a url from file .you should expect that the URL starts with www and ends with .com. retrieve the name of the site and output it. For instance, if the user inputs www.yahoo.com, you should output yahoo. After that find the test cases and coverage using JaButi.

e) Write a program for a calculator and find the test case and coverage and Def-use-graph.

f) Write a program that reads two words representing passwords from the java console and outputs the number of character in the smaller of the two. For example, if the words are open and sesame, then the output should be 4, the length of the shorter word, open. And test this program using JaButi</td></tr>
<tr><td>2</td><td>Analyse the performance of following website using JMeter.
<table>
<tr><td>Site
Amazon</td><td>Website
Amazon.com</td><td>Type
shopping</td></tr>
<tr><td>Flip kart</td><td>Flipkart.com</td><td>shopping</td></tr>
<tr><td>Railway reservation</td><td>Irctc.co.in</td><td>Ticket booking site</td></tr>
<tr><td>Train searching</td><td>Erail.in</td><td>Train searching</td></tr>
</table></td></tr>
<tr><td>3</td><td>Calculate the mutation score of programs given in 1(a) to 1 (f) using jumble Tool.</td></tr>
<tr><td>4</td><td>Calculate the coverage analysis of programs given in 1 (a) to 1 (f) using Eclemma Free open source Tool.</td></tr>
</table>

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5 Generate Test sequences and validate using Selenium tool for given websites below:

Site	Website	Type
Amazon	Amazon.com	shopping
Flip kart	Flipkart.com	shopping
Railway reservation	Irctc.co.in	Ticket booking site
Train searching	Erail.in	Train searching