

SEMESTER 7

**ARTIFICIAL INTELLIGENCE AND
DATA SCIENCE**

SEMESTER S7

FORMAL METHODS IN SOFTWARE ENGINEERING

(Common to CS/CR/CM/CA/AD/AM)

Course Code	PECST741	CIE Marks	40
Teaching Hours/Week (L: T:P: R)	2:1:0:0	ESE Marks	60
Credits	3	Exam Hours	2 Hrs. 30 Min.
Prerequisites (if any)	None	Course Type	Theory

Course Objectives:

1. To enable the learners to apply formal methods for modelling, validation, and verification of software systems.
2. To familiarize with a series of advanced tools that address challenges faced in design, coding, and verification.
3. To provide an introduction to the theoretical aspects of these tools, as well as hands-on exploration.

SYLLABUS

Module No.	Syllabus Description	Contact Hours
1	Introduction :- Stages in software development; software defects –causes of software defects; techniques for dealing with software defects-Testing and verification, formal methods and tools.	9
2	Ensuring reliability in the design phase :- Conceptual modelling, the tool Alloy, conceptual modelling in Alloy, Analysing Alloy models, Fixing bugs in modelling, How Alloy works? Show that the Konigsberg Bridge Problem has no solution.	9
3	Verification by Model Checking :- Verifier for Concurrent C (VCC): a Hoare-Triple- based tool for Verifying Concurrent C, intra procedure verification of programs, ghost statements.	9
4	Program Verification:- Inter-procedure verification of programs in VCC, function contracts, pure functions, loop invariants, proving total correctness of programs in VCC.	9

Course Assessment Method
(CIE: 40 marks, ESE: 60 marks)

Continuous Internal Evaluation Marks (CIE):

Attendance	Assignment/Micro project	Internal Examination-1 (Written)	Internal Examination- 2 (Written)	Total
5	15	10	10	40

End Semester Examination Marks (ESE)

In Part A, all questions need to be answered and in Part B, each student can choose any one full question out of two questions

Part A	Part B	Total
<ul style="list-style-type: none"> • 2 Questions from each module. • Total of 8 Questions, each carrying 3 marks <p style="text-align: center;">(8x3 =24 marks)</p>	<ul style="list-style-type: none"> • Each question carries 9 marks. • Two questions will be given from each module, out of which 1 question should be answered. • Each question can have a maximum of 3 subdivisions. <p style="text-align: center;">(4x9 = 36 marks)</p>	60

Course Outcomes (COs)

At the end of the course students should be able to:

Course Outcome		Bloom's Knowledge Level (KL)
CO1	Explain the need and use of formal methods and tools in software engineering.	K2
CO2	Demonstrate conceptual modelling of systems using Alloy.	K3
CO3	Illustrate the process of proving correctness of code using Hoare-Triple based weakest precondition analysis	K3
CO4	Demonstrate program verification using VCC.	K3

Note: K1- Remember, K2- Understand, K3- Apply, K4- Analyse, K5- Evaluate, K6- Create

CO-PO Mapping Table (Mapping of Course Outcomes to Program Outcomes)

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	2	-	-	-	-	-	-	-	-	-	-
CO2	2	3	2	3	2	-	-	-	-	-	-	-
CO3	3	3	3	2	-	-	-	-	-	-	-	-
CO4	3	3	3	3	3	-	-	-	-	-	-	-

Note: 1: Slight (Low), 2: Moderate (Medium), 3: Substantial (High), -: No Correlation

Text Books				
Sl. No	Title of the Book	Name of the Author/s	Name of the Publisher	Edition and Year
1	Software Abstractions	Daniel Jackson	MIT Press	2011

Reference Books				
Sl. No	Title of the Book	Name of the Author/s	Name of the Publisher	Edition and Year
1	Verifying C Programs: A VCC Tutorial, Working draft, version 0.2	E. Cohen, M. A., Hillebrand, S. Tobies, M. Moskal, W. Schulte		2015
2	The VCC Manual, Working draft, version 0.2			2016.

Links	
No.	Link ID
1	Tutorial for Alloy Analyzer 4.0 https://alloytools.org/tutorials/online/

SEMESTER S7

WEB PROGRAMMING

(Common to CS/CA/CM/CD/CR/AD/AM)

Course Code	PECST742	CIE Marks	40
Teaching Hours/Week (L: T:P: R)	3:0:0:0	ESE Marks	60
Credits	3	Exam Hours	2 Hrs. 30 Min.
Prerequisites (if any)	None/	Course Type	Theory

Course Objectives:

1. To equip students with the knowledge and skills required to create, style, and script web pages using HTML5, CSS, JavaScript, and related technologies.
2. To provide hands-on experience with modern web development tools and frameworks such as React, Node.js, JQuery, and databases, enabling students to design and build dynamic, responsive, and interactive web applications.

SYLLABUS

Module No.	Syllabus Description	Contact Hours
1	Creating Web Page using HTML5 - Introduction, First HTML5 example, Headings, Linking, Images, Special Characters and Horizontal Rules, Lists, Tables, Forms, Internal Linking, meta Elements, HTML5 Form input Types, Input and datalist Elements and autocomplete Attribute, Page-Structure Elements; Styling Web Page using CSS - Introduction, Inline Styles, Embedded Style Sheets, Linking External Style Sheets, Positioning Elements:, Absolute Positioning, z-index, Positioning Elements: Relative Positioning, span, Backgrounds, Element Dimensions, Box Model and Text Flow, Media Types and Media Queries, Drop-Down Menus; Extensible Markup Language - Introduction, XML Basics, Structuring Data, XML Namespaces, Document Type Definitions (DTDs), XML Vocabularies	9
2	Scripting language - Client-Side Scripting, Data Types, Conditionals, Loops, Arrays , Objects , Function Declarations vs. Function Expressions , Nested Functions , The Document Object Model (DOM) - Nodes and NodeLists, Document Object, Selection Methods, Element Node Object, Event Types Asynchronous JavaScript and XML - AJAX : Making Asynchronous	9

	Requests , Complete Control over AJAX , Cross-Origin Resource Sharing JavaScript library - jQuery - jQuery Foundations - Including jQuery, jQuery Selectors, Common Element Manipulations in jQuery, Event Handling in jQuery	
3	JavaScript runtime environment : Node.js - The Architecture of Node.js, Working with Node.js, Adding Express to Node.js; Server-side programming language : PHP - What Is Server-Side Development? Quick tour of PHP, Program Control , Functions , Arrays , Classes and Objects in PHP , Object-Oriented Design ; Rendering HTML : React - ReactJS Foundations : The Philosophy of React, What is a component? Built- in components, User- defined components - Types of components, Function Components, Differences between Function and Class Components	9
4	SPA – Basics, Angular JS; Working with databases - Databases and Web Development, SQL, Database APIs, Accessing MySQL in PHP; Web Application Design - Real World Web Software Design, Principle of Layering, Software Design Patterns in the Web Context, Testing; Web services - Overview of Web Services - SOAP Services, REST Services, An Example Web Service, Web server - hosting options	9

Course Assessment Method
(CIE: 40 marks, ESE: 60 marks)

Continuous Internal Evaluation Marks (CIE):

Attendance	Assignment/ Microproject	Internal Examination-1 (Written)	Internal Examination- 2 (Written)	Total
5	15	10	10	40

End Semester Examination Marks (ESE)

In Part A, all questions need to be answered and in Part B, each student can choose any one full question out of two questions

Part A	Part B	Total
<ul style="list-style-type: none"> ● 2 Questions from each module. ● Total of 8 Questions, each carrying 3 marks <p style="text-align: center;">(8x3 =24 marks)</p>	<ul style="list-style-type: none"> ● Each question carries 9 marks. ● Two questions will be given from each module, out of which 1 question should be answered. ● Each question can have a maximum of 3 subdivisions. <p style="text-align: center;">(4x9 = 36 marks)</p>	60

Course Outcomes (COs)

At the end of the course students should be able to:

Course Outcome		Bloom's Knowledge Level (KL)
CO1	Develop structured web pages with HTML5 and style them using CSS techniques, including positioning, media queries, and the box model.	K3
CO2	Write client-side scripts using JavaScript and utilize jQuery for DOM manipulation, event handling, and AJAX requests to create responsive and interactive user interfaces.	K3
CO3	Build and deploy server-side applications using Node.js, Express, and PHP, and integrate databases using SQL to store and retrieve data for dynamic content generation.	K3
CO4	Utilize React for building component-based single-page applications (SPAs), understanding the fundamental principles of component architecture, and leveraging AngularJS for web application development.	K3

Note: K1- Remember, K2- Understand, K3- Apply, K4- Analyse, K5- Evaluate, K6- Create

CO-PO Mapping Table (Mapping of Course Outcomes to Program Outcomes)

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	3	3	-	3	-	-	-	-	-	-	3
CO2	3	3	3	-	3	-	-	-	-	-	-	3
CO3	3	3	3	-	3	-	-	-	-	-	-	3
CO4	3	3	3	-	3	-	-	-	-	-	-	3

Note: 1: Slight (Low), 2: Moderate (Medium), 3: Substantial (High), -: No Correlation

Text Books				
Sl. No	Title of the Book	Name of the Author/s	Name of the Publisher	Edition and Year
1	Fundamentals of Web Development	Randy Connolly, Ricardo Hoar	Pearson	1/e, 2017
2	Building User Interfaces with ReactJS - An Approachable Guide	Chris Minnick	Wiley	1/e, 2022
3	Internet & World Wide Web - How to Program	Paul J. Deitel, Harvey M. Deitel, Abbey Deitel	Pearson	1/e, 2011
4	SPA Design and Architecture: Understanding Single Page Web Applications	Emmit Scott	Manning Publications	1/e, 2015

Reference Books				
Sl. No	Title of the Book	Name of the Author/s	Name of the Publisher	Edition and Year
1	A Hand Book On Web Development : From Basics of HTML to JavaScript and PHP	Pritma Jashnani	Notion press	1/e, 2022
2	Advanced Web Development with React	Mohan Mehul	BPB	1/e, 2020
3	JavaScript Frameworks for Modern Web Development	Tim Ambler, Sufyan bin Uzayr, Nicholas Cloud	Apress	1/e, 2019

Video Links (NPTEL, SWAYAM...)	
Module No.	Link ID
1	https://archive.nptel.ac.in/courses/106/106/106106222/
2	https://archive.nptel.ac.in/courses/106/106/106106156/

SEMESTER S7

RECOMMENDATION SYSTEMS

Course Code	PECDT741	CIE Marks	40
Teaching Hours/Week (L: T:P: R)	3:0:0:0	ESE Marks	60
Credits	3	Exam Hours	2 Hrs. 30 Min.
Prerequisites (if any)	Nil	Course Type	Theory

Course Objectives:

1. To facilitate the learner to get an overview of recommender systems.
2. To introduce learners to the concepts of Collaborative Filtering, Content-based recommendation, Knowledge based recommendation, Hybrid approaches and Evaluating Recommender System.

SYLLABUS

Module No.	Syllabus Description	Contact Hours
1	Introduction to basic concepts and Recent developments: Collaborative recommendation - User-based nearest neighbour recommendations, Item-based nearest neighbour recommendation, Collaborative recommendation ratings, Model-based and pre-processing- based approaches, Recent practical approaches and systems Content-based recommendation - Content representation and content similarity Similarity-based retrieval and Other text classification methods	8
2	Knowledge-based recommendation : Knowledge representation and reasoning, Constraints, Cases and similarities, Interacting with constraint-based recommenders - Defaults Dealing with unsatisfiable requirements and empty result set, Proposing repairs for unsatisfiable requirements, Ranking the items/utility-based recommendation, Interacting with case-based recommenders, Critiquing -Compound critiquing, Dynamic critiquing	9
3	Hybrid recommendation approaches : Opportunities for hybridization Recommendation paradigms, Hybridization designs, Monolithic	8

	hybridization design - Feature combination hybrids, Feature augmentation hybrids, Parallelized hybridization design -Mixed hybrids, Switching hybrids, Weighted hybrids, Pipelined hybridization design Cascade hybrids, Meta-level hybrids. Limitations of hybridization strategies	
4	Evaluating Recommender Systems : Introduction - Evaluation Paradigms , User Studies , Online Evaluation Offline Evaluation with Historical Data Sets, General Goals of Evaluation Design - Accuracy, Coverage , Confidence and Trust , Novelty , General Goals of Evaluation Design - Serendipity ,Diversity ,Robustness and Stability Scalability, Design Issues in Offline Recommender Evaluation - Case Study of the Netflix Prize Data Set, Segmenting the Ratings for Training and Testing- Hold-Out , Cross-Validation , Comparison with Classification, Accuracy Metrics in Offline Evaluation - Measuring the Accuracy of Ratings Prediction , RMSE versus MAE, Impact of the Long Tail, Evaluating Ranking via Correlation , Evaluating Ranking via Utility Evaluating Ranking via Receiver Operating Characteristic, Limitations of Evaluation Measures - Avoiding Evaluation Gaming	10

Course Assessment Method
(CIE: 50 marks, ESE: 100 marks)

Continuous Internal Evaluation Marks (CIE):

Attendance	Assignment/ Micro project	Internal Examination-1 (Written)	Internal Examination- 2 (Written)	Total
10	15	10	10	50

End Semester Examination Marks (ESE)

In Part A, all questions need to be answered and in Part B, each student can choose any one full question out of two questions

Part A	Part B	Total
<ul style="list-style-type: none"> 2 Questions from each module. Total of 10 Questions, each carrying 3 marks <p>(10x3 =30 marks)</p>	<ul style="list-style-type: none"> Each question carries 14 marks. Two questions will be given from each module, out of which 1 question should be answered. Each question can have a maximum of 2 subdivisions. <p>(5x14 = 70 marks)</p>	100

Course Outcomes (COs)

At the end of the course students should be able to:

Course Outcome		Bloom's Knowledge Level (KL)
CO1	Describe the basic concepts of recommender systems	K2
CO2	Summarize the features of constraint based and case-based knowledge-based recommender systems	K2
CO3	Illustrate the use of hybridizing algorithms	K2
CO4	Examine the design issues in offline recommender evaluation	K3

Note: K1- Remember, K2- Understand, K3- Apply, K4- Analyse, K5- Evaluate, K6- Create

CO-PO Mapping Table (Mapping of Course Outcomes to Program Outcomes)

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	3	3									3
CO2	3	3	3									3
CO3	3	3	3									3
CO4	3	3	3									3

Note: 1: Slight (Low), 2: Moderate (Medium), 3: Substantial (High), -: No Correlation

Text Books				
Sl. No	Title of the Book	Name of the Author/s	Name of the Publisher	Edition and Year
1	Recommender Systems: An Introduction	Jannach D., Zanker M. and FelFering A	Cambridge University Press	1/e, 2011
2	Recommender Systems: The Textbook	C.C. Aggarwal	Springer	1/e, 2016

Reference Books				
Sl. No	Title of the Book	Name of the Author/s	Name of the Publisher	Edition and Year
1	Recommender systems handbook	F. Ricci, L Rokach, B. Shapira and P.B. Kantor	Springer	1/e, 2010
2	Recommender Systems For Learning	Manouselis N., Drachsler H., Verbert K., Duval E	Springer	1/e, 2013

SEMESTER 7

FINANCIAL DATA SCIENCE

(Common CD/AD/CR)

Course Code	PECDT742	CIE Marks	40
Teaching Hours/Week (L: T:P: R)	3:0:0:0	ESE Marks	60
Credits	3	Exam Hours	2 Hrs. 30 Min.
Prerequisites (if any)	None	Course Type	Theory

Course Objectives:

1. To give the students an understanding of how data science techniques can be applied to solve complex financial problems, such as risk modeling, fraud detection, and algorithmic trading.
2. To enable the students to implement machine learning algorithms for financial applications, including portfolio optimization, and trading strategies.

SYLLABUS

Module No.	Syllabus Description	Contact Hours
1	Overview of Financial Systems - Financial markets, instruments, and data; Data Science in Finance - Role of data science, types of data in finance (structured, unstructured, time-series, etc.); Financial Data Acquisition - Sources of financial data, Data retrieval from the Internet; Data Preprocessing - Data cleaning, handling missing data, outlier detection, normalization, and scaling; Exploratory Data Analysis - Visualizing financial data (candlestick charts, histograms), statistical summaries.	9
2	Supervised Learning in Finance - Decision trees, random forests, and support vector machines (SVM) for stock prediction; Unsupervised Learning for Financial Clustering - K-means clustering and principal component analysis (PCA) for risk classification; Neural Networks in Finance - Overview of deep learning techniques, simple models for predicting financial outcomes; Model Evaluation and Performance Metrics: Evaluation metrics like RMSE, R ² , confusion matrix, accuracy, precision, and recall.	9

3	Financial Risk Types - Credit risk, market risk, liquidity risk; Risk Modeling Techniques - Value at Risk (VaR), Monte Carlo simulations; Stress Testing and Scenario Analysis - Techniques for testing portfolio resilience under extreme conditions; Fraud Detection Algorithms - Anomaly detection techniques in transaction data (e.g., autoencoders, isolation forests); Case Study: Implementing a credit risk scoring model.	9
4	Introduction to Algorithmic Trading - Basics of trading strategies, high-frequency trading, algo-bots; Financial Portfolio Theory - Modern Portfolio Theory (MPT), Efficient Frontier; Optimization Algorithms - Gradient Descent, Genetic Algorithms for portfolio optimization; Backtesting Trading Strategies - Python libraries for backtesting (e.g., Backtrader, QuantConnect).	9

**Course Assessment Method
(CIE: 40 marks, ESE: 60 marks)**

Continuous Internal Evaluation Marks (CIE):

Attendance	Assignment/ Microproject	Internal Examination-1 (Written)	Internal Examination- 2 (Written)	Total
5	15	10	10	40

End Semester Examination Marks (ESE)

In Part A, all questions need to be answered and in Part B, each student can choose any one full question out of two questions

Part A	Part B	Total
<ul style="list-style-type: none"> ● 2 Questions from each module. ● Total of 8 Questions, each carrying 3 marks <p style="text-align: center;">(8x3 =24 marks)</p>	<ul style="list-style-type: none"> ● Each question carries 9 marks. ● Two questions will be given from each module, out of which 1 question should be answered. ● Each question can have a maximum of 3 subdivisions. <p style="text-align: center;">(4x9 = 36 marks)</p>	60

Course Outcomes (COs)

At the end of the course students should be able to:

Course Outcome	Bloom's Knowledge Level (KL)
CO1 Explain how data science methods are applied in financial markets, trading, risk management, and fraud detection.	K3
CO2 Apply various machine learning algorithms (such as decision trees, SVM, and neural networks) to solve financial problems.	K3
CO3 Develop and backtest trading algorithms and optimizing financial portfolios.	K3
CO4 Apply risk modeling techniques and implement fraud detection systems in financial contexts.	K3

Note: K1- Remember, K2- Understand, K3- Apply, K4- Analyse, K5- Evaluate, K6- Create

CO-PO Mapping Table (Mapping of Course Outcomes to Program Outcomes)

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	3	3									3
CO2	3	3	3									3
CO3	3	3	3									3
CO4	3	3	3									3

Note: 1: Slight (Low), 2: Moderate (Medium), 3: Substantial (High), -: No Correlation

Reference Books				
Sl. No	Title of the Book	Name of the Author/s	Name of the Publisher	Edition and Year
1	Data Science for Economics and Finance	Sergio Consoli, Diego Reforgiato Recupero, Michaela Saisana	Springer	1/e, 2021
2	Hands-On Machine Learning for Algorithmic Trading	Stefan Jansen	Packt	1/e, 2018
3	Analyzing Financial Data and Implementing Financial Models Using R	Clifford S. Ang	Springer	2/e, 2021
4	Adventures in Financial Data Science	Graham L Giller	World Scientific	2/e, 2022
5	Hands-On Data Analysis in R for Finance	Jean-François Collard	CRC Press	1/e, 2023
6	Financial Data Analytics: Theory and Application	Sinem D. Koseoglu	Springer	1/e, 2021

SEMESTER S7

CLOUD COMPUTING

(Common to AD/CR)

Course Code	PEADT746	CIE Marks	40
Teaching Hours/Week (L: T:P: R)	3:0:0:0	ESE Marks	60
Credits	3	Exam Hours	2 Hrs. 30 Min.
Prerequisites (if any)	None	Course Type	Theory

Course Objectives:

1. To understand the core principles, architecture, and technologies that underpin cloud computing, including virtualization, data storage, and cloud services.
2. To equip students with the skills to use cloud computing tools effectively, implement cloud-based applications, and address security challenges within cloud environments.

SYLLABUS

Module No.	Syllabus Description	Contact Hours
1	Introduction - Cloud Computing, Types of Cloud, Working of Cloud Computing, Cloud Computing Architecture - Cloud Computing Technology, Cloud Architecture, Cloud Modelling and Design.	8
2	Virtualization - Foundations, Grid, Cloud And Virtualization, Virtualization And Cloud Computing; Data Storage And Cloud Computing - Data Storage, Cloud Storage, Cloud Storage from LANs to WANs.	9
3	Cloud Computing Services - Cloud Computing Elements, Understanding Services and Applications by Type, Cloud Services; Cloud Computing and Security - Risks in Cloud Computing, Data Security in Cloud, Cloud Security Services.	10
4	Cloud Computing Tools - Tools and Technologies for Cloud, Apache Hadoop, Cloud Tools; Cloud Applications - Moving Applications to the Cloud, Microsoft Cloud Services, Google Cloud Applications, Amazon Cloud Services.	9

Course Assessment Method
(CIE: 40 marks, ESE: 60 marks)

Continuous Internal Evaluation Marks (CIE):

Attendance	Assignment/ Microproject	Internal Examination-1 (Written)	Internal Examination- 2 (Written)	Total
5	15	10	10	40

End Semester Examination Marks (ESE)

In Part A, all questions need to be answered and in Part B, each student can choose any one full question out of two questions

Part A	Part B	Total
<ul style="list-style-type: none"> • 2 Questions from each module. • Total of 8 Questions, each carrying 3 marks <p align="center">(8x3 =24 marks)</p>	<ul style="list-style-type: none"> • Each question carries 9 marks. • Two questions will be given from each module, out of which 1 question should be answered. • Each question can have a maximum of 3 subdivisions. <p align="center">(4x9 = 36 marks)</p>	60

Course Outcomes (COs)

At the end of the course students should be able to:

Course Outcome		Bloom's Knowledge Level (KL)
CO1	Articulate the fundamental concepts of cloud computing, its types, and how cloud computing architecture operates.	K2
CO2	Understand and describe the foundations of virtualization, its relationship with cloud computing.	K2
CO3	Describe various cloud computing services, understand the different service models, and identify potential risks.	K3
CO4	Demonstrate proficiency in using cloud computing tools such as Apache Hadoop, and deploy applications using popular cloud platforms.	K3

Note: K1- Remember, K2- Understand, K3- Apply, K4- Analyse, K5- Evaluate, K6- Create

CO-PO Mapping Table (Mapping of Course Outcomes to Program Outcomes)

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	2	2	2									2
CO2	2	2	2	2								2
CO3	2	2	2	2								2
CO4	2	2	2	2								2

Note: 1: Slight (Low), 2: Moderate (Medium), 3: Substantial (High), -: No Correlation

Text Books

Sl. No	Title of the Book	Name of the Author/s	Name of the Publisher	Edition and Year
1	Cloud Computing: A Practical Approach for Learning and Implementation	A. Srinivasan, J. Suresh	Pearson	1/e, 2014

Reference Books

Sl. No	Title of the Book	Name of the Author/s	Name of the Publisher	Edition and Year
1	Cloud Computing : Concepts, Technology, Security, and Architecture	Thomas Erl	Pearson	2/e, 2023
2	Cloud Computing	Sandeep Bhowmik	Cambridge University Press	1/e, 2017
3	Cloud Computing: A Hands-On Approach	Arshdeep Bahga and Vijay Madiseti	Universities Press	1/e, 2014

Video Links (NPTEL, SWAYAM...)

Module No.	Link ID
1	https://onlinecourses.nptel.ac.in/noc21_cs14/preview

SEMESTER S7

BLOCKCHAIN AND CRYPTOCURRENCIES

Course Code	PECST747	CIE Marks	40
Teaching Hours/Week (L: T:P: R)	3:0:0:0	ESE Marks	60
Credits	3	Exam Hours	2 Hrs. 30 Min.
Prerequisites (if any)	PBCST604	Course Type	Theory

Course Objectives:

1. To provide a comprehensive understanding of blockchain architecture, elements, types (public, private, consortium), and industry applications.
2. To help the learners to assess strengths and weaknesses of various blockchain consensus mechanisms (e.g., Proof of Work, Proof of Stake, Practical Byzantine Fault Tolerance).
3. To enable learners to use blockchain real-world applications in government, healthcare, finance, and supply chain management, identifying implementation opportunities and challenges.

SYLLABUS

Module No.	Syllabus Description	Contact Hours
1	Blockchain Fundamentals Introduction, Blockchain Definition, Deciphering the Blockchain, Features and challenges of Blockchain, Applications in Blockchain, Decentralisation, Distributed Ledger Technology, Blockchain variants.	7
2	Cryptography in Blockchain and Consensus Mechanisms Concept of Hashing, Creating a Transaction Hash, Merkle Trees - Importance of Merkle tree, Chaining of Blocks, Building the Network, Accessing the network, Types of Wallets. Need for Consensus, Two Generals' Problem, Byzantine Generals' Problem, Byzantine Fault Tolerance (BFT), Practical Byzantine Fault Tolerance (PBFT)- working, Paxos and Raft Algorithms.	9
3	Cryptocurrencies - Bitcoin and Ethereum Bitcoin: Components, Nodes in Bitcoin network, Transactions and memory	10

	<p>pools, Proof of Work-Mining Cryptocurrencies, Hard and Soft Forks, Tracking Bitcoins-Unspent Transaction Outputs.</p> <p>Ethereum: Transition from Bitcoin to Ethereum, Concept of Ethereum World Computer, Ethereum Virtual Machine, Ethereum Network, Transition from PoW to PoS- Working of PoS, Smart Contracts in Ethereum, Decentralised Applications in Ethereum, Tools used in Ethereum.</p>	
4	<p>Blockchain Ethereum Platform using Solidity and Use Cases in Blockchain :-</p> <p>Solidity Language - Remix IDE, Structure of a Smart Contract Program, Modifiers, Events, Functions, Inheritance, External Libraries, Error Handling.</p> <p>Permissioned Blockchains, Introduction to Hyperledger Foundation, Hyperledger Distributed Ledger frameworks, Hyperledger Fabric.</p> <p>Use Cases in Blockchain - Finance, Education, Government, Healthcare and Supply Chain Management.</p>	10

**Course Assessment Method
(CIE: 40 marks, ESE: 60 marks)**

Continuous Internal Evaluation Marks (CIE):

Attendance	Assignment/ Microproject	Internal Examination-1 (Written)	Internal Examination- 2 (Written)	Total
5	15	10	10	40

End Semester Examination Marks (ESE)

In Part A, all questions need to be answered and in Part B, each student can choose any one full question out of two questions

Part A	Part B	Total
<ul style="list-style-type: none"> ● 2 Questions from each module. ● Total of 8 Questions, each carrying 3 marks <p style="text-align: center;">(8x3 =24 marks)</p>	<ul style="list-style-type: none"> ● Each question carries 9 marks. ● Two questions will be given from each module, out of which 1 question should be answered. ● Each question can have a maximum of 3 subdivisions. <p style="text-align: center;">(4x9 = 36 marks)</p>	60

Course Outcomes (COs)

At the end of the course students should be able to:

Course Outcome		Bloom's Knowledge Level (KL)
CO1	Explain the fundamental concepts of Blockchain technology.	K2
CO2	Illustrate the cryptographic building blocks of Blockchain technology and understand the consensus mechanisms.	K2
CO3	Explain the concepts of cryptocurrency bitcoin, mining processes, and wallet management.	K2
CO4	Use the concepts of Ethereum platform and understand the use cases of blockchain technology	K3
CO5	Develop skills in designing and deploying simple applications using Solidity language.	K3

Note: K1- Remember, K2- Understand, K3- Apply, K4- Analyse, K5- Evaluate, K6- Create

CO-PO Mapping Table (Mapping of Course Outcomes to Program Outcomes)

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	3	3									2
CO2	3	3	3									2
CO3	3	3	3									2
CO4	3	3	3		3							2
CO5	3	3	3	3	3							2

Note: 1: Slight (Low), 2: Moderate (Medium), 3: Substantial (High), -: No Correlation

Text Books				
Sl. No	Title of the Book	Name of the Author/s	Name of the Publisher	Edition and Year
1	Blockchain Technology: Algorithms and Applications	Asharaf S, Sivadas Neelima, Adarsh S, Franklin John	Wiley	1/e, 2023
2	Blockchain Technology	Chandramauoli Subrahmaniyan, Asha A George	Universities Press.	1/e ,2020

Reference Books				
Sl. No	Title of the Book	Name of the Author/s	Name of the Publisher	Edition and Year
1	Blockchain Technology - Concepts and Applications.	Kumar Saurabh, Ashutosh Saxena	Wiley	1/e, 2020
2	Mastering Blockchain	Imran Bashir	Packt Publishing	1/e, 2020
3	Solidity programming Essentials: A beginner's guide to build smart contracts for Ethereum and blockchain	Ritesh Modi	Packt Publishing	1/e, 2018.

Video Links (NPTEL, SWAYAM...)	
Module No.	Link ID
1	https://youtube.com/playlist?list=PLrKK422S1aMma8lDA2JJjEUUpC2ycuApuC&si=1OXTYDEZ4A5M8M4Q
2	https://youtube.com/playlist?list=PLHRLZtgrF2jl8yqucJsMFqh5XpRLTgCI4
3	https://youtube.com/playlist?list=PL6gx4Cwl9DGBrtymuJUiv9Lq5CAYpN8G1
4	https://youtube.com/playlist?list=PLWUCKsxdKl0oksYr6IG_wRsaSUySQC0ck

SEMESTER S7

GENERATIVE AI

Course Code	PEADT748	CIE Marks	40
Teaching Hours/Week (L: T:P: R)	3:0:0:0	ESE Marks	60
Credits	3	Exam Hours	2 Hrs. 30 Min.
Prerequisites (if any)	PCCMT503	Course Type	Theory

Course Objectives:

1. To impart the foundational understanding about the principles and concepts behind generative AI models, including GANs, VAEs and Transformer-based architectures like GPT.
2. To educate the learners to apply ethical considerations in the use of generative AI for the responsible use and deployment of generative models.
3. To enable the learners to understand the significance of prompt engineering and cost optimization in generative AI.

SYLLABUS

Module No.	Syllabus Description	Contact Hours
1	Generative Modeling - Introduction, Generative Vs. Discriminative Modeling, Advances in Machine Learning, The Rise of Generative Modeling, The Generative Modeling Framework, Challenges of Generative Modeling, Ethical Considerations in Generative AI, Bias and Fairness in Generative AI systems, responsible use and deployment of generative models.	8
2	Autoencoders - Autoencoders, The Encoder, The Decoder, Joining the Encoder to the Decoder, Analysis of Autoencoder, Variational Autoencoders; Kullback–Leibler (KL) divergence loss function; Generative Adversarial Network - Introduction to GANs, The Discriminator, The Generator, Training the GAN, GAN Challenges, Oscillating Loss, Mode Collapse, Uninformative Loss, Hyper parameters.	10

3	Recurrent Neural Network (RNN). Architecture of RNN, Long Short-Term Memory (LSTM), Architecture of LSTM, Gated Recurrent Unit (GRU), Architecture of GRU, Encoder-Decoder Models, Question-Answer Generator using RNN and Encoder-Decoder, Architecture, Attention mechanisms, Transformer Architecture, Self Attention, Analysis of the Transformer, BERT ,GPT-2 ,Large Language Models (LLM).	10
4	Cost Optimization in the Development and Operation of Generative AI Applications, Fine Tuning and customizability, Parameter Efficient Fine Tuning Methods, Prompt Tuning, Prefix Tuning, P-Tuning, IA3, Low-Rank Adaptation, Prompt Engineering, Clear and Direct Prompts, Adding Qualifying Words for Brief Responses, Breaking Down the Request, In-context learning (ICL) in LLMs	8

**Course Assessment Method
(CIE: 40 marks, ESE: 60 marks)**

Continuous Internal Evaluation Marks (CIE):

Attendance	Assignment/ Microproject	Internal Examination-1 (Written)	Internal Examination- 2 (Written)	Total
5	15	10	10	40

End Semester Examination Marks (ESE)

In Part A, all questions need to be answered and in Part B, each student can choose any one full question out of two questions

Part A	Part B	Total
<ul style="list-style-type: none"> ● 2 Questions from each module. ● Total of 8 Questions, each carrying 3 marks <p style="text-align: center;">(8x3 =24 marks)</p>	<ul style="list-style-type: none"> ● Each question carries 9 marks. ● Two questions will be given from each module, out of which 1 question should be answered. ● Each question can have a maximum of 3 subdivisions. <p style="text-align: center;">(4x9 = 36 marks)</p>	60

Course Outcomes (COs)

At the end of the course students should be able to:

Course Outcome		Bloom's Knowledge Level (KL)
CO1	Explain the difference between generative and discriminative models and the need to ensure responsible use of generative models.	K2
CO2	Use Variational Autoencoders and GAN to generate new content and enhance existing data.	K3
CO3	Solve real life problems using various neural network based language models.	K3
CO4	Illustrate the significance of Cost Optimization and Prompt Engineering in Generative AI applications.	K2

Note: K1- Remember, K2- Understand, K3- Apply, K4- Analyse, K5- Evaluate, K6- Create

CO-PO Mapping Table (Mapping of Course Outcomes to Program Outcomes)

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	2	2	2	2	-	2	-	3	-	-	-	2
CO2	3	3	3	2	-	-	-	-	-	-	-	2
CO3	2	2	2	2	-	-	-	-	-	-	-	2
CO4	2	2	2	2	-	-	-	-	-	-	-	2

Note: 1: Slight (Low), 2: Moderate (Medium), 3: Substantial (High), -: No Correlation

Text Books

Sl. No	Title of the Book	Name of the Author/s	Name of the Publisher	Edition and Year
1	Generative Deep Learning	David Foster	O'Reily	1/e, 2019
2	Deep Learning	Ian Goodfellow, Yoshua Bengio, Aaron Courville	MIT press	1/e, 2016
3.	Large Language Model-Based Solutions: How to Deliver Value with Cost-Effective Generative AI Applications.	Shreyas Subramanian	Wiley	1/e, 2024

Reference Books				
Sl. No	Title of the Book	Name of the Author/s	Name of the Publisher	Edition and Year
1	Deep Learning Illustrated	Jon Krohn, Grant Beyleveld, Aglae Bassens	Pearson	1/e, 2020
2	Prompt Engineering for Generative AI	James Phoenix, Mike Taylor	O'Reilly	1/e, 2024
3	GANs in Action: Deep learning with Generative Adversarial Networks	Jakub Langgr, Vladimir Bok	Manning	1/e, 2019

Video Links (NPTEL, SWAYAM...)	
Module No.	Link ID
1	Deep Generative Models: An Introduction (https://www.youtube.com/watch?v=v_ksUIpToGk)
2	Generative Adversarial Networks-Part 01 (https://www.youtube.com/watch?v=LMpyYPzxQ9w)
3	Introduction to Transformer Architecture (https://www.youtube.com/watch?v=cVbGNL0N2RI)
4	Generative Adversarial Networks-Part 02 (https://www.youtube.com/watch?v=X3SJ2mRodF0)

SEMESTER S7
COMPUTER VISION

Course Code	PECST745	CIE Marks	40
Teaching Hours/Week (L: T:P: R)	3:0:0:0	ESE Marks	60
Credits	5/3	Exam Hours	2 Hrs. 30 Min.
Prerequisites (if any)	None	Course Type	Theory

Course Objectives:

1. To cover the basics of image formation, key computer vision concepts, methods, techniques, pattern recognition, and various problems in designing computer vision and object recognition systems.
2. To enable the learners to understand the fundamentals of computer vision and machine learning models to develop applications in computer vision.

SYLLABUS

Module No.	Syllabus Description	Contact Hours
1	<p>Fundamentals in Computer Vision :-</p> <p>Camera Calibration- Pinhole camera model, Geometric Image Features - Curves, Surfaces, Analytical Image Features - Elements of Analytical Euclidean Geometry, Geometric Camera Parameters,</p> <p>Stereopsis - Binocular Camera Geometry, Epipolar Constraint, Binocular Reconstruction, Local Methods for Binocular Fusion, Global Methods for Binocular Fusion.</p>	9
2	<p>Features and Filters :-</p> <p>Linear Filters- Linear Filters and Convolution, Shift Invariant Linear Systems. Estimating Derivatives with Finite Differences, Noise, Edges and Gradient-based Edge Detectors</p> <p>Image Gradients - Computing the Image Gradient, Gradient Based Edge and Corner Detection. Filters as Templates - Normalized Correlation and Finding Patterns.</p>	9

3	<p>Machine Learning for Computer Vision :-</p> <p>Machine Learning - Introduction, Dataset for Machine Perception- Labelled and Unlabelled Data, Basics of Classification and Clustering, Multi-Class Perspective.</p> <p>Machine Learning for Computer Vision -Machine Learning -Deep Learning Use Cases.</p> <p>Machine Learning Models for Vision - Image Vision-Pretrained Model, Transfer Learning, Fine-Tuning, Convolutional Networks, Convolutional Filters, Stacking Convolutional Layers, Pooling Layers - AlexNet, VGG19, , Modular architecture - ResNet, Neural Architecture Search Design - NASNet</p>	9
4	<p>Segmentation and Object detection :-</p> <p>Segmentation Using Clustering Methods - Human vision- Grouping and Gestalt, Applications- Shot Boundary Detection, Background Subtraction, Image Segmentation by Clustering Pixels- Simple Clustering Methods, Clustering and Segmentation by K-means</p> <p>Object detection - YOLO, Segmentation-Mask R-CNN and Instance Segmentation, U-Net and Semantic Segmentation, Model Quality Metrics</p> <p><i>A case study to compare performance of various models on a suitable dataset.</i></p>	9

**Course Assessment Method
(CIE: 40 marks, ESE: 60 marks)**

Continuous Internal Evaluation Marks (CIE):

Attendance	Assignment/ Microproject	Internal Examination-1 (Written)	Internal Examination- 2 (Written)	Total
5	15	10	10	40

End Semester Examination Marks (ESE)

In Part A, all questions need to be answered and in Part B, each student can choose any one full question out of two questions

Part A	Part B	Total
<ul style="list-style-type: none"> 2 Questions from each module. Total of 8 Questions, each carrying 3 marks <p>(8x3 =24 marks)</p>	<ul style="list-style-type: none"> Each question carries 9 marks. Two questions will be given from each module, out of which 1 question should be answered. Each question can have a maximum of 3 subdivisions. <p>(4x9 = 36 marks)</p>	60

Course Outcomes (COs)

At the end of the course students should be able to:

Course Outcome		Bloom's Knowledge Level (KL)
CO1	Understand the basic concepts and terminologies like Camera Calibration, Stereopsis in computer vision	K2
CO2	Apply filters for feature extraction and for finding patterns.	K3
CO3	Build different machine learning models for computer vision	K3
CO4	Implement segmentation and object detection models	K3
CO5	Analyze different machine learning models for segmentation/object detection.	K4

Note: K1- Remember, K2- Understand, K3- Apply, K4- Analyse, K5- Evaluate, K6- Create

CO-PO Mapping Table (Mapping of Course Outcomes to Program Outcomes)

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	3	3									3
CO2	3	3	3									3
CO3	3	3	3									3
CO4	3	3	3	3								3
CO5	3	3	3	3	3							3

Note: 1: Slight (Low), 2: Moderate (Medium), 3: Substantial (High), -: No Correlation

Text Books				
Sl. No	Title of the Book	Name of the Author/s	Name of the Publisher	Edition and Year
1	Computer vision: A modern approach	Forsyth, David, and Jean Ponce	Prentice hall	2011
2	Emerging topics in computer vision	Medioni, Gerard and Sing Bing Kang	PHI	2004
3	Practical Machine Learning for Computer Vision	Valliappa Lakshmanan, Martin Görner, Ryan Gillard	O'Reilly Media	2021

Reference Books				
Sl. No	Title of the Book	Name of the Author/s	Name of the Publisher	Edition and Year
1	Computer vision: algorithms and applications	Szeliski, Richard	Springer Science & Business Media	2010
2	Image Segmentation: Principles, Techniques, and Applications	Tao Lei, Asoke K. Nandi	John Wiley & Sons	2022
3	Deep Learning in Computer Vision Principles and Applications	Ali Ismail Awad, Mahmoud Hassaballah	CRC Press	2020

Video Links (NPTEL, SWAYAM...)	
Module No.	Link ID
1	Computer Vision and Image Processing - Fundamentals and Applications by Prof. M. K. Bhuyan at IIT Guwahati https://onlinecourses.nptel.ac.in/noc23_ee39/preview
2	Computer Vision by Prof. Jayanta Mukhopadhyay at IIT Kharagpur
3	https://onlinecourses.nptel.ac.in/noc19_cs58/preview
4	Deep Learning for Computer Vision by Prof. Vineeth N Balasubramanian at IIT Hyderabad https://onlinecourses.nptel.ac.in/noc21_cs93/preview
5	COVID-Net Open Source Initiative - COVIDx CT-3 Dataset https://www.kaggle.com/datasets/hgunraj/covidxct

SEMESTER S7

COMPUTATIONAL HEALTH INFORMATICS

Course Code	PEADT751	CIE Marks	40
Teaching Hours/Week (L: T:P: R)	3:0:0:0	ESE Marks	60
Credits	3	Exam Hours	2 Hrs. 30 Min.
Prerequisites (if any)	None	Course Type	Theory

Course Objectives:

1. To impart foundational knowledge in various types of health data, including electronic health records (EHRs), imaging data, genomic data, and patient-generated data.
2. To teach how computational methods can be applied to improve clinical decision-making, enhance patient care, support personalized medicine, and optimize healthcare operations.

SYLLABUS

Module No.	Syllabus Description	Contact Hours
1	Introduction and Emerging Technologies in Health Informatics Definition, scope, and objectives of health informatics, current trends in health informatics, Health informatics frameworks and models, Health data standards (HL7, SNOMED CT, ICD, etc.), Interoperability challenges and solutions, Data capture, storage, and retrieval in health informatics, Data quality and integrity. Internet of Things (IoT) and its applications in healthcare, Blockchain technology in health informatics, Clinical research informatics, IoT devices for healthcare, Data sharing and secondary use of health data.	10
2	Medical Image Processing Overview of medical image processing and its significance in healthcare, Challenges and opportunities in medical image analysis, Principles of X-ray imaging, Magnetic Resonance Imaging (MRI) basics, Computed Tomography (CT) fundamentals, Ultrasound imaging and its characteristics. Image Enhancement Techniques, Image Segmentation, Thresholding techniques for image segmentation, Region-based segmentation algorithms.	9
3	Artificial intelligence and Machine Learning in Medical Image Analysis	8

	Artificial intelligence (AI) and machine learning in healthcare, Contrast enhancement methods for medical images, Noise reduction and image denoising techniques, Image sharpening and edge enhancement,, Feature Extraction and Representation. Supervised and unsupervised learning algorithms, Classification and regression techniques for medical image analysis, Performance evaluation and validation of machine learning models	
4	Deep Learning for Medical Image Processing Convolutional Neural Networks (CNNs) for medical image analysis, Segmentation and object detection using deep learning, Transfer learning and pretrained models in medical imaging, Volumetric image analysis and 3D reconstruction, Image-based modeling and simulation, Advanced imaging modalities (functional MRI, diffusion tensor imaging), Artificial intelligence in medical image processing.	9

Course Assessment Method
(CIE: 40 marks, ESE: 60 marks)

Continuous Internal Evaluation Marks (CIE):

Attendance	Assignment/ Microproject	Internal Examination-1 (Written)	Internal Examination- 2 (Written)	Total
5	15	10	10	40

End Semester Examination Marks (ESE)

In Part A, all questions need to be answered and in Part B, each student can choose any one full question out of two questions

Part A	Part B	Total
<ul style="list-style-type: none"> • 2 Questions from each module. • Total of 8 Questions, each carrying 3 marks <p style="text-align: center;">(8x3 =24 marks)</p>	<ul style="list-style-type: none"> • Each question carries 9 marks. • Two questions will be given from each module, out of which 1 question should be answered. • Each question can have a maximum of 3 subdivisions. <p style="text-align: center;">(4x9 = 36 marks)</p>	60

Course Outcomes (COs)

At the end of the course students should be able to:

Course Outcome		Bloom's Knowledge Level (KL)
CO1	Describe health informatics, including its principles, concepts, and applications of computational methods and techniques used in health informatics, illustrate latest trends, advancements, and emerging technologies in computational health informatics.	K3
CO2	Demonstrate application of computational methods and techniques to analyze and manipulate medical images for various purposes, such as diagnosis, treatment planning, and research.	K3
CO3	Use the machine learning techniques to health images to aid in various aspects of healthcare, including diagnosis, treatment planning, and disease monitoring.	K3
CO4	Implement deep learning techniques to analyze and interpret medical images.	K3

Note: K1- Remember, K2- Understand, K3- Apply, K4- Analyse, K5- Evaluate, K6- Create

CO-PO Mapping Table (Mapping of Course Outcomes to Program Outcomes)

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	3										3
CO2	3	3										3
CO3	3	3										3
CO4	3	3										3

Note: 1: Slight (Low), 2: Moderate (Medium), 3: Substantial (High), -: No Correlation

Text Books				
Sl. No	Title of the Book	Name of the Author/s	Name of the Publisher	Edition and Year
1	Translational Bioinformatics in Healthcare and Medicine.	Khalid Raza, Nilanjan Dey	Elsevier Science	1/e, 2021
2	Computational Analysis and Deep Learning for Medical Care: Principles, Methods, and Applications.	Amit Kumar Tyagi	Wiley.	2021

Reference Books				
Sl. No	Title of the Book	Name of the Author/s	Name of the Publisher	Edition and Year
1	Introduction to Computational Health Informatics.	Arvind Kumar Bansal, Javed Iqbal Khan, S. Kaisar Alam	CRC Press.	2020
2	Signal Processing Techniques for Computational Health-informatics.	Ahad, M. and Ahmend, M. U.	Springer	2020
3	Computational Intelligence and Healthcare Informatics.	Editors: Om Prakash Jena, Alok Ranjan Tripathy, Ahmed A. Elngar, Zdzislaw Polkowski	Wiley	1/e, 2021
4	Computational Intelligence for Machine Informatics Learning and Healthcare.	R Srivastava, PK Mallick, SS Rautaray, M Pandey	De Gruyter	2020
5	Healthcare Systems and Health Informatics: Using Internet of Things.	PS Mehra, LM Goyal, A Dagur, AK Dwivedi	CRC Press.	1/e, 2022

SEMESTER S7

RESPONSIBLE ARTIFICIAL INTELLIGENCE

Course Code	PECST752	CIE Marks	40
Teaching Hours/Week (L: T:P: R)	3:0:0:0	ESE Marks	60
Credits	3	Exam Hours	2 Hrs. 30 Min.
Prerequisites (if any)	None	Course Type	Theory

Course Objectives:

1. To impart the ideas of fairness, accountability, bias, and privacy as fundamental aspects of responsible AI.
2. To teach the principles of interpretability techniques including simplification, visualization, intrinsic interpretable methods, and post hoc interpretability for AI models.
3. To give the learner understanding of the ethical principles guiding AI development, along with privacy concerns and security challenges associated with AI deployment.

SYLLABUS

Module No.	Syllabus Description	Contact Hours
1	Foundations of Responsible AI :- Introduction to Responsible AI- Overview of AI and its societal impact; Fairness and Bias - Sources of Biases, Exploratory data analysis, limitation of a dataset, Preprocessing, inprocessing and postprocessing to remove bias.	7
2	Interpretability and explainability:- Interpretability - Interpretability through simplification and visualization, Intrinsic interpretable methods, Post Hoc interpretability, Explainability through causality, Model agnostic Interpretation. Interpretability Tools - SHAP (SHapley Additive exPlanation), LIME(Local Interpretable Model-agnostic Explanations)	10
3	Ethics, Privacy and Security :- Ethics and Accountability -Auditing AI models, fairness assessment, Principles for ethical practices. Privacy preservation - Attack models, Privacy-preserving Learning, Differential privacy- Working, The Laplace Mechanism, Introduction to	10

	Federated learning. Security - Security in AI Systems, Strategies for securing AI systems and protecting against adversarial attacks	
4	Future of Responsible AI and Case Studies :- Future of Responsible AI - Emerging trends and technologies in AI ethics and responsibility. Case Studies - Recommendation systems, Medical diagnosis, Computer Vision, Natural Language Processing.	9

Course Assessment Method
(CIE: 40 marks, ESE: 60 marks)

Continuous Internal Evaluation Marks (CIE):

Attendance	Assignment/ Microproject	Internal Examination-1 (Written)	Internal Examination- 2 (Written)	Total
5	15	10	10	40

End Semester Examination Marks (ESE)

In Part A, all questions need to be answered and in Part B, each student can choose any one full question out of two questions

Part A	Part B	Total
<ul style="list-style-type: none"> ● 2 Questions from each module. ● Total of 8 Questions, each carrying 3 marks <p style="text-align: center;">(8x3 =24 marks)</p>	<ul style="list-style-type: none"> ● Each question carries 9 marks. ● Two questions will be given from each module, out of which 1 question should be answered. ● Each question can have a maximum of 3 subdivisions. <p style="text-align: center;">(4x9 = 36 marks)</p>	60

Course Outcomes (COs)

At the end of the course students should be able to:

Course Outcome		Bloom's Knowledge Level (KL)
CO1	Identify and describe key aspects of responsible AI such as fairness, accountability, bias, and privacy.	K2
CO2	Describe AI models for fairness and ethical integrity.	K2
CO3	Understand interpretability techniques such as simplification, visualization, intrinsic interpretable methods, and post hoc interpretability.	K2
CO4	Comprehend the ethical principles, privacy concerns, and security challenges involved in AI development and deployment.	K3
CO5	Understand responsible AI solutions for practical applications, balancing ethical considerations with model performance.	K3

Note: K1- Remember, K2- Understand, K3- Apply, K4- Analyse, K5- Evaluate, K6- Create

CO-PO Mapping Table (Mapping of Course Outcomes to Program Outcomes)

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	3	3									3
CO2	3	3	3									3
CO3	3	3	3									3
CO4	3	3	3									3
CO5	3	3	3									3

Note: 1: Slight (Low), 2: Moderate (Medium), 3: Substantial (High), -: No Correlation

Text Books

Sl. No	Title of the Book	Name of the Author/s	Name of the Publisher	Edition and Year
1	Responsible Artificial Intelligence: How to Develop and Use AI in a Responsible Way	Virginia Dignum	Springer Nature	1/e, 2019
2	Interpretable Machine Learning	Christoph Molnar	Lulu	1/e, 2020

Reference Books

Sl. No	Title of the Book	Name of the Author/s	Name of the Publisher	Edition and Year
1	ResponsibleAI Implementing Ethical and Unbiased Algorithms	Sray Agarwal, Shashin Mishra	Springer Nature	1/e, 2021

Video Links (NPTEL, SWAYAM...)	
Module No.	Link ID
1	https://youtu.be/3-xhMXeYIcg?si=x8PXrnk0TabaWxQV
2	https://youtu.be/sURHNhBMnFo?si=Uj0iellJs3oLOmDL [SHAP and LIME] https://c3.ai/glossary/data-science/lime-local-interpretable-model-agnostic-explanations/ https://shap.readthedocs.io/en/latest/ https://www.kaggle.com/code/bextuychiev/model-explainability-with-shap-only-guide-u-need
3	https://www.youtube.com/live/DA7ldX6OIG4?si=Dk4nW1R1zi_UMG_4
4	https://youtu.be/XIYhKwRLerc?si=IeU7C0BLhwn9Pvmi Case Studies https://www.kaggle.com/code/teesoong/explainable-ai-on-a-nlp-lstm-model-with-lime https://www.kaggle.com/code/victorcampelo/using-lime-to-explaining-the-predictions-from-ml

SEMESTER S7

GRAPH DATABASES AND ANALYSIS

Course Code	PECDT751	CIE Marks	40
Teaching Hours/Week (L: T:P: R)	3:0:0:0	ESE Marks	60
Credits	3	Exam Hours	2 Hrs. 30 Min.
Prerequisites (if any)	None	Course Type	Theory

Course Objectives:

1. To provide an insight into graph databases, and to study in detail the technology in designing graph databases.
2. To give the student an understanding of data modelling with graphs, to learn different graph algorithms and to do predictive analysis of graphs in real world applications.

SYLLABUS

Module No.	Syllabus Description	Contact Hours
1	Introduction to the Graph Data Model: Graphs as the future of data, The relevance of data relationships, High-level view of Graph Space, The Power of Graph Databases, Options for Storing Connected Data: Relational Databases Limitations, NoSQL Databases, Graph Databases, Defining Graph Analytics and Graph Data Science.	9
2	Data Modelling with Graph: Models and Goals, The Property Graph Model, Querying Graphs: An Introduction to Cypher, Other Cypher Clauses, Comparison of Relational and Graph Modelling, Cross Domain Models, Common Modelling Pitfalls. Building a Graph Database Application: Data Modelling, Application Architecture, Redundancy	9
3	Graph Algorithms: Graph Algorithms in Neo4j, Graph Algorithm Concepts, The Neo4j Graph Algorithms Library, Pathfinding and Graph Search Algorithms, Centrality Algorithms, Community Detection Algorithms, Graph Algorithms in Practice	9

4	Predictive Analysis with Graph Theory in Real World: Real-World Examples, Looking at Graphs in the Health Industry. Graph Database Internals: Native Graph Processing, Native Graph Storage, Programmatic APIs, Non-functional Characteristics Depth and Breadth-First Search, Path-Finding with Dijkstra's Algorithm, The A* Algorithm, Graph Theory and Predictive Modelling	10
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**Course Assessment Method
(CIE: 40 marks, ESE: 60 marks)**

Continuous Internal Evaluation Marks (CIE):

Attendance	Assignment/ Microproject	Internal Examination-1 (Written)	Internal Examination- 2 (Written)	Total
5	15	10	10	40

End Semester Examination Marks (ESE)

In Part A, all questions need to be answered and in Part B, each student can choose any one full question out of two questions

Part A	Part B	Total
<ul style="list-style-type: none"> • 2 Questions from each module. • Total of 8 Questions, each carrying 3 marks <p style="text-align: center;">(8x3 =24 marks)</p>	<ul style="list-style-type: none"> • Each question carries 9 marks. • Two questions will be given from each module, out of which 1 question should be answered. • Each question can have a maximum of 3 subdivisions. <p style="text-align: center;">(4x9 = 36 marks)</p>	60

Course Outcomes (COs)

At the end of the course students should be able to:

Course Outcome		Bloom's Knowledge Level (KL)
CO1	Explain the key concepts of NoSQL and Graph databases by understanding the new database models, and how these databases fit into the overall ecosystem.	K2
CO2	Apply appropriate techniques to design a property graph data model and build graph database applications for entity-relationship, and modelling objects.	K3
CO3	Apply appropriate algorithms in Neo4j graph databases, and model solutions for computing problems.	K3
CO4	Use appropriate predictive analysis with graph theory for processing, storing, searching and modelling in real world applications.	K3

Note: K1- Remember, K2- Understand, K3- Apply, K4- Analyse, K5- Evaluate, K6- Create

CO-PO Mapping Table (Mapping of Course Outcomes to Program Outcomes)

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	3										3
CO2	3	3	3									3
CO3	3	3	3									3
CO4	3	3	3									3

Note: 1: Slight (Low), 2: Moderate (Medium), 3: Substantial (High), -: No Correlation

Text Books				
Sl. No	Title of the Book	Name of the Author/s	Name of the Publisher	Edition and Year
1	Graph Databases	Ian Robinson, Jim Webber Emil Eifrem.	O'Reilly	2/e, 2015
2	Graph Data Science for dummies: Predicting Changing Demand Patterns in the New Digital Economy	Pierson, Lillian.	John Wiley & Sons	3/e, 2021
3	A Comprehensive Guide to Graph Algorithms	Mark Needham, Amy E. Hodler,	Neo4j.com	1/e, 2020
4	Graph Databases for Beginners	Bryce Merkl Sasaki, Joy Chao & Rachel Howard	Neo4j.com	1/e, 2020

Reference Books				
Sl. No	Title of the Book	Name of the Author/s	Name of the Publisher	Edition and Year
1	Big data for dummies.	Hurwitz, Judith S., Alan Nugent, Fern Halper, and Marcia Kaufman.	John Wiley & Sons	1/e, 2013

SEMESTER S7

DIGITAL FORENSICS

(Common with CS/CM/CA/CD/CR/AI/AM/AD)

Course Code	PECST754	CIE Marks	40
Teaching Hours/Week (L:T:P: R)	3:0:0:0	ESE Marks	60
Credits	3	Exam Hours	2 Hrs. 30 Min.
Prerequisites (if any)	None	Course Type	Theory

Course Objectives:

1. To impart the fundamental knowledge on incident management and reporting.
2. To provide a good understanding on devices, operating systems, network and mobile forensics.

SYLLABUS

Module No.	Syllabus Description	Contact Hours
1	<p>Introduction to Digital Forensics - Principles in Digital Forensics; Stages in Digital Forensics Investigation- Forensics Imaging & Cloning, Concept of Chain of Custody, Digital Evidence Handling at Crime Scene, Collection/Acquisition and Preservation of Digital Evidence, Processing & Analysis, Compilation of Findings & Reporting; Expansion of Stages in Digital Investigation.</p> <p>Types of Storage Media - Hard Disk Drives (HDD), Solid State Drives (SSD), USB Flash Drives, Optical Discs, Memory Cards, Cloud Storage, Drive Geometry, Cylinders, Heads, and Sectors, Logical Block Addressing (LBA); Expansion of Types of Storage Medium.</p> <p>Overview of File Systems - Introduction to File Systems, File Systems in Digital Forensics, FAT (File Allocation Table), Structure and Characteristics : FAT12, FAT16, FAT32, NTFS (New Technology File System), Structure and Characteristics, Master File Table (MFT), EXT (Extended File System), EXT2, EXT3, EXT4, Journaling in EXT3 and EXT4, HFS (Hierarchical File System), HFS and HFS+ Structure and Characteristics, Metadata and Attributes</p> <p><i>Tools suggested</i> : Hex Viewer , FTK Imager , OS Forensics</p>	10

2	<p>Windows Forensics - OS Artefacts, Registry Analysis, Analysis of USB Connections, Event Logs, Applications, Slack Space, Overwritten Files, Data Recovery Techniques, Volatile and Non-Volatile Data, Hibernation file analysis, Pagefile analysis, prefetch files, thumbnails, Timestamps, File Signatures, File System Analysis Tools, Techniques for Recovering Deleted Files, File Carving; Memory Forensics - RAM dump and analysis; Linux and MAC Forensics; Anti Forensics Methods - Steganography, Encryption, Alternate Data Streams.</p> <p>Tools suggested : Hex Viewer, FTK Imager, Autopsy, RegRipper, Volatility, Dumpit</p>	9
3	<p>Mobile Forensics - Introduction to Mobile Forensics, Mobile Forensics Fundamentals, Understanding Mobile Device Storage, Android, iOS, Windows OS Artifacts, ADB (Android Debug Bridge), APK Files, Techniques for Acquiring Data from Mobile Devices, Rooting, Jailbreaking. Analysis of Application Files - Social Media Files, Understanding and Analyzing APK Files, Messages, Malware Analysis, Cloud Data in Mobile Forensics, Analyzing Backups and Cloud Data, Advanced Data Recovery Techniques (Bypassing Encryption, Password Cracking), Challenges in Mobile Forensics.</p> <p>Tools suggested : MobileCheck, BlueStacks(Android Emulator), SQLite Database viewer</p>	9
4	<p>Network Forensics - Introduction to Network Forensics, Overview of Network Architectures and Protocols, Capturing and Analyzing Network Traffic using Wireshark/Tcpdump, Log Analysis, Email and Web Forensics, Email Header Analysis; Endpoint Security systems - Intrusion Detection Systems, Firewall, Router Forensics, NAS, Proxy, VPN; Public Key Infrastructure Systems; Digital Signature - Concepts of Public Key and Private Key, Certification Authorities and Their Role, Creation and Authentication of Digital Signature.</p> <p>Tools Suggested : Wireshark , Apache Log Viewer</p>	8

Course Assessment Method
(CIE: 40 marks, ESE: 60 marks)

Continuous Internal Evaluation Marks (CIE):

Attendance	Assignment/ Microproject	Internal Examination-1 (Written)	Internal Examination- 2 (Written)	Total
5	15	10	10	40

End Semester Examination Marks (ESE)

In Part A, all questions need to be answered and in Part B, each student can choose any one full question out of two questions

Part A	Part B	Total
<ul style="list-style-type: none"> • 2 Questions from each module. • Total of 8 Questions, each carrying 3 marks <p align="center">(8x3 =24 marks)</p>	<ul style="list-style-type: none"> • Each question carries 9 marks. • Two questions will be given from each module, out of which 1 question should be answered. • Each question can have a maximum of 3 subdivisions. <p align="center">(4x9 = 36 marks)</p>	60

Course Outcomes (COs)

At the end of the course students should be able to:

Course Outcome		Bloom's Knowledge Level (KL)
CO1	Perform forensics analysis of hard disk, Network, and mobile phones.	K3
CO2	Experiment with the network traffic dump.	K3
CO3	Examine the analyse logs of the systems and identify the anomalies.	K3
CO4	Plan an onsite triage in case of an incident.	K3

Note: K1- Remember, K2- Understand, K3- Apply, K4- Analyse, K5- Evaluate, K6- Create

CO-PO Mapping Table (Mapping of Course Outcomes to Program Outcomes)

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	3	3									2
CO2	3	3	3		3							2
CO3	3	3	3		3							2
CO4	3	3	3		3							2

Note: 1: Slight (Low), 2: Moderate (Medium), 3: Substantial (High), -: No Correlation

Reference Books				
Sl. No	Title of the Book	Name of the Author/s	Name of the Publisher	Edition and Year
1	Digital Forensics and Incident Response	Gerard Johansen	Packt	2/e, 2020
2	Guide to Computer Forensics and Investigations	Bill Nelson, Amelia Phillips, Christopher Steuart	Cengage	6/e, 2020
3	Practical Mobile Forensics	Rohit Tamma, Oleg Skulkin , Heather Mahalik, Satish Bommisetty	Packt	4/e, 2020
4	Mobile Forensics - Advanced Investigative Strategies	Oleg Afonin, Vladimir Katalov	Packt	1/e, 2016
5	Network Forensics : Tracking Hackers Through Cyberspace	Sherri Davidoff, Jonathan Ham	Pearson	1/e, 2013
6	File system forensic analysis	Brian Carrier	Addison-Wesley	1/e, 2005
7	Windows Forensics: The Field Guide for Corporate Computer Investigations	Chad Steel	Wiley	1/e, 2006
8	Android Forensics: Investigation, Analysis and Mobile Security for Google Android	Andrew Hoog	Syngress	1/e, 2011

Video Links (NPTEL, SWAYAM...)	
No.	Link ID
1	https://onlinecourses.swayam2.ac.in/cec20_lb06/preview
2	https://www.swgde.org/documents/published-by-committee/quality-standards/
3	https://csrc.nist.gov/pubs/sp/800/101/r1/final

SEMESTER S7

GAME THEORY AND MECHANISM DESIGN

Course Code	PECST756	CIE Marks	40
Teaching Hours/Week (L: T:P: R)	3:0:0:0	ESE Marks	60
Credits	3	Exam Hours	2 Hrs. 30 Min.
Prerequisites (if any)	None	Course Type	Theory

Course Objectives:

1. To equip students with a general purpose tool to analyze strategic behavior in multi-agent interaction
2. To discuss the mathematical details of analyzing and designing strategic interactions.

SYLLABUS

Module No.	Syllabus Description	Contact Hours
1	Introduction to Game Theory - Competitive equilibrium, Rationality; Strategic Games - Dominance, Nash equilibrium, Maxmin strategies, elimination of dominated strategies, preservation of pure Nash equilibrium (PSNE), matrix games, relation between maxmin and PSNE in matrix games Mixed strategies, mixed strategy Nash equilibrium (MSNE), finding MSNE, MSNE characterization theorem, algorithm to find MSNE	8
2	Correlated equilibrium (CE) - Computing CE, extensive form games, subgame perfection, limitations of subgame perfect Nash equilibrium; Imperfect information extensive form games (IIEFG) - strategies in IIEFGs, equivalence of strategies in IIEFGs, perfect recall, Equilibrium in IIEFG; Game theory application - P2P file sharing; Bayesian games - strategy and utility in Bayesian games, equilibrium in Bayesian games.	11
3	Introduction to mechanism design - revelation principle, introduction and proof of Arrow's impossibility result, introduction to social choice setup; Introduction and proof of Gibbard-Satterthwaite theorem, domain restriction, median voter theorem; Task sharing domain, uniform rule, mechanism design with transfers, examples of quasi-linear preferences, Pareto optimality and Groves payments	9

4	Introduction to VCG mechanism, VCG in Combinatorial allocations, applications to Internet advertising, slot allocation and payments in position auctions, pros and cons of VCG mechanism; Affine maximizers, single object allocation, Myerson's lemma, optimal mechanism design; Single and multi-agent optimal mechanism design, examples of optimal mechanisms	8
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Course Assessment Method
(CIE: 40 marks, ESE: 60 marks)

Continuous Internal Evaluation Marks (CIE):

Attendance	Assignment/ Microproject	Internal Examination-1 (Written)	Internal Examination- 2 (Written)	Total
5	15	10	10	40

End Semester Examination Marks (ESE)

In Part A, all questions need to be answered and in Part B, each student can choose any one full question out of two questions

Part A	Part B	Total
<ul style="list-style-type: none"> • 2 Questions from each module. • Total of 8 Questions, each carrying 3 marks <p style="text-align: center;">(8x3 =24 marks)</p>	<ul style="list-style-type: none"> • Each question carries 9 marks. • Two questions will be given from each module, out of which 1 question should be answered. • Each question can have a maximum of 3 subdivisions. <p style="text-align: center;">(4x9 = 36 marks)</p>	60

Course Outcomes (COs)

At the end of the course students should be able to:

Course Outcome		Bloom's Knowledge Level (KL)
CO1	Differentiate between different types of games Identify various equilibria within games	K3
CO2	Identify strategic interactions.	K3
CO3	Describe the basic concepts of non-cooperative and cooperative games.	K2
CO4	Apply the concepts in different game scenarios.	K3

Note: K1- Remember, K2- Understand, K3- Apply, K4- Analyse, K5- Evaluate, K6- Create

CO-PO Mapping Table (Mapping of Course Outcomes to Program Outcomes)

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	3	3									3
CO2	3	3	3									3
CO3	3	3	3									3
CO4	3	3	3									3

Note: 1: Slight (Low), 2: Moderate (Medium), 3: Substantial (High), -: No Correlation

Text Books				
Sl. No	Title of the Book	Name of the Author/s	Name of the Publisher	Edition and Year
1	An Introduction to Game Theory	Martin Osborne	Cambridge University Press	1/e, 2004
2	Game Theory and Mechanism Design	Y. Narahari	World Scientific and IISc Press	1/e, 2013

Reference Books				
Sl. No	Title of the Book	Name of the Author/s	Name of the Publisher	Edition and Year
1	Game Theory 101: The Complete Textbook	William Spaniel	Self	1/e,
2	Game Theory - An Introduction	Steven Tadelis	Princeton University Press	1/e, 2013

Video Links (NPTEL, SWAYAM...)	
Module No.	Link ID
1	https://archive.nptel.ac.in/courses/106/101/106101237/
2	https://www.masfoundations.org/

SEMESTER S7

HIGH PERFORMANCE COMPUTING

(Common to CS/CR/CM/CD/CA/AM/AD)

Course Code	PECST757	CIE Marks	40
Teaching Hours/Week (L: T:P: R)	3:0:0:0	ESE Marks	60
Credits	3	Exam Hours	2 Hrs. 30 Min.
Prerequisites (if any)	None	Course Type	Theory

Course Objectives:

1. To Gain an understanding of the modern processor architectures.
2. To Give an introduction to parallel programming using OpenMP and MPI.

SYLLABUS

Module No.	Syllabus Description	Contact Hours
1	Modern processors: Stored-program computer architecture- <i>General-purpose cache-based microprocessor architecture</i> - Performance metrics and benchmarks -Moore's Law - Pipelining - Super scalarity - SIMD - <i>Memory hierarchies</i> - Cache , Cache mapping, Prefetch, Multicore processors - Multithreaded processors - <i>Vector processors</i> - Design principles - Maximum performance estimates - Programming for vector architectures.	9
2	Parallel computers - Taxonomy of parallel computing paradigms - <i>Shared-memory computers</i> - Cache coherence - UMA, ccNUMA, Distributed-memory computers - Hierarchical (hybrid) systems - <i>Networks</i> - Basic performance characteristics of networks, Buses, Switched and fat-tree networks - Mesh networks - Hybrids.	9
3	Shared-memory parallel programming with OpenMP:- <i>Short introduction to OpenMP</i> - Parallel execution - Data scoping - OpenMP worksharing for loops - Synchronization, Reductions, Loop scheduling, Tasking, Miscellaneous, Case study: OpenMP-parallel Jacobi algorithm	9

4	Distributed-memory parallel programming with MPI:- Message passing - <i>A short introduction to MPI</i> , A simple example, Messages and point-to-point communication, Collective communication, Nonblocking point-to-point communication, Virtual topologies. <i>Example- MPI parallelization of a Jacobi solver</i> - MPI implementation - Performance properties.	9
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Course Assessment Method
(CIE: 40 marks, ESE: 60 marks)

Continuous Internal Evaluation Marks (CIE):

Attendance	Assignment/ Microproject	Internal Examination-1 (Written)	Internal Examination- 2 (Written)	Total
5	15	10	10	40

End Semester Examination Marks (ESE)

In Part A, all questions need to be answered and in Part B, each student can choose any one full question out of two questions

Part A	Part B	Total
<ul style="list-style-type: none"> ● 2 Questions from each module. ● Total of 8 Questions, each carrying 3 marks <p>(8x3 =24 marks)</p>	<ul style="list-style-type: none"> ● Each question carries 9 marks. ● Two questions will be given from each module, out of which 1 question should be answered. ● Each question can have a maximum of 3 subdivisions. <p style="text-align: center;">(4x9 = 36 marks)</p>	60

Course Outcomes (COs)

At the end of the course students should be able to:

Course Outcome		Bloom's Knowledge Level (KL)
CO1	Describe parallel computing architectures supported by modern processors.	K2
CO2	Classify parallel computing paradigms and network topologies.	K2
CO3	Implement shared-memory parallel programming with OpenMP.	K3
CO4	Design and implement parallel algorithms using distributed-memory parallel programming with MPI	K3

Note: K1- Remember, K2- Understand, K3- Apply, K4- Analyse, K5- Evaluate, K6- Create

CO-PO Mapping Table (Mapping of Course Outcomes to Program Outcomes)

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	2										3
CO2	3	2										3
CO3	3	3	3	2								3
CO4	3	3	3	2								3

Note: 1: Slight (Low), 2: Moderate (Medium), 3: Substantial (High), -: No Correlation

Text Books				
Sl. No	Title of the Book	Name of the Author/s	Name of the Publisher	Edition and Year
1	Introduction to High Performance Computing for Scientists and Engineers	Georg Hager Gerhard Wellein	CRC Press	1/e, 2011
2	High Performance Computing: Modern Systems and Practices	Thomas Sterling, Maciej Brodowicz, Matthew Anderson	Morgan Kaufmann	1/e, 2017

Reference Books				
Sl. No	Title of the Book	Name of the Author/s	Name of the Publisher	Edition and Year
1	Parallel and High-Performance Computing	Robert Robey Yuliana Zamora	Manning Publications	1/e, 2021
2	High-Performance Computing	Charles Severance Kevin Dowd	O'Reilly Media	2/e, 1998
3	Computer Architecture And Parallel Processing	Kai Hwang Faye Alaye Briggs	McGraw-Hill	1/e, 1984
4	Computer Architecture: A Quantitative Approach	John L. Hennessy David A. Patterson	Morgan Kaufman	6/e, 2017

Video Links (NPTEL, SWAYAM...)	
Module No.	Link ID
1	https://nptel.ac.in/courses/106108055
2	https://nptel.ac.in/courses/106108055
3	https://nptel.ac.in/courses/106108055
4	https://nptel.ac.in/courses/128106014

SEMESTER S7

PROGRAMMING LANGUAGES

(Common to CS/CR/CM/CA/AD/AM)

Course Code	PECST758	CIE Marks	40
Teaching Hours/Week (L: T:P: R)	3:0:0:0	ESE Marks	60
Credits	3	Exam Hours	2 Hrs. 30 Min.
Prerequisites (if any)	None	Course Type	Theory

Course Objectives:

1. To enable the students understand various constructs and their respective comparisons in different high-level languages so that he can choose a suitable programming language for solving a particular problem
2. To develop the student's ability to understand the salient features and paradigms in the landscape of programming languages.

SYLLABUS

Module No.	Syllabus Description	Contact Hours
1	Introduction - The Origins of Programming Languages, Abstractions in Programming Languages, Computational Paradigms, Language Definition, Language Translation, The Future of Programming Languages; Language Design Criteria - Historical Overview, Efficiency, Regularity, Security, Extensibility, C++: An Object-Oriented Extension of C, Python: A General-Purpose Scripting Language; Syntax and Analysis Parsing: Lexical Structure of Programming Languages, Context-Free Grammars and BNFs, Parse Trees and Abstract Syntax Trees, Ambiguity, Associativity, and Precedence, EBNFs and Syntax Diagrams, Parsing Techniques and Tools, Lexics vs. Syntax vs. Semantics, Case Study: Building a Syntax Analyzer for TinyAda;	9
2	Basic Semantics- Attributes, Binding, and Semantic Functions, Declarations, Blocks, and Scope, The Symbol Table, Name Resolution and Overloading, Allocation, Lifetimes, and the Environment, Variables and Constants, Aliases, Dangling References, and Garbage, Case Study: Initial Static Semantic Analysis of TinyAda. Data Types - Data Types and Type Information, Simple Types, Type Constructors, Type Nomenclature in Sample Languages, Type Equivalence,	9

	Type Checking, Type Conversion, Polymorphic Type Checking, Explicit Polymorphism, Case Study: Type Checking in TinyAda.	
3	Expressions and Statements - Expressions, Conditional Statements and Guards, Loops and Variations on WHILE, The GOTO Controversy and Loop Exits, Exception Handling, Case Study: Computing the Values of Static Expressions in TinyAda. Procedures and Environments- Procedure Definition and Activation, Procedure Semantics, Parameter-Passing Mechanisms, Procedure Environments, Activations, and Allocation, Dynamic Memory Management, Exception Handling and Environments, Case Study: Processing Parameter Modes in TinyAda.	9
4	Abstract Data Types and Modules- The Algebraic Specification of Abstract Data Types, Abstract Data Type Mechanisms and Modules, Separate Compilation in C, C++ Namespaces, and Java Packages, Ada Packages, Modules in ML, Modules in Earlier Languages, Problems with Abstract Data Type Mechanisms, The Mathematics of Abstract Data Types.	9

Course Assessment Method
(CIE: 40 marks, ESE: 60 marks)

Continuous Internal Evaluation Marks (CIE):

Attendance	Assignment/ Microproject	Internal Examination-1 (Written)	Internal Examination- 2 (Written)	Total
5	15	10	10	40

End Semester Examination Marks (ESE)

In Part A, all questions need to be answered and in Part B, each student can choose any one full question out of two questions

Part A	Part B	Total
<ul style="list-style-type: none"> ● 2 Questions from each module. ● Total of 8 Questions, each carrying 3 marks <p style="text-align: center;">(8x3 =24 marks)</p>	<ul style="list-style-type: none"> ● Each question carries 9 marks. ● Two questions will be given from each module, out of which 1 question should be answered. ● Each question can have a maximum of 3 subdivisions. <p style="text-align: center;">(4x9 = 36 marks)</p>	60

Course Outcomes (COs)

At the end of the course students should be able to:

Course Outcome		Bloom's Knowledge Level (KL)
CO1	Understand the history of programming languages and introduce abstraction, the concept of different language paradigms, and an overview of language design criteria.	K1
CO2	Describe how the syntactic structure of a language can be precisely specified using context-free grammar rules in Backus-Naur form (BNF).	K2
CO3	Explain the abstractions of the operations that occur during the translation and execution of programs.	K2
CO4	Apply the data types in various languages	K3
CO5	Apply procedure activation and parameter passing; and exceptions and exception handling.	K4

Note: K1- Remember, K2- Understand, K3- Apply, K4- Analyse, K5- Evaluate, K6- Create

CO-PO Mapping Table (Mapping of Course Outcomes to Program Outcomes)

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	2	2	2									3
CO2	2	3	2									3
CO3	3	2	2									3
CO4	3	3	3									3
CO5	3	3	3									3

Note: 1: Slight (Low), 2: Moderate (Medium), 3: Substantial (High), -: No Correlation

Text Books				
Sl. No	Title of the Book	Name of the Author/s	Name of the Publisher	Edition and Year
1	Programming languages: principles and practices.	Kenneth C Louden	Cengage Learning	3/e, 2011
2	Concepts of programming languages.	Sebesta R W.	Pearson	12/e, 2023
3	Programming languages: concepts and constructs.	Sethi R	Pearson	2/e, 2006

Reference Books				
Sl. No	Title of the Book	Name of the Author/s	Name of the Publisher	Edition and Year
1	Programming Languages: Principles and Paradigms	Allen Tucker, Robert Noonan	McGraw-Hill	2/e, 2017
2	Principles of programming languages.	Gilles Dowek.	Springer	1/e, 2009.
3	Principles of Programming Languages	Rajiv Chopra	Wiley	1/e, 2019

Video Links (NPTEL, SWAYAM...)	
No.	Link ID
1	https://archive.nptel.ac.in/courses/106/102/106102067/

SEMESTER S7

TIME SERIES MODELLING

Course Code	PEADT755	CIE Marks	40
Teaching Hours/Week (L: T:P: R)	3:0:0:0	ESE Marks	60
Credits	5/3	Exam Hours	2 Hrs. 30 Min.
Prerequisites (if any)	None	Course Type	Theory

Course Objectives:

1. To help the students in understanding the usability of time series data and its analysis and time series models that can be used in different time series models that can be used in scientific/business application.

SYLLABUS

Module No.	Syllabus Description	Contact Hours
1	Introduction to time series forecasting: Forecasting, Types of forecasting – Short term, long term. Forecasting data and methods – Qualitative forecasting, Quantitative forecasting. Simple Forecasting methods- Average method, Naïve method, Drift Method. Steps in forecasting. Introduction to Time series forecasting – Time Series Characteristics – Types of Data – Time Series Data, Cross-Section Data, Longitudinal Data. Understanding Time Series Data, Time series pattern- trend, seasonality, cyclicity, and irregularity. Detecting Trends using Hodrick-Prescott filter and Detrending time series. Detecting Seasonality and De-seasoning, Detecting Cyclic Variation. Error, Irregular Component and residuals. Time Series Decomposition- Additive Models, Multiplicative models. Data wrangling and preparation for time series using python- Loading Data, Exploring Pandas and pandasql, Ascending and Descending Data order, Aggregation, Join, Data Resampling by week, month, quarter, year, Handling Missing Data.	9
2	Exponential Smoothing: Simple exponential smoothing, Methods with trend, methods with seasonality, estimation and modelling, Forecasting with ETS models.	9

	<p>Regression Extension Techniques for time series data:Types of stationary behaviour in time series, Making data stationary, Augmented Dickey-Fuller Test, Using stationary data techniques – Differencing, Random walk, Trend Differencing, Seasonal Differencing.</p> <p>Time series as a discrete parameter stochastic process, Auto- correlation Function (ACF), Partial Autocorrelation Function (PACF) and cross correlations, Auto Correlation Plots – Trend and seasonality in ACF plots.</p>	
3	<p>Autoregressive (AR), Moving Average (MA), Autoregressive Moving Average (ARMA), Autoregressive Integrated Moving Average (ARIMA) models, Seasonal ARIMA (SARIMA) models.</p> <p>Introduction to Multivariate Time series Modelling, Vector Autoregressive models, Vector ARMA Models, Fitting VAR and VARMA models.</p>	9
4	<p>Dynamic Regression Models – Estimation, Regression with ARIMA errors using R packages (fable), forecasting, stochastic and deterministic trends.</p> <p>Introduction to Hierarchical Time series and Grouped Time series with suitable examples. Advanced Forecasting models- Prophet model, Neural Network models, Bootstrapping and Bagging.</p>	9

**Course Assessment Method
(CIE: 40 marks, ESE: 60 marks)**

Continuous Internal Evaluation Marks (CIE):

<i>Attendance</i>	<i>Internal Ex</i>	<i>Evaluate</i>	<i>Analyse</i>	<i>Total</i>
5	15	10	10	40

Criteria for Evaluation (Evaluate and Analyse): 20 marks

Assess the students with questions of the following nature

Time Series Decomposition:

- "Given a dataset exhibiting seasonality and trend, decompose the time series using both additive and multiplicative models. Compare the results and analyze which model better fits the data and why."

ACF and PACF Analysis:

- "Analyze the ACF and PACF plots for the given time series data. Identify the presence of any significant trends or seasonality and justify which time series model (AR, MA, or ARMA) would be most appropriate for forecasting based on these plots."

Model Selection for Forecasting:

- "Evaluate the performance of ARIMA and Prophet models on the same time series dataset. Discuss their respective advantages and disadvantages in terms of accuracy, computational efficiency, and applicability to different types of time series patterns."

Dynamic Regression Models:

- "Using a given dataset, implement and evaluate a dynamic regression model with ARIMA errors. Assess the model's forecasting performance compared to a standard ARIMA model and discuss the impact of incorporating external regressors."

End Semester Examination Marks (ESE):

In Part A, all questions need to be answered and in Part B, each student can choose any one full question out of two questions

Part A	Part B	Total
<ul style="list-style-type: none"> • 2 Questions from each module. • Total of 8 Questions, each carrying 3 marks <p>(8x3 =24 marks)</p>	<ul style="list-style-type: none"> • 2 questions will be given from each module, out of which 1 question should be answered. • Each question can have a maximum of 3 subdivisions. • Each question carries 9 marks. <p>(4x9 = 36 marks)</p>	60

Course Outcomes (COs)

At the end of the course students should be able to:

Course Outcome		Bloom's Knowledge Level (KL)
CO1	Explain different types of forecasting, fundamental principles of time series data, analyse various time series processes and gain proficiency in preparing and wrangling time series data.	K3
CO2	Apply and interpret a variety of time series models and determine the most suitable model for various types of time series data.	K4
CO3	Apply exponential smoothing methods for forecasting and analyse time series patterns.	K3
CO4	Implement dynamic regression models and develop proficiency in advanced forecasting methods.	K5

Note: K1- Remember, K2- Understand, K3- Apply, K4- Analyse, K5- Evaluate, K6- Create

CO-PO Mapping Table (Mapping of Course Outcomes to Program Outcomes)

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	3	3	3	3						3	3
CO2	3	3	3	3	3						3	3
CO3	3	3	3	3	3						3	3
CO4	3	3	3	3	3						3	3

Note: 1: Slight (Low), 2: Moderate (Medium), 3: Substantial (High), -: No Correlation

Text Books				
Sl. No	Title of the Book	Name of the Author/s	Name of the Publisher	Edition and Year
1	Forecasting: Principles and Practice	Robin John yndman, George Athanasopoulos	OTexts	3/e, 2021
2	Hands-on Time Series Analysis with Python	BV Vishwas, Ashish Patel	Apress	1/e, 2020
3	The Analysis of Time Series An Introduction with R	Chris Chatfield, Haipeng Xing	Chapman & Hall	7/e, 2019

Reference Books				
Sl. No	Title of the Book	Name of the Author/s	Name of the Publisher	Edition and Year
1	Time series Analysis and its Applications.	Shumway, R. H and Stoffer	Springer	1/e, 2006
2	Time Series Analysis and Its Applications: With R Examples	Robert H. Shumway and David S. Stoffer	Springer	4/e, 2017
3	Time Series Analysis: Forecasting and Control	George E. P. Box, Gwilym M. Jenkins, and Gregory C. Reinsel	Wiley	5/e, 2015
4	Applied Time Series Analysis	Wayne A. Woodward, Henry L. Gray, and Alan C. Elliott	CRC Press	7/e, 2017

Video Links (NPTEL, SWAYAM...)	
Module No.	Link ID
1	https://onlinecourses.nptel.ac.in/noc21_ch28/preview

SEMESTER S7

CYBER SECURITY

Course Code	OECST721	CIE Marks	40
Teaching Hours/Week (L: T:P: R)	3:0:0:0	ESE Marks	60
Credits	3	Exam Hours	2 Hrs. 30 Min.
Prerequisites (if any)	Nil	Course Type	Theory

Course Objectives:

1. To teach the basic attacks, threats and vulnerabilities related to cyber security
2. To make the learner aware of cyber crimes and cyber laws
3. To give concepts of the malwares and its protection mechanisms in systems and mobile devices

SYLLABUS

Module No.	Syllabus Description	Contact Hours
1	Introduction to Cyber Security :- Basic Cyber Security Concepts, Layers of Security, Vulnerability, Threats, Computer Criminals, CIA Triad, Motive of Attackers, Active attacks, Passive attacks, Software attacks, Hardware attacks, Cyber Threats and its Classifications- Malware, Social Engineering, DoS/DDoS, Insider Threats, Advanced Persistent Threats (APTs), Data Breaches and Information Theft.	9
2	Cybercrime and CyberLaw :- Cybercrime, Classification of Cybercrimes, The legal perspectives- Indian perspective, Global perspective, Categories of Cybercrime. Fundamentals of cyber law, Outline of legislative framework for cyber Law, History and emergence of cyber law, Outreach and impact of cyber law, Major amendments in various statutes.	9
3	Malwares and Protection against Malwares :- Virus, Worms, Trojans, Spyware, Adware, Key-logger, Ransomware, Common Methods of Malware Propagation- Email Attachments, Malicious Websites, Removable Media, File Sharing Networks, Malvertising, Protection against Malware- Antivirus/Antimalware Software, Regular Software Updates, Email Filtering, Web Filtering, Data Backup and Recovery, Strong Passwords and Multi-Factor Authentication (MFA).	9

4	Mobile App Security :- Security Implications of Mobile Apps, Mobile App Permission Management and Best Practices, Risks of Location-Based Social Networks, Data Security on Mobile Devices- Importance of Data Security on Mobile Devices to Protect Sensitive Information, Risks of Unencrypted Data Storage and Communication on Mobile Platforms, Benefits of Device Encryption, Secure Messaging Apps, and Encrypted Storage Solutions.	9
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Course Assessment Method
(CIE: 40 marks, ESE: 60 marks)

Continuous Internal Evaluation Marks (CIE):

Attendance	Assignment/ Microproject	Internal Examination-1 (Written)	Internal Examination- 2 (Written)	Total
5	15	10	10	40

End Semester Examination Marks (ESE)

In Part A, all questions need to be answered and in Part B, each student can choose any one full question out of two questions

Part A	Part B	Total
<ul style="list-style-type: none"> ● 2 Questions from each module. ● Total of 8 Questions, each carrying 3 marks <p style="text-align: center;">(8x3 =24 marks)</p>	<ul style="list-style-type: none"> ● Each question carries 9 marks. ● Two questions will be given from each module, out of which 1 question should be answered. ● Each question can have a maximum of 3 subdivisions. <p style="text-align: center;">(4x9 = 36 marks)</p>	60

Course Outcomes (COs)

At the end of the course students should be able to:

Course Outcome		Bloom's Knowledge Level (KL)
CO1	Explain the attacks, security mechanisms and services to user information	K2
CO2	Identify the cybercrimes and discuss the cyber laws against the crimes	K2
CO3	Discuss the malwares and the protection mechanisms against malwares	K3
CO4	Describe the issues and solutions related with mobile applications	K2

Note: K1- Remember, K2- Understand, K3- Apply, K4- Analyse, K5- Evaluate, K6- Create

CO-PO Mapping Table (Mapping of Course Outcomes to Program Outcomes)

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	2	3										2
CO2	2	3	2									2
CO3	2	3	2									2
CO4	2	3	2									2

Note: 1: Slight (Low), 2: Moderate (Medium), 3: Substantial (High), -: No Correlation

Reference Books				
Sl. No	Title of the Book	Name of the Author/s	Name of the Publisher	Edition and Year
1	Computer Security: Principles and Practices	William Stallings	Pearson	5/e, 2011
2	Cyber Security- Understanding Cyber Crimes, Computer Forensics and Legal Perspectives	Nina Godbole, Sunit Belapure	Wiley	1/e, 2011
3	Computer and Cyber Security: Principles, Algorithm, Applications, and Perspectives	B.B.Gupta, D.P Agrawal, Haoxiang Wang.	CRC Press	1/e, 2018
4	Cyber Security Essentials	James Graham, Richard Howard, Ryan Otson	Auerbach	1/e, 2010

Video Links (NPTEL, SWAYAM...)	
Module No.	Link ID
1	https://archive.nptel.ac.in/courses/111/101/111101137/
2	https://jurnal.fh.unila.ac.id/index.php/fiat/article/download/2667/1961/12044 https://www.coursera.org/learn/data-security-privacy#modules
3	https://nptel.ac.in/courses/106105217
4	https://archive.nptel.ac.in/courses/106/106/106106156/

SEMESTER S7

CLOUD COMPUTING

Course Code	OECST722	CIE Marks	40
Teaching Hours/Week (L: T:P: R)	3:0:0:0	ESE Marks	60
Credits	3	Exam Hours	2 Hrs. 30 Min.
Prerequisites (if any)	None	Course Type	Theory

Course Objectives:

1. To understand the core principles, architecture, and technologies that underpin cloud computing, including virtualization, data storage, and cloud services.
2. To equip students with the skills to use cloud computing tools effectively, implement cloud-based applications, and address security challenges within cloud environments.

SYLLABUS

Module No.	Syllabus Description	Contact Hours
1	Introduction - Cloud Computing, Types of Cloud, Working of Cloud Computing, Cloud Computing Architecture - Cloud Computing Technology, Cloud Architecture, Cloud Modelling and Design.	8
2	Virtualization - Foundations, Grid, Cloud And Virtualization, Virtualization And Cloud Computing; Data Storage And Cloud Computing - Data Storage, Cloud Storage, Cloud Storage from LANs to WANs.	9
3	Cloud Computing Services - Cloud Computing Elements, Understanding Services and Applications by Type, Cloud Services; Cloud Computing and Security - Risks in Cloud Computing, Data Security in Cloud, Cloud Security Services.	10
4	Cloud Computing Tools - Tools and Technologies for Cloud, Apache Hadoop, Cloud Tools; Cloud Applications - Moving Applications to the Cloud, Microsoft Cloud Services, Google Cloud Applications, Amazon Cloud Services.	9

Course Assessment Method
(CIE: 40 marks, ESE: 60 marks)

Continuous Internal Evaluation Marks (CIE):

Attendance	Assignment/ Microproject	Internal Examination-1 (Written)	Internal Examination- 2 (Written)	Total
5	15	10	10	40

End Semester Examination Marks (ESE)

In Part A, all questions need to be answered and in Part B, each student can choose any one full question out of two questions

Part A	Part B	Total
<ul style="list-style-type: none"> ● 2 Questions from each module. ● Total of 8 Questions, each carrying 3 marks <p style="text-align: center;">(8x3 =24 marks)</p>	<ul style="list-style-type: none"> ● Each question carries 9 marks. ● Two questions will be given from each module, out of which 1 question should be answered. ● Each question can have a maximum of 3 subdivisions. <p style="text-align: center;">(4x9 = 36 marks)</p>	60

Course Outcomes (COs)

At the end of the course students should be able to:

Course Outcome		Bloom's Knowledge Level (KL)
CO1	Articulate the fundamental concepts of cloud computing, its types, and how cloud computing architecture operates.	K2
CO2	Understand and describe the foundations of virtualization, its relationship with cloud computing.	K2
CO3	Describe various cloud computing services, understand the different service models, and identify potential risks.	K3
CO4	Demonstrate proficiency in using cloud computing tools such as Apache Hadoop, and deploy applications using popular cloud platforms.	K3

Note: K1- Remember, K2- Understand, K3- Apply, K4- Analyse, K5- Evaluate, K6- Create

CO-PO Mapping Table (Mapping of Course Outcomes to Program Outcomes)

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	2	2	2									2
CO2	2	2	2	2								2
CO3	2	2	2	2								2
CO4	2	2	2	2								2

Note: 1: Slight (Low), 2: Moderate (Medium), 3: Substantial (High), -: No Correlation

Text Books				
Sl. No	Title of the Book	Name of the Author/s	Name of the Publisher	Edition and Year
1	Cloud Computing: A Practical Approach for Learning and Implementation	A.Srinivasan, J.Suresh	Pearson	1/e, 2014

Reference Books				
Sl. No	Title of the Book	Name of the Author/s	Name of the Publisher	Edition and Year
1	Cloud Computing : Concepts, Technology, Security, and Architecture	Thomas Erl	Pearson	2/e, 2023
2	Cloud Computing	Sandeep Bhowmik	Cambridge University Press	1/e, 2017
3	Cloud Computing: A Hands-On Approach	Arshdeep Bahga and Vijay Madisetti	Universities Press	1/e, 2014

Video Links (NPTEL, SWAYAM...)	
Module No.	Link ID
1	https://onlinecourses.nptel.ac.in/noc21_cs14/preview

SEMESTER S7

SOFTWARE ENGINEERING

Course Code	OECST723	CIE Marks	40
Teaching Hours/Week (L: T:P: R)	3:0:0:0	ESE Marks	60
Credits	3	Exam Hours	2 Hrs. 30 Min.
Prerequisites (if any)	None	Course Type	Theory

Course Objectives:

1. To Provide fundamental knowledge in the Software Development Process including Software Development, Object Oriented Design, Project Management concepts and technology trends.
2. To enable the learners to apply state of the art industry practices in Software development.

SYLLABUS

Module No.	Syllabus Description	Contact Hours
1	Introduction to Software Engineering and Process Models - Software engineering, Software characteristics and types, Layers of Software Engineering-Process, Methods, Tools and Quality focus. Software Process models – Waterfall, Prototype, Spiral, Incremental, Agile model – Values and Principles. Requirement engineering - Functional, Non-functional, System and User requirements. Requirement elicitation techniques, Requirement validation, Feasibility analysis and its types, SRS document characteristics and its structure. <i>Case study:</i> SRS for College Library Management Software	9
2	Software design - Software architecture and its importance, Software architecture patterns: Component and Connector, Layered, Repository, Client-Server, Publish-Subscribe, Functional independence – Coupling and Cohesion <i>Case study:</i> Ariane launch failure	10

	<p>Object Oriented Software Design - UML diagrams and relationships– Static and dynamic models, Class diagram, State diagram, Use case diagram, Sequence diagram</p> <p><i>Case Studies:</i> Voice mail system, ATM Example</p> <p>Software pattern - Model View Controller, Creational Design Pattern types – Factory method, Abstract Factory method, Singleton method, Prototype method, Builder method. Structural Design Pattern and its types – Adapter, Bridge, Proxy, Composite, Decorator, Façade, Flyweight. Behavioral Design Pattern</p>	
3	<p>Coding, Testing and Maintenance:</p> <p>Coding guidelines - Code review, Code walkthrough and Code inspection, Code debugging and its methods.</p> <p>Testing - Unit testing , Integration testing, System testing and its types, Black box testing and White box testing, Regression testing</p> <p>Overview of DevOps and Code Management - Code management, DevOps automation, Continuous Integration, Delivery, and Deployment (CI/CD/CD), <i>Case study</i> – Netflix.</p> <p>Software maintenance and its types- Adaptive, Preventive, Corrective and Perfective maintenance. Boehm’s maintenance models (both legacy and non-legacy)</p>	10
4	<p>Software Project Management - Project size metrics – LOC, Function points and Object points. Cost estimation using Basic COCOMO.</p> <p>Risk management: Risk and its types, Risk monitoring and management model</p> <p>Software Project Management - Planning, Staffing, Organisational structures, Scheduling using Gantt chart. Software Configuration Management and its phases, Software Quality Management – ISO 9000, CMM, Six Sigma for software engineering.</p>	7

Course Assessment Method
(CIE: 40 marks, ESE: 60 marks)

Continuous Internal Evaluation Marks (CIE):

Attendance	Assignment/ Microproject	Internal Examination-1 (Written)	Internal Examination- 2 (Written)	Total
5	15	10	10	40

End Semester Examination Marks (ESE)

In Part A, all questions need to be answered and in Part B, each student can choose any one full question out of two questions

Part A	Part B	Total
<ul style="list-style-type: none"> ● 2 Questions from each module. ● Total of 8 Questions, each carrying 3 marks <p style="text-align: center;">(8x3 =24 marks)</p>	<ul style="list-style-type: none"> ● Each question carries 9 marks. ● Two questions will be given from each module, out of which 1 question should be answered. ● Each question can have a maximum of 3 subdivisions. <p style="text-align: center;">(4x9 = 36 marks)</p>	60

Course Outcomes (COs)

At the end of the course students should be able to:

Course Outcome		Bloom's Knowledge Level (KL)
CO1	Plan the system requirements and recommend a suitable software process model.	K3
CO2	Model various software patterns based on system requirements.	K3
CO3	Apply testing and maintenance strategies on the developed software product to enhance quality.	K3
CO4	Develop a software product based on cost, schedule and risk constraints.	K3

Note: K1- Remember, K2- Understand, K3- Apply, K4- Analyse, K5- Evaluate, K6- Create

CO-PO Mapping Table (Mapping of Course Outcomes to Program Outcomes)

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	3	3									3
CO2	3	3	3									3
CO3	3	3	3									3
CO4	3	3	3									3

Note: 1: Slight (Low), 2: Moderate (Medium), 3: Substantial (High), -: No Correlation

Text Books				
Sl. No	Title of the Book	Name of the Author/s	Name of the Publisher	Edition and Year
1	Software Engineering: A practitioner's approach	Roger S. Pressman	McGraw-Hill	8/e, 2014
2	Software Engineering	Ian Sommerville	Addison-Wesley	10/e, 2015
3	Design Patterns, Elements of Reusable Object Oriented Software	Erich Gamma, Richard Helm, Ralph Johnson, John Vlissides	Pearson Education Addison-Wesley	1/e, 2009

Reference Books				
Sl. No	Title of the Book	Name of the Author/s	Name of the Publisher	Edition and Year
1	Pankaj Jalote's Software Engineering: With Open Source and GenAI	Pankaj Jalote	Wiley India	1/e, 2024
2	Software Engineering: A Primer	Waman S Jawadekar	Tata McGraw-Hill	1/e, 2008
3	Object-Oriented Modelling and Design with UML	Michael Blaha, James Rumbaugh	Pearson Education.	2/e, 2007
4	Software Engineering Foundations : A Software Science Perspective	Yingux Wang	Auerbach Publications	1/e, 2008
5	Object-Oriented Design and Patterns	Cay Horstmann	Wiley India	2/e, 2005
6	Engineering Software Products: An Introduction to Modern Software Engineering	Ian Sommerville	Pearson Education	1/e, 2020

Video Links (NPTEL, SWAYAM...)

Module No.	Link ID
1	https://www.youtube.com/watch?v=Z6f9ckEElsU
2	https://www.youtube.com/watch?v=1xUz1fp23TQ
3	http://digimat.in/nptel/courses/video/106105150/L01.html
4	https://www.youtube.com/watch?v=v7KtPLhSMkU
2	https://archive.nptel.ac.in/courses/106/105/106105182/

SEMESTER S7

COMPUTER NETWORKS

Course Code	OECST724	CIE Marks	40
Teaching Hours/Week (L: T:P: R)	3:0:0:0	ESE Marks	60
Credits	3	Exam Hours	2 Hrs. 30 Min.
Prerequisites (if any)	None	Course Type	Theory

Course Objectives:

1. To Introduce the core concepts of computer networking.
2. To Explore routing protocols and their role in network communication

SYLLABUS

Module No.	Syllabus Description	Contact Hours
1	Introduction to Computer Networks:- Introduction, Network Components, Network Models, ISO/OSI, TCP/IP, Physical Topology, Overview of the Internet, Protocol layering; Physical Layer-Transmission media (copper, fiber, wireless), Datagram Networks, Virtual Circuit networks, Performance.	7
2	Data Link Layer:- Error Detection and Correction - Introduction, Hamming Code, CRC, Checksum; Framing-Methods, Flow Control- Noiseless Channels, Noisy Channels; Medium Access Control- Random Access, Controlled Access; Wired LANs - IEEE Standards, Ethernet, IEEE 802.11;	11
3	Network Layer:- Logical Addressing- IPv4 and IPv6 Addresses; Internet Protocol- IPV4 and IPv6; Unicast Routing Protocols- Distance Vector Routing, Link State Routing Multicast Routing Protocols.	9
4	Transport Layer:- Transport Layer Protocols- UDP, TCP; Congestion Control- Open Loop Vs Closed Loop Congestion Control, Congestion Control in TCP; Application	8

	Layer - Application Layer Paradigms, Client-server applications, World Wide Web and HTTP, FTP. Electronic Mail, DNS; Peer-to-peer paradigm - P2P Networks.	
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Course Assessment Method
(CIE: 40 marks, ESE: 60 marks)

Continuous Internal Evaluation Marks (CIE):

Attendance	Assignment/ Microproject	Internal Examination-1 (Written)	Internal Examination- 2 (Written)	Total
5	15	10	10	40

End Semester Examination Marks (ESE)

In Part A, all questions need to be answered and in Part B, each student can choose any one full question out of two questions

Part A	Part B	Total
<ul style="list-style-type: none"> ● 2 Questions from each module. ● Total of 8 Questions, each carrying 3 marks <p style="text-align: center;">(8x3 =24 marks)</p>	<ul style="list-style-type: none"> ● Each question carries 9 marks. ● Two questions will be given from each module, out of which 1 question should be answered. ● Each question can have a maximum of 3 subdivisions. <p style="text-align: center;">(4x9 = 36 marks)</p>	60

Course Outcomes (COs)

At the end of the course students should be able to:

Course Outcome		Bloom's Knowledge Level (KL)
CO1	Comprehend the OSI and TCP/IP models, the functioning of different network layers, and the protocol stack used in computer networks.	K2
CO2	Evaluate various transmission media (copper, fiber, wireless), error detection/correction methods, and medium access control mechanisms in both wired and wireless LANs.	K2
CO3	Demonstrate a working knowledge of IPv4 and IPv6 addressing schemes, routing protocols (unicast and multicast), and apply them to network scenarios.	K3
CO4	Summarize UDP and TCP protocols, explain congestion control mechanisms, and understand client-server and peer-to-peer applications like HTTP, FTP, DNS, and P2P networks.	K3

Note: K1- Remember, K2- Understand, K3- Apply, K4- Analyse, K5- Evaluate, K6- Create

CO-PO Mapping Table (Mapping of Course Outcomes to Program Outcomes)

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	3										3
CO2	3	3	3									3
CO3	3	3	3									3
CO4	3	3	3									3

Note: 1: Slight (Low), 2: Moderate (Medium), 3: Substantial (High), -: No Correlation

Text Books				
Sl. No	Title of the Book	Name of the Author/s	Name of the Publisher	Edition and Year
1	Computer Networks: A Top-Down Approach	Behrouz A Forouzan	McGraw Hill	SIE, 2017

Reference Books				
Sl. No	Title of the Book	Name of the Author/s	Name of the Publisher	Edition and Year
1	Computer Networks, A Systems Approach	L. L. Peterson and B. S. Davie	Morgan Kaufmann	5/e, 2011
2	TCP/IP Architecture, design, and implementation in Linux	Sameer Seth M. Ajaykumar Venkatesulu	Wiley	1/e, 2008
3	Computer Networks	Andrew Tanenbaum	Pearson	6/e, 2021
4	Computer Networking: A Top-Down Approach Featuring Internet	J. F. Kurose and K. W. Ross	Pearson Education	8/e, 2022

Video Links (NPTEL, SWAYAM...)	
No.	Link ID
1	https://nptel.ac.in/courses/106/105/106105183/

SEMESTER S7

MOBILE APPLICATION DEVELOPMENT

(Common to CS/CA/CM/CD/CR/AI/AM/AD)

Course Code	OECST725	CIE Marks	40
Teaching Hours/Week (L: T:P: R)	3:0:0:0	ESE Marks	60
Credits	3	Exam Hours	2 Hrs. 30 Min.
Prerequisites (if any)	GXEST204 OR OECST615	Course Type	Theory

Course Objectives:

1. To impart a Comprehensive Mobile Development Knowledge
2. To give Proficiency in Flutter and Dart, UI/UX Design Skills
3. To present the Industry Practices and Deployment such as app security, testing.

SYLLABUS

Module No.	Syllabus Description	Contact Hours
1	Fundamentals of Mobile Application Development: Introduction to Mobile Application Development, Overview of Mobile Platforms: iOS and Android, Introduction to Flutter: History, Features, and Benefits, Setting Up the Flutter Development Environment*, Mobile App Architectures (MVC, MVVM, and BLoC), Basics of Dart Programming Language.	9
2	User Interface Design and User Experience: Principles of Mobile UI/UX Design, Designing Responsive UIs with Flutter, Using Flutter Widgets: Stateless Widget and Stateful Widget, Layouts in Flutter: Container, Column, Row, Stack, Navigation and Routing in Flutter, Customizing UI with Themes and Styles.	9
3	Advanced Flutter Development: State Management in Flutter: Provider, Riverpod, and BLoC	9

	Networking in Flutter: HTTP Requests, JSON Parsing, RESTful APIs Data Persistence: SQLite, Shared Preferences, Hive Asynchronous Programming with Dart: Futures, async/await, and Streams	
4	Industry Practices and App Deployment: Advanced UI Components and Animations, App Security Best Practices, Testing and Debugging Flutter Applications, Publishing Apps to Google Play Store and Apple App Store, Industry Trends and Future of Mobile Development with Flutter	9

**Course Assessment Method
(CIE: 40 marks, ESE: 60 marks)**

Continuous Internal Evaluation Marks (CIE):

Attendance	Assignment/ Microproject	Internal Examination-1 (Written)	Internal Examination- 2 (Written)	Total
5	15	10	10	40

End Semester Examination Marks (ESE)

In Part A, all questions need to be answered and in Part B, each student can choose any one full question out of two questions

Part A	Part B	Total
<ul style="list-style-type: none"> ● 2 Questions from each module. ● Total of 8 Questions, each carrying 3 marks <p style="text-align: center;">(8x3 =24 marks)</p>	<ul style="list-style-type: none"> ● Each question carries 9 marks. ● Two questions will be given from each module, out of which 1 question should be answered. ● Each question can have a maximum of 3 subdivisions. <p style="text-align: center;">(4x9 = 36 marks)</p>	60

Course Outcomes (COs)

At the end of the course students should be able to:

Course Outcome		Bloom's Knowledge Level (KL)
CO1	Explain the basics of mobile application development and different mobile platforms and the environment setup.	K2
CO2	Apply principles of effective mobile UI/UX design, develop responsive user interfaces using Flutter widgets.	K3
CO3	Experiment effectively with state in Flutter applications. networking and data persistence in Flutter apps.	K3
CO4	Apply security best practices in mobile app development and debug Flutter applications effectively.	K3

Note: K1- Remember, K2- Understand, K3- Apply, K4- Analyse, K5- Evaluate, K6- Create

CO-PO Mapping Table (Mapping of Course Outcomes to Program Outcomes)

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	3	3	3								3
CO2	3	3	3	3	3							3
CO3	3	3	3	3	3							3
CO4	3	3	3	3	3							3

Note: 1: Slight (Low), 2: Moderate (Medium), 3: Substantial (High), -: No Correlation

Text Books				
Sl. No	Title of the Book	Name of the Author/s	Name of the Publisher	Edition and Year
1	Flutter Cookbook	Simone Alessandria	Packt	2/e, 2023
2	Flutter for Beginners	Alessandro Biessek	Packt	1/e, 2019

Reference Books				
Sl. No	Title of the Book	Name of the Author/s	Name of the Publisher	Edition and Year
1	Flutter in Action	Eric Windmill	Manning	1/e, 2019
2	Flutter and Dart: Up and Running	Deepti Chopra, Roopal Khurana	BPB	1/e, 2023

Video Links (NPTEL, SWAYAM...)	
No.	Link ID
1	https://www.youtube.com/watch?v=VPvVD8t02U8

SEMESTER 8

**ARTIFICIAL INTELLIGENCE AND
DATA SCIENCE**

SEMESTER S8

SOFTWARE ARCHITECTURES

Course Code	PECST861	CIE Marks	40
Teaching Hours/Week (L:T:P: R)	3:0:0:0	ESE Marks	60
Credits	3	Exam Hours	2 Hrs. 30 Min.
Prerequisites (if any)	None	Course Type	Theory

Course Objectives:

1. To develop a comprehensive understanding of software architecture principles and patterns.
2. To provide the ability to design and analyze software architectures.

SYLLABUS

Module No.	Syllabus Description	Contact Hours
1	Introduction to Software Architecture: Definition and Importance, Architecture in the Life Cycle, Role of the Architect vs. Engineer, Requirements engineering: Stakeholders, Concerns, and Types of Requirements, Use Cases and Tactics.	8
2	Architectural Patterns and Styles: Architectural Patterns- Overview of Patterns and Styles, Applying Patterns and Choosing a Style. Patterns for Enterprise Applications: Enterprise Applications and Layered Patterns, Concurrency Problems.	8
3	Components, Contracts, and Service-Oriented Architectures: Component Software- Nature of Components and Reuse, UML and Components Design by Contract- Contracts, Polymorphism, Inheritance, and Delegation Service-Oriented Architectures- Standards, Technologies, and Security.	9
4	Architecture Evaluation and Description: Describing Architectures and Viewpoints, Evaluating Architectures. Architectural Description Languages (ADLs)- Overview and Applications.	7

Course Assessment Method
(CIE: 40 marks, ESE: 60 marks)

Continuous Internal Evaluation Marks (CIE):

Attendance	Assignment/ Microproject	Internal Examination-1 (Written)	Internal Examination- 2 (Written)	Total
5	15	10	10	40

End Semester Examination Marks (ESE)

In Part A, all questions need to be answered and in Part B, each student can choose any one full question out of two questions

Part A	Part B	Total
<ul style="list-style-type: none"> ● 2 Questions from each module. ● Total of 8 Questions, each carrying 3 marks <p style="text-align: center;">(8x3 =24 marks)</p>	<ul style="list-style-type: none"> ● Each question carries 9 marks. ● Two questions will be given from each module, out of which 1 question should be answered. ● Each question can have a maximum of 3 subdivisions. <p style="text-align: center;">(4x9 = 36 marks)</p>	60

Course Outcomes (COs)

At the end of the course students should be able to:

Course Outcome		Bloom's Knowledge Level (KL)
CO1	Understand the foundational concepts of software architecture, including the roles of stakeholders and the importance of requirements engineering.	K2
CO2	Apply architectural patterns and styles to design software systems, particularly in enterprise contexts.	K3
CO3	Understand the principles of component-based software design and the use of contracts in ensuring reliable software systems.	K2
CO4	Apply architectural description techniques to document and evaluate software architectures.	K3

Note: K1- Remember, K2- Understand, K3- Apply, K4- Analyse, K5- Evaluate, K6- Create

CO-PO Mapping Table (Mapping of Course Outcomes to Program Outcomes)

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	2	2									3
CO2	3	3	3		2							3
CO3	3	2	2		2							3
CO4	3	3	3		2							3

Note: 1: Slight (Low), 2: Moderate (Medium), 3: Substantial (High), -: No Correlation

Text Books				
Sl. No	Title of the Book	Name of the Author/s	Name of the Publisher	Edition and Year
1	Software Architecture	A.Bijlsma, B.J.Heeren, E.E.Roubtsova,S. Stuurman	Free Technology Academy	1/e, 2011
2	Software Architecture 1	Mourad Chabane Oussalah	Wiley	1/e, 2014

Reference Books				
Sl. No	Title of the Book	Name of the Author/s	Name of the Publisher	Edition and Year
1	Head First Software Architecture: A Learner's Guide to Architectural Thinking	Raju Gandhi, Mark Richards, Neal Ford	Oreilly	1/e, 2024

Video Links (NPTEL, SWAYAM...)	
No.	Link ID
1	https://www.youtube.com/playlist?list=PL4JxLacgYgqTgS8qQPC17fM-NWMTTr5GW6

SEMESTER S8

BIO INSPIRED OPTIMIZATION TECHNIQUES

Course Code	PEADT862	CIE Marks	40
Teaching Hours/Week (L: T:P: R)	3:0:0:0	ESE Marks	60
Credits	3	Exam Hours	2 Hrs. 30 Min.
Prerequisites (if any)	None	Course Type	Theory

Course Objectives:

1. To provide the knowledge and skills required to design and implement Bio-inspired optimization techniques to problems using evolutionary algorithms like Genetic Algorithms and various Swarm optimization techniques such as ACO, ABC, and PSO.

SYLLABUS

Module No.	Syllabus Description	Contact Hours
1	Introduction:- Optimization Techniques- Introduction to Optimization Problems, Single and Multi-objective Optimization Classical Techniques, Overview of various Optimization methods, Evolutionary Computing. Genetic Algorithm and Genetic Programming - Basic concept; Bio- inspired Computing (BIC) -Motivation, Overview of BIC, Usage of BIC, Merits and demerits of BIC.	8
2	Swarm Intelligence: - Biological foundations of Swarm Intelligence, Swarm Intelligence in Optimization. Ant Colonies - Ant Foraging Behaviour, Towards Artificial Ants; Ant Colony Optimization (ACO) – S-ACO, Ant Colony Optimization Metaheuristic, Combinatorial Optimization, ACO Metaheuristic Problem solving using ACO, Local search methods, Scope of ACO algorithms.	8
3	Swarm Robotics :- Foraging for food, Clustering of objects, Collective Prey retrieval, Scope of Swarm Robotics; Social Adaptation of Knowledge - Particle Swarm, Particle Swarm Optimization (PSO), Particle Swarms for Dynamic Optimization Problems; Artificial Bee Colony (ABC) Optimization biologically inspired algorithms in engineering.	10

4	<p>Other Swarm Intelligence algorithms - Fish Swarm, Bacteria foraging, Intelligent Water Drop Algorithms, Applications of biologically inspired algorithms in engineering;</p> <p>Case Studies:- ACO and PSO for NP-hard problems , Routing problems, Assignment problems, Scheduling problems, Subset problems, Machine Learning Problems, Travelling Salesman Problem.</p>	10
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Course Assessment Method
(CIE: 40 marks, ESE: 60 marks)

Continuous Internal Evaluation Marks (CIE):

Attendance	Assignment/ Microproject	Internal Examination-1 (Written)	Internal Examination- 2 (Written)	Total
5	15	10	10	40

End Semester Examination Marks (ESE)

In Part A, all questions need to be answered and in Part B, each student can choose any one full question out of two questions

Part A	Part B	Total
<ul style="list-style-type: none"> ● 2 Questions from each module. ● Total of 8 Questions, each carrying 3 marks <p style="text-align: center;">(8x3 =24 marks)</p>	<ul style="list-style-type: none"> ● Each question carries 9 marks. ● Two questions will be given from each module, out of which 1 question should be answered. ● Each question can have a maximum of 3 subdivisions. <p style="text-align: center;">(4x9 = 36 marks)</p>	60

Course Outcomes (COs)

At the end of the course students should be able to:

Course Outcome		Bloom's Knowledge Level (KL)
CO1	Describe the fundamentals in bio-inspired optimization techniques which influence computing.	K2
CO2	Make use of the concepts of Genetic algorithms in various domains.	K3
CO3	Comprehend the concepts of Swarm Intelligence and collective systems such as ACO, ABC, and PSO.	K2
CO4	Illustrate the concepts of biologically inspired algorithmic design.	K3

Note: K1- Remember, K2- Understand, K3- Apply, K4- Analyse, K5- Evaluate, K6- Create

CO-PO Mapping Table (Mapping of Course Outcomes to Program Outcomes)

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	3	3									3
CO2	3	3	3									3
CO3	3	3	3									3
CO4	3	3	3									3

Note: 1: Slight (Low), 2: Moderate (Medium), 3: Substantial (High), -: No Correlation

Text Books				
Sl. No	Title of the Book	Name of the Author/s	Name of the Publisher	Edition and Year
1	Introduction to Evolutionary Computing	A. E. Elben, J. E. Smith	Springer	2/e,2015
2	Bio-Inspired Artificial Intelligence Theories, Methods, and Technologies	Floreano D., Mattiussi C	MIT Press,	1/e,2008
3	Fundamentals of Natural Computing, Basic Concepts, Algorithms and Applications	Leandro Nunes de Castro	Chapman & Hall/ CRC	1/e, 2007

Reference Books				
Sl. No	Title of the Book	Name of the Author/s	Name of the Publisher	Edition and Year
1	Swarm Intelligence: From Natural to Artificial Systems	Eric Bonabeau, Marco Dorigo, Guy Theraulaz	Oxford University Press	1/e,2000
2	Ant Colony Optimization	Marco Dorigo and Thomas Stutzle	MIT Press	1/e, 2004
3	Swarm Intelligence Introduction and Application	Christian Blum and Daniel Merkle	Springer	1/e,2008

Video Links (NPTEL, SWAYAM...)	
Module No.	Link ID
1	https://www.academia.edu/15627526/Nature_inspired_computing_technology_and_applications
2	https://nptel.ac.in/courses/112103301
3	http://digimat.in/nptel/courses/video/106106226/L33.html
4	https://onlinecourses.nptel.ac.in/noc21_me43/preview

SEMESTER S8

NETWORK SECURITY PROTOCOLS

(Common to CA/AD)

Course Code	PECAT863	CIE Marks	40
Teaching Hours/Week (L: T:P: R)	3:0:0:0	ESE Marks	60
Credits	3	Exam Hours	2 Hrs. 30 Min.
Prerequisites (if any)	PCCST501	Course Type	Theory

Course Objectives:

1. To explore various network and system security protocols.
2. To teach the authentication protocols, firewalls and security protocols from different layers such as data link, network, transport and application.
3. To enable the learners in effective use of security protocols for securing network applications.

SYLLABUS

Module No.	Syllabus Description	Contact Hours
1	Authentication protocols:- Message Authentication Requirements, Authentication functions, Message authentication codes-Hash functions, Digital signatures, Authentication Protocols – Mutual authentication, One way authentication. Kerberos – Kerberos Version 4, Kerberos Version 5.X.509 Authentication service. Public Key Infrastructure (PKI) – Trust models, Revocation.	8
2	Electronic Mail Security- Pretty Good Privacy (PGP) – Operational Description, Cryptographic keys and key rings, Message format, PGP message generation, PGP message reception, Public key management. S/MIME – Functionality, Messages, Certificate processing, Enhanced security services.	8
3	Network Layer Security and Web Security- Internet Protocol Security (IPSec) – Overview, IP security architecture, Authentication Header (AH), Encapsulating Security Payload (ESP), Combining Security Associations, Key management. Internet Key Exchange (IKE) - Phases. Web Security – Web security considerations. Secure Socket Layer and Transport Layer Security (SSL/TLS) – SSL Architecture, SSL protocols	10

4	Application Layer Security and System Security -Hypertext Transfer Protocol Secure (HTTPS) –Connection initiation, Closure. Secure Shell (SSH) –Transport layer protocol, User authentication protocol, Connection protocol. Secure Electronic Transaction (SET) – Overview, Features, Participants, Dual signature, Payment processing. Firewalls – Firewall characteristics, Types of Firewalls, Firewall configurations, Encrypted Tunnels, Trusted systems – Data access control, The concept of Trusted Systems, Trojan horse defense.	10
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**Course Assessment Method
(CIE: 40 marks, ESE: 60 marks)**

Continuous Internal Evaluation Marks (CIE):

Attendance	Assignment/ Microproject	Internal Examination-1 (Written)	Internal Examination- 2 (Written)	Total
5	15	10	10	40

End Semester Examination Marks (ESE)

In Part A, all questions need to be answered and in Part B, each student can choose any one full question out of two questions

Part A	Part B	Total
<ul style="list-style-type: none"> ● 2 Questions from each module. ● Total of 8 Questions, each carrying 3 marks <p style="text-align: center;">(8x3 =24 marks)</p>	<ul style="list-style-type: none"> ● Each question carries 9 marks. ● Two questions will be given from each module, out of which 1 question should be answered. ● Each question can have a maximum of 3 subdivisions. <p style="text-align: center;">(4x9 = 36 marks)</p>	60

Course Outcomes (COs)

At the end of the course students should be able to:

Course Outcome		Bloom's Knowledge Level (KL)
CO1	Explain authentication protocols, X.509 authentication service and Public Key Infrastructure (PKI).	K2
CO2	Identify the security mechanism in E-mail security services	K2
CO3	Summarize the network and transport layer security services provided in a secure communication scenario	K2
CO4	Describe application layer security protocols	K2
CO5	Explain the concepts of system security and firewalls	K2

Note: K1- Remember, K2- Understand, K3- Apply, K4- Analyse, K5- Evaluate, K6- Create

CO-PO Mapping Table (Mapping of Course Outcomes to Program Outcomes)

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	3	3									3
CO2	3	3	3									3
CO3	3	3	3									3
CO4	3	3	3									3
CO5	3	3	3									3

Note: 1: Slight (Low), 2: Moderate (Medium), 3: Substantial (High), -: No Correlation

Text Books

Sl. No	Title of the Book	Name of the Author/s	Name of the Publisher	Edition and Year
1	Cryptography and Network Security –vPrinciples and Practices	William Stallings	Pearson Education	4/e, 2022.
2	Network Security: Private Communication in a Public World	C.Kaufman,R.Perlman and M.Speciner	Addison-Wesley Professional	3/e,2022.

Reference Books

Sl. No	Title of the Book	Name of the Author/s	Name of the Publisher	Edition and Year
1	Cryptography and Network Security	Behrouz A Forouzan, Debdeep Mukhopadhyay	McGraw Hill Education (India) Private Limited	3/e, 2015
2	Network Security Essentials: Applications and Standards	William Stallings	McGraw Hill	6/e, 2018
3	Network security : the complete reference.	Bragg, Roberta	McGraw-Hill/Osborne.	1/ e, 2004

Video Links (NPTEL, SWAYAM...)	
Module No.	Link ID
1, 2, 3, 4	https://nptel.ac.in/courses/106/106/106106221/ https://nptel.ac.in/courses/106/105/106105031/ https://nptel.ac.in/courses/111/103/111103020/

SEMESTER S8

COMPUTATIONAL COMPLEXITY

(Common to CS/CM/AD/CB/CN/CU/CR/CI)

Course Code	PECST864	CIE Marks	40
Teaching Hours/Week (L: T:P: R)	3:0:0:0	ESE Marks	60
Credits	3	Exam Hours	2 Hrs. 30 Min.
Prerequisites (if any)	PCCST302, PCCST502	Course Type	Theory

Course Objectives:

1. To develop an understanding of various computational models, including deterministic and nondeterministic models, Turing machines, and other computational models, and analyze their capabilities and limitations, focusing on how these models influence the classification of problems into complexity classes.
2. To explore key complexity classes such as P, NP, and PSPACE, and apply polynomial-time reductions to prove the NP-completeness of various problems, and also investigate space complexity, polynomial hierarchy, and advanced topics.

SYLLABUS

Module No.	Syllabus Description	Contact Hours
1	Introduction to Complexity Theory - Basic concepts and motivations, Deterministic and nondeterministic models, Turing machines, and computational models. (Text 2 - Ch 7) Complexity Classes P and NP - Definitions and examples of P and NP, Polynomial-time algorithms, NP-completeness and the Cook-Levin theorem. (Text 2 - Ch 7, 8) Reductions and Completeness - Polynomial-time reductions, NP-complete problems, and their significance, Examples of NP-complete problems (Text 1 - Ch 2)	9
2	Space Complexity - Space complexity classes: L, NL, PSPACE, Savitch's theorem and NL-completeness, PSPACE-completeness. (Text 2 - Ch 8) Polynomial Hierarchy and Alternation - Definition of the polynomial hierarchy (PH), Complete problems for each level of PH, Relationship between PH and other classes. (Text 1 - Ch 5)	9

3	Interactive Proofs - Definition and examples of interactive proofs, IP = PSPACE theorem, Zero-knowledge proofs. (Text 1 - Ch 8) Probabilistically Checkable Proofs (PCPs) - Introduction to PCPs, PCP theorem and implications, Applications in hardness of approximation. (Text 1 - Ch 9)	9
4	Circuit Complexity - Boolean circuits and circuit complexity, Circuit lower bounds, Complexity of specific functions. (Text 2 - Ch 9) Quantum Complexity - Basics of quantum computation, Quantum complexity classes: BQP, QMA, Quantum algorithms and their complexity. (Text 3 - Ch 10, 11)	9

Course Assessment Method
(CIE: 40 marks, ESE: 60 marks)

Continuous Internal Evaluation Marks (CIE):

Attendance	Assignment/ Microproject	Internal Examination-1 (Written)	Internal Examination- 2 (Written)	Total
5	15	10	10	40

End Semester Examination Marks (ESE)

In Part A, all questions need to be answered and in Part B, each student can choose any one full question out of two questions

Part A	Part B	Total
<ul style="list-style-type: none"> ● 2 Questions from each module. ● Total of 8 Questions, each carrying 3 marks <p style="text-align: center;">(8x3 =24 marks)</p>	<ul style="list-style-type: none"> ● Each question carries 9 marks. ● Two questions will be given from each module, out of which 1 question should be answered. ● Each question can have a maximum of 3 subdivisions. <p style="text-align: center;">(4x9 = 36 marks)</p>	60

Course Outcomes (COs)

At the end of the course students should be able to:

Course Outcome		Bloom's Knowledge Level (KL)
CO1	Describe and interpret different computational models, including deterministic and nondeterministic Turing machines.	K2
CO2	Recall and categorize complexity classes such as P, NP, and PSPACE, and explain their fundamental properties.	K2
CO3	Use polynomial-time reductions to demonstrate problem completeness and analyze the computational difficulty of problems.	K3
CO4	Evaluate problems based on their space complexity and apply theories like Savitch's theorem to assess space-bounded algorithms.	K4
CO5	Examine advanced topics in complexity theory, including interactive proofs, PCPs, and quantum complexity, and their implications for computational theory.	K3

Note: K1- Remember, K2- Understand, K3- Apply, K4- Analyse, K5- Evaluate, K6- Create

CO-PO Mapping Table (Mapping of Course Outcomes to Program Outcomes)

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	3	3									2
CO2	3	3	3									2
CO3	3	3	3									2
CO4	3	3	3									2
CO5	3	3	3									2

Note: 1: Slight (Low), 2: Moderate (Medium), 3: Substantial (High), -: No Correlation

Text Books				
Sl. No	Title of the Book	Name of the Author/s	Name of the Publisher	Edition and Year
1	Computational Complexity: A Modern Approach	Sanjeev Arora, Boaz Barak	Cambridge University Press	1/e, 2019
2	Introduction to the Theory of Computation	Michael Sipser	Cengage	3/e, 2014
3	Quantum Computing: A Gentle Introduction	Eleanor Rieffel, Wolfgang Polak	MIT Press	1/e, 2014

Reference Books				
Sl. No	Title of the Book	Name of the Author/s	Name of the Publisher	Edition and Year
1	Randomized Algorithms	Rajeev Motwani and Prabhakar Raghavan	Cambridge University Press	1/e, 2004
2	Probability and Computing: Randomization and Probabilistic Techniques in Algorithms and Data Analysis	Michael Mitzenmacher and Eli Upfal	Cambridge University Press	3/e, 2017
3	Introduction to Algorithms	Thomas H. Cormen, Charles E. Leiserson, Ronald L. Rivest and Clifford Stein	The MIT Press Cambridge	4/e, 2023
4	The Probabilistic Method	Noga Alon and Joel H. Spencer	Wiley-Blackwell	4/e, 2016
5	Approximation Algorithms	Vijay V. Vazirani	Springer	4/e, 2013
6	Theory of Computation : Classical And Contemporary Approaches	Dexter C Kozen	Springer	6/e, 2006
7	Computational Complexity: A Conceptual Perspective,	Oded Goldreich	Cambridge University Press	1/e, 2008

Video Links (NPTEL, SWAYAM...)	
Module No.	Link ID
1	https://onlinecourses.nptel.ac.in/noc21_cs90/preview https://onlinecourses.nptel.ac.in/noc21_cs49/preview
2	https://onlinecourses.nptel.ac.in/noc21_cs90/preview https://onlinecourses.nptel.ac.in/noc21_cs49/preview
3	https://onlinecourses.nptel.ac.in/noc21_cs90/preview https://onlinecourses.nptel.ac.in/noc21_cs49/preview
4	https://onlinecourses.nptel.ac.in/noc21_cs90/preview https://onlinecourses.nptel.ac.in/noc21_cs49/preview https://archive.nptel.ac.in/courses/106/104/106104241/

SEMESTER S8

SPEECH AND AUDIO PROCESSING

(Common to CS/CA/CM/CD/CR/AD/CC/CG)

Course Code	PECST866	CIE Marks	40
Teaching Hours/Week (L:T:P: R)	3:0:0:0	ESE Marks	60
Credits	3	Exam Hours	2 Hrs. 30 Min.
Prerequisites (if any)	PECST636	Course Type	Theory

Course Objectives:

1. To get familiarised with speech processing and audio processing concepts.
2. To equip the student to apply speech processing techniques in finding solutions to day-to-day problems

SYLLABUS

Module No.	Syllabus Description	Contact Hours
1	Speech Production :- Acoustic theory of speech production; Source/Filter model - Pitch, Formant; Spectrogram- Wide and narrow band spectrogram; Discrete model for speech production; Short-Time Speech Analysis; Windowing; STFT; Time domain parameters (Short time energy, short time zero crossing Rate, ACF); Frequency domain parameters - Filter bank analysis; STFT Analysis.	9
2	Mel-frequency cepstral coefficient (MFCC)- Computation; Pitch Estimation ACF/AMDF approaches; Cepstral analysis - Pitch and Formant estimation using cepstral analysis; <i>LPC Analysis</i> - LPC model; Auto correlation method - Levinson Durbin Algorithm	9
3	Speech Enhancement :- Spectral subtraction and Filtering, Harmonic filtering, Parametric resynthesis; Speech coding - fundamentals, class of coders : Time domain/spectral domain/vocoders, Sub band coding, adaptive transform coding, phase vocoder; Speaker Recognition :- Speaker verification and speaker identification, log-likelihood; Language identification - Implicit and explicit models; Machine learning models in Speaker Recognition.	9

4	Signal Processing models of audio perception - Basic anatomy of hearing System, Basilar membrane behaviour; Sound perception - Auditory Filter Banks, Critical Band Structure, Absolute Threshold of Hearing; Masking - Simultaneous Masking, Temporal Masking; Models of speech perception.	9
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Course Assessment Method
(CIE: 40 marks, ESE: 60 marks)

Continuous Internal Evaluation Marks (CIE):

Attendance	Assignment/ Microproject	Internal Examination-1 (Written)	Internal Examination- 2 (Written)	Total
5	15	10	10	40

End Semester Examination Marks (ESE)

In Part A, all questions need to be answered and in Part B, each student can choose any one full question out of two questions

Part A	Part B	Total
<ul style="list-style-type: none"> ● 2 Questions from each module. ● Total of 8 Questions, each carrying 3 marks <p style="text-align: center;">(8x3 =24 marks)</p>	<ul style="list-style-type: none"> ● Each question carries 9 marks. ● Two questions will be given from each module, out of which 1 question should be answered. ● Each question can have a maximum of 3 subdivisions. <p style="text-align: center;">(4x9 = 36 marks)</p>	60

Course Outcomes (COs)

At the end of the course students should be able to:

Course Outcome		Bloom's Knowledge Level (KL)
CO1	To recall various steps in the speech production process	K2
CO2	To summarise various speech processing approaches	K2
CO3	To develop speech-processing applications in various domains	K3
CO4	To analyse the speech processing model for audio perception	K4

Note: K1- Remember, K2- Understand, K3- Apply, K4- Analyse, K5- Evaluate, K6- Create

CO-PO Mapping Table (Mapping of Course Outcomes to Program Outcomes)

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	3	3	2		2	2					3
CO2	3	3	3									3
CO3	3	3	3									3
CO4	3	3	3	2			2					3

Note: 1: Slight (Low), 2: Moderate (Medium), 3: Substantial (High), -: No Correlation

Text Books				
Sl. No	Title of the Book	Name of the Author/s	Name of the Publisher	Edition and Year
1	Speech Communications: Human & Machine	Douglas O'Shaughnessy	IEEE Press	2/e, 1999
2	Discrete-Time Speech Signal Processing: Principles and Practice	Thomas F. Quatieri	Prentice Hall	1/e, 2001
3	Fundamentals of Speech Recognition	Lawrence Rabiner, Biing-Hwang Juang, B. Yegnanarayana	Pearson	1/e, 2008

Reference Books				
Sl. No	Title of the Book	Name of the Author/s	Name of the Publisher	Edition and Year
1	Theory and Application of Digital Processing of Speech Signals	Rabiner and Schafer	Prentice Hall	1/e, 2010
2	Speech and Audio Signal Processing: Processing and Perception Speech and Music	Nelson Morgan and Ben Gold	John Wiley & Sons	2/e, 2011

Video Links (NPTEL, SWAYAM...)	
No.	Link ID
1	https://youtu.be/Xjzm7S_kBU?si=j11bk3F7gocYjhfg

SEMESTER S8

STORAGE SYSTEMS

(Common to CS/CM/CR/CD/AM/AD)

Course Code	PECST867	CIE Marks	40
Teaching Hours/Week (L: T:P: R)	3:0:0:0	ESE Marks	60
Credits	3	Exam Hours	2 Hrs. 30 Min.
Prerequisites (if any)	None	Course Type	Theory

Course Objectives:

1. To provide a comprehensive understanding of storage technologies and architectures.
2. To empower students to design and implement effective storage solutions.

SYLLABUS

Module No.	Syllabus Description	Contact Hours
1	Storage technologies:- Computer storage technologies-Magnetic bubble memories, Charged Coupled Devices - CCDs, Micro-Electro-Mechanical Systems - MEMS, Flash memories, Processing In Memory - PIM, Optical storage - Data deduplication in storage systems. Storage Arrays- Architectural Principles, Replication, Local Snapshot Redundant Arrays of Independent Disks (RAID) - RAID0,RAID2,RAID3, RAID4, RAID5, RAID6, Hybrid RAID.	9
2	Data Storage Networking:- Fibre Channel SAN- FC SAN Components, SAN Topologies, iSCSI SAN- iSCSI names, Sessions, iSNS, Network Attached Storage - NAS Protocols, NAS Arrays, NAS Performance Object Storage - Objects and Object IDs, metadata, API Access	9
3	Business Continuity, Backup and Recovery:- Replication- Synchronous Replication, Asynchronous Replication Application, Layer Replication, Logical Volume Manager-Based Replication, Backup Methods- Hot Backups, Offline Backups, LAN-Based Backups, LAN-Free Backups (SAN Based), Serverless Backups, NDMP, Backup Types- Full Backups, Incremental Backups, Differential Backups , Synthetic Full Backups, Application-Aware Backups	9

4	Storage Management:- Capacity Management- Capacity Reporting, Thin Provisioning Considerations, Deduplication and Compression, Quotas and Archiving, Showback and Chargeback, Performance Management- Latency/Response Time, IOPS, MBps and Transfer Rate, Factors Affecting Storage Performance Management Protocols and Interfaces.	9
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**Course Assessment Method
(CIE: 40 marks, ESE: 60 marks)**

Continuous Internal Evaluation Marks (CIE):

Attendance	Assignment/ Microproject	Internal Examination-1 (Written)	Internal Examination- 2 (Written)	Total
5	15	10	10	40

End Semester Examination Marks (ESE)

In Part A, all questions need to be answered and in Part B, each student can choose any one full question out of two questions

Part A	Part B	Total
<ul style="list-style-type: none"> • 2 Questions from each module. • Total of 8 Questions, each carrying 3 marks <p style="text-align: center;">(8x3 =24 marks)</p>	<ul style="list-style-type: none"> • Each question carries 9 marks. • Two questions will be given from each module, out of which 1 question should be answered. • Each question can have a maximum of 3 subdivisions. <p style="text-align: center;">(4x9 = 36 marks)</p>	60

Course Outcomes (COs)

At the end of the course students should be able to:

Course Outcome		Bloom's Knowledge Level (KL)
CO1	Describe emerging storage technologies.	K2
CO2	Compare and contrast different storage networking technologies.	K2
CO3	Understand the importance of business continuity.	K2
CO4	Develop a comprehensive backup and recovery strategy	K3
CO5	Utilize management tools and best practices to monitor, optimize, and secure storage resources, ensuring optimal performance and data integrity.	K3

Note: K1- Remember, K2- Understand, K3- Apply, K4- Analyse, K5- Evaluate, K6- Create

CO-PO Mapping Table (Mapping of Course Outcomes to Program Outcomes)

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	3	2									3
CO2	3	3	2									3
CO3	3	3	3									3
CO4	3	3	3									3
CO5	3	3	3									3

Note: 1: Slight (Low), 2: Moderate (Medium), 3: Substantial (High), -: No Correlation

Text Books				
Sl. No	Title of the Book	Name of the Author/s	Name of the Publisher	Edition and Year
1	Data Storage Networking	Nigel Poulton	WILEY	2/e, 2015
2	Computer Storage Fundamentals	Susanta Dutta	BPB Publication	1/e, 2018

Reference Books				
Sl. No	Title of the Book	Name of the Author/s	Name of the Publisher	Edition and Year
1	Storage Systems : Organization, Performance, Coding, Reliability, and Their Data Processing	Alexander Thomasian	Morgan Kaufmann	1/e, 2021
2	Information Storage and Management	Somasundaram Gnanasundaram Alok Shrivastava	Wiley	2/e, 2012

Video Links (NPTEL, SWAYAM...)	
Module No.	Link ID
1	https://archive.nptel.ac.in/courses/106/108/106108058/

SEMESTER S8

PROMPT ENGINEERING (Common to CS/CM/CR/CD/AD/AM)

Course Code	PECST868	CIE Marks	40
Teaching Hours/Week (L: T:P: R)	3:0:0:0	ESE Marks	60
Credits	3	Exam Hours	2 Hrs. 30 Min.
Prerequisites (if any)	None	Course Type	Theory

Course Objectives:

1. To develop students' practical skills in applying prompt engineering techniques to real-world applications, while fostering an awareness of the ethical considerations and challenges in the field
2. To give an understanding of contextual cues to mitigating biases with techniques for seamless interaction with AI systems.

SYLLABUS

Module No.	Syllabus Description	Contact Hours
1	Introduction to Prompt Engineering and Language Models :- Fundamentals of Natural Language Processing (NLP) - Overview of Language Models: From Rule-Based Systems to Transformer Architectures (e.g., GPT, BERT) - Understanding Prompts: Definition, Importance, and Applications - Introduction to Prompt Engineering: Techniques and Use Cases - Ethical Considerations in Prompt Engineering Handson : Explore various language models using platforms like OpenAI, Hugging Face, or Google Colab; Experimenting with basic prompts to understand the impact of phrasing and context on model outputs.	9
2	Techniques and Strategies in Prompt Engineering :- Designing Effective Prompts - Best Practices and Common Pitfalls; Prompt Tuning and Fine-Tuning Language Model; Using Zero-Shot, Few-Shot, and Multi-Shot Learning in Prompts; Exploring the Role of Context, Repetition, and Specificity in Prompt Responses; Advanced Prompt Engineering Techniques: Prompt Chaining, Iterative Prompting. Handson : Crafting and optimizing prompts for specific tasks (e.g., text generation, summarization, Q&A); Using prompt engineering to fine-tune pre-trained models on specific datasets or tasks.	9

3	<p>Applications of Prompt Engineering :- Prompt Engineering in Chatbots and Conversational AI; Content Generation: Creative Writing, Code Generation, and Data Augmentation; Prompt Engineering for Sentiment Analysis, Classification, and Translation; Integration of Prompt Engineering with Other AI Technologies (e.g., Computer Vision, Data Science); Real-World Case Studies and Industry Applications</p> <p>Handson : Developing a simple chatbot using prompt engineering techniques, Case study analysis and reproduction of real-world prompt engineering applications</p>	9
4	<p>Challenges, Future Trends, and Research in Prompt Engineering :- Challenges in Prompt Engineering: Ambiguity, Bias, and Misinterpretation; Evaluating and Improving Prompt Performance: Metrics and Benchmarks; Future Trends: Emerging Techniques and the Evolution of Language Models;</p> <p>Handson : Working on a capstone project to solve a real-world problem using prompt engineering</p>	9

**Course Assessment Method
(CIE: 40 marks, ESE: 60 marks)**

Continuous Internal Evaluation Marks (CIE):

Attendance	Assignment/ Microproject	Internal Examination-1 (Written)	Internal Examination- 2 (Written)	Total
5	15	10	10	40

End Semester Examination Marks (ESE)

In Part A, all questions need to be answered and in Part B, each student can choose any one full question out of two questions

Part A	Part B	Total
<ul style="list-style-type: none"> ● 2 Questions from each module. ● Total of 8 Questions, each carrying 3 marks <p style="text-align: center;">(8x3 =24 marks)</p>	<ul style="list-style-type: none"> ● Each question carries 9 marks. ● Two questions will be given from each module, out of which 1 question should be answered. ● Each question can have a maximum of 3 subdivisions. <p style="text-align: center;">(4x9 = 36 marks)</p>	60

Course Outcomes (COs)

At the end of the course students should be able to:

Course Outcome		Bloom's Knowledge Level (KL)
CO1	Explain the core principles of NLP, language models, and the role of prompts in influencing AI behavior.	K2
CO2	Demonstrate the ability to design and fine-tune prompts for specific tasks, optimizing language models for desired outputs	K3
CO3	Apply prompt engineering techniques to develop functional AI applications, such as chatbots, content generation tools, and automated systems.	K3
CO4	Compare the ethical implications of prompt engineering, addressing challenges such as bias, ambiguity, and misuse, and propose solutions to mitigate these issues.	K3
CO5	Apply prompt engineering techniques to a variety of assigned tasks	K3

Note: K1- Remember, K2- Understand, K3- Apply, K4- Analyse, K5- Evaluate, K6- Create

CO-PO Mapping Table (Mapping of Course Outcomes to Program Outcomes)

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	3	3									3
CO2	3	3	3									3
CO3	3	3	3									3
CO4	3	3	3									3
CO5	3	3	3									3

Note: 1: Slight (Low), 2: Moderate (Medium), 3: Substantial (High), -: No Correlation

Text Books				
Sl. No	Title of the Book	Name of the Author/s	Name of the Publisher	Edition and Year
1	Speech and Language Processing	Daniel Jurafsky and James H. Martin	Pearson	2/e, 2013
2	Unlocking the Secrets of Prompt Engineering	Gilbert Mizrahi	Packt	1/e, 2023
3	Prompt Engineering	Ian Khan	Wiley	1/e, 2024

Reference Books				
Sl. No	Title of the Book	Name of the Author/s	Name of the Publisher	Edition and Year
1	Natural Language Processing with Python	Steven Bird, Ewan Klein, and Edward Loper	Oreilly	1/e, 2009
2	Transformers for Natural Language Processing	Denis Rothman	Packt	1/e, 2021

SEMESTER S8

NEXT GENERATION INTERACTION DESIGN

(Common to CS/CR/CM/CA/CD/AM/AD/CN/CC/CI/CG)

Course Code	PECST865	CIE Marks	40
Teaching Hours/Week (L: T:P: R)	3:0:0:0	ESE Marks	60
Credits	5/3	Exam Hours	2 Hrs. 30 Min.
Prerequisites (if any)	None		

Course Objectives:

1. To provide a comprehensive understanding of the principles of interaction design and their application in augmented reality (AR) and virtual reality (VR) environments.
2. To equip learners with practical skills in developing, prototyping, and evaluating AR/VR applications, focusing on user-centered design and advanced interaction techniques.

SYLLABUS

Module No.	Syllabus Description	Contact Hours
1	Introduction to Interaction Design and AR/VR :- Fundamentals of Interaction Design - Principles of interaction design, Human-computer interaction (HCI) basics, User experience (UX) design principles; Introduction to AR and VR - Overview of AR and VR technologies (Key differences and Application), Overview of AR/VR hardware (headsets, controllers, sensors), Software tools and platforms for AR/VR development.	10
2	User-Centered Design and Prototyping :- Understanding User Needs and Context - User research methods, Personas and user journey mapping, Contextual inquiry for AR/VR, Designing for AR/VR Environments, Spatial design principles, Immersion and presence in AR/VR, User interface (UI) design for AR/VR; Prototyping and Testing - Rapid prototyping technique, Usability testing methods, Iterative design and feedback loops.	10
3	Advanced Interaction Techniques :- Gesture - Designing for gesture-based interaction, Implementing gesture controls in AR/VR applications; Voice - Voice recognition technologies, Integrating voice commands in AR/VR; Haptic Feedback and Sensory Augmentation - Understanding haptic feedback and tactile interactions; Eye Gaze - Designing and integrating Eye Gaze in VR; Spatial Audio;	13

	Microinteraction; Motion capture and tracking technologies; Natural Language Interaction and conversational interfaces; Type of IoT sensors and uses.	
4	Implementation, Evaluation, and Future Trends :- Developing AR/VR Projects - Project planning and management, Collaborative design and development, Case studies of successful AR/VR projects; Evaluating AR/VR Experiences - Evaluation methods and metrics, Analyzing user feedback, Refining and improving AR/VR applications; Future Trends and Ethical Considerations- Emerging technologies in AR/VR, Ethical implications of AR/VR, Future directions in interaction design for AR/VR.	11

Course Assessment Method
(CIE: 40 marks, ESE: 60 marks)

Continuous Internal Evaluation Marks (CIE):

<i>Attendance</i>	<i>Internal Ex</i>	<i>Evaluate</i>	<i>Analyse</i>	<i>Total</i>
5	15	10	10	40

Criteria for Evaluation(Evaluate and Analyse): 20 marks

- The students must be directed to measure the quality of the interfaces / GUI based on various techniques such as user testing.
- The students may be assessed based on their ability to analyze various performance of the interfaces /GUIs.

End Semester Examination Marks (ESE):

In Part A, all questions need to be answered and in Part B, each student can choose any one full question out of two questions

Part A	Part B	Total
<ul style="list-style-type: none"> • 2 Questions from each module. • Total of 8 Questions, each carrying 3 marks <p>(8x3 =24marks)</p>	<ul style="list-style-type: none"> • 2 questions will be given from each module, out of which 1 question should be answered. • Each question can have a maximum of 3 subdivisions. • Each question carries 9 marks. <p>(4x9 = 36 marks)</p>	60

Course Outcomes (COs)

At the end of the course students should be able to:

Course Outcome		Bloom's Knowledge Level (KL)
CO1	Apply fundamental interaction design principles and human-computer interaction (HCI) concepts to create effective and intuitive user experiences in AR/VR applications.	K3
CO2	Demonstrate proficiency in using AR/VR hardware and software tools for the development and prototyping of immersive environments.	K3
CO3	Conduct user research and apply user-centered design methodologies to tailor AR/VR experiences that meet specific user needs and contexts.	K4
CO4	Implement advanced interaction techniques such as gesture controls, voice commands, haptic feedback, and eye gaze in AR/VR applications to enhance user engagement and immersion.	K3
CO5	Evaluate AR/VR projects, utilizing appropriate evaluation methods and metrics, and propose improvements based on user feedback and emerging trends in the field.	K5

Note: K1- Remember, K2- Understand, K3- Apply, K4- Analyse, K5- Evaluate, K6- Create

CO-PO Mapping Table (Mapping of Course Outcomes to Program Outcomes)

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	3	3	3								3
CO2	3	3	3	3	3							3
CO3	3	3	3	3	3							3
CO4	3	3	3	3	3							3
CO5	3	3	3	3								3

Note: 1: Slight (Low), 2: Moderate (Medium), 3: Substantial (High), -: No Correlation

Reference Books				
Sl. No	Title of the Book	Name of the Author/s	Name of the Publisher	Edition and Year
1	Augmented Reality - Theory, Design and Development	Chetankumar G Shetty	McGraw Hill	1/e, 2023
2	Virtual Reality and Augmented Reality: Myths and Realities	Ralf Doerner, Wolfgang Broll, Paul Grimm, and Bernhard Jung	Wiley	1/e, 2018
3	Augmented Reality: Principles and Practice	Dieter Schmalstieg and Tobias Hollerer	Pearson	1/e, 2016
4	Human-Computer Interaction	Alan Dix, Janet Finlay, Gregory D. Abowd, Russell Beale	Pearson	3/e, 2004
5	Evaluating User Experience in Games: Concepts and Methods	Regina Bernhaupt	Springer	1/e, 2010
6	Measuring the User Experience: Collecting, Analyzing, and Presenting Usability Metrics	Bill Albert, Tom Tullis	Morgan Kaufman	2/e, 2013
7	The Fourth Transformation: How Augmented Reality & Artificial Intelligence Will Change Everything	Robert Scoble and Shel Israel	Patrick Brewster	1/e, 2016
8	Augmented Reality and Virtual Reality: The Power of AR and VR for Business	M. Claudia tom Dieck and Timothy Jung	Springer	1/e, 2019

Video Links (NPTEL, SWAYAM...)	
No.	Link ID
1	Interaction Design https://archive.nptel.ac.in/courses/107/103/107103083/
2	Virtual Reality https://archive.nptel.ac.in/courses/106/106/106106138/
3	Augmented Reality https://www.youtube.com/watch?v=WzfDo2Wpxks

SEMESTER S8

INTRODUCTION TO ALGORITHMS

(Common to CS/CA/CM/CD/CR/AD/AM)

Course Code	OECS831	CIE Marks	40
Teaching Hours/Week (L: T:P: R)	3:0:0:0	ESE Marks	60
Credits	3	Exam Hours	2 Hrs. 30 Min.
Prerequisites (if any)	None	Course Type	Theory

Course Objectives:

1. To give proficiency in analysing algorithm efficiency and solve a variety of computational problems, including sorting, graph algorithms.
2. To provide an understanding in algorithmic problem-solving techniques, including Divide and Conquer, Greedy Strategy, Dynamic Programming, Backtracking, and Branch & Bound algorithms.

SYLLABUS

Module No.	Syllabus Description	Contact Hours
1	Introduction to Algorithm Analysis Time and Space Complexity- Asymptotic notation, Elementary operations and Computation of Time Complexity-Best, worst and Average Case Complexities- Complexity Calculation of simple algorithms Recurrence Equations: Solution of Recurrence Equations – Iteration Method and Recursion Tree Methods	9
2	Trees - Binary Trees – level and height of the tree, complete-binary tree representation using array, tree traversals (Recursive and non-recursive), applications. Binary search tree – creation, insertion and deletion and search operations, applications; Graphs – representation of graphs, BFS and DFS (analysis not required), Topological Sorting.	9
	Divide and Conquer - Control Abstraction, Finding Maximum and Minimum, Costs associated element comparisons and index comparisons, Binary Search, Quick Sort, Merge Sort - Refinements; Greedy Strategy - Control Abstraction, Fractional Knapsack Problem, Minimum Cost Spanning Trees – PRIM's Algorithm, Kruskal's Algorithm, Single Source Shortest Path Algorithm - Dijkstra's Algorithm.	9
4	Dynamic Programming - The Control Abstraction- The Optimality Principle	9

	- Matrix Chain Multiplication, Analysis; All Pairs Shortest Path Algorithm - Floyd-Warshall Algorithm; The Control Abstraction of Backtracking – The N-Queens Problem. Branch and Bound Algorithm for Travelling Salesman Problem.	
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Course Assessment Method
(CIE: 40 marks, ESE: 60 marks)

Continuous Internal Evaluation Marks (CIE):

Attendance	Assignment/ Microproject	Internal Examination-1 (Written)	Internal Examination- 2 (Written)	Total
5	15	10	10	40

End Semester Examination Marks (ESE)

In Part A, all questions need to be answered and in Part B, each student can choose any one full question out of two questions

Part A	Part B	Total
<ul style="list-style-type: none"> ● 2 Questions from each module. ● Total of 8 Questions, each carrying 3 marks <p style="text-align: center;">(8x3 =24 marks)</p>	<ul style="list-style-type: none"> ● Each question carries 9 marks. ● Two questions will be given from each module, out of which 1 question should be answered. ● Each question can have a maximum of 3 subdivisions. <p style="text-align: center;">(4x9 = 36 marks)</p>	60

Course Outcomes (COs)

At the end of the course students should be able to:

Course Outcome		Bloom's Knowledge Level (KL)
CO1	Identify algorithm efficiency using asymptotic notation, compute complexities, and solve recurrence equations	K3
CO2	Use binary trees and search trees, and apply graph representations, BFS, DFS, and topological sorting	K3
CO3	Use divide and conquer to solve problems like finding maximum/minimum, binary search, quick sort, and merge sort	K3
CO4	Apply greedy strategies to solve the fractional knapsack problem, minimum cost spanning trees using Prim's and Kruskal's algorithms, and shortest paths with Dijkstra's algorithm.	K3
CO5	Understand the concepts of Dynamic Programming, Backtracking and Branch & Bound	K2

Note: K1- Remember, K2- Understand, K3- Apply, K4- Analyse, K5- Evaluate, K6- Create

CO-PO Mapping Table (Mapping of Course Outcomes to Program Outcomes)

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	3	3									1
CO2	2	3	2	2								2
CO3	3	3	3	2								2
CO4	2	2										2
CO5	2	3	2									2

Note: 1: Slight (Low), 2: Moderate (Medium), 3: Substantial (High), -: No Correlation

Text Books

Sl. No	Title of the Book	Name of the Author/s	Name of the Publisher	Edition and Year
1	Introduction to Algorithms	T. H. Cormen, C. E. Leiserson, R. L. Rivest, C. Stein	Prentice-Hall India	4/e, 2022
2	Fundamentals of Computer Algorithms	Ellis Horowitz, Sartaj Sahni, Sanguthevar Rajasekaran	Universities Press	2/e, 2008

Reference Books

Sl. No	Title of the Book	Name of the Author/s	Name of the Publisher	Edition and Year
1	Algorithm Design	Jon Kleinberg, Eva Tardos	Pearson	1/e, 2005
2	Algorithms	Robert Sedgewick, Kevin Wayne	Pearson	4/e, 2011
3	The Algorithm Design Manual	Steven S. Skiena	Springer	2/e, 2008

Video Links (NPTEL, SWAYAM...)

No.	Link ID
1	https://archive.nptel.ac.in/courses/106/105/106105164/

SEMESTER S8

WEB PROGRAMMING

Course Code	OECST832	CIE Marks	40
Teaching Hours/Week (L: T:P: R)	3:0:0:0	ESE Marks	60
Credits	3	Exam Hours	2 Hrs. 30 Min.
Prerequisites (if any)	GXEST203	Course Type	Theory

Course Objectives:

1. To equip students with the knowledge and skills required to create, style, and script web pages using HTML5, CSS, JavaScript, and related technologies.
2. To provide hands-on experience with modern web development tools and frameworks such as React, Node.js, JQuery, and databases, enabling students to design and build dynamic, responsive, and interactive web applications.

SYLLABUS

Module No.	Syllabus Description	Contact Hours
1	Creating Web Page using HTML5 - Introduction, First HTML5 example, Headings, Linking, Images, Special Characters and Horizontal Rules, Lists, Tables, Forms, Internal Linking, meta Elements, HTML5 Form input Types, Input and datalist Elements and autocomplete Attribute, Page-Structure Elements; Styling Web Page using CSS - Introduction, Inline Styles, Embedded Style Sheets, Linking External Style Sheets, Positioning Elements:, Absolute Positioning, z-index, Positioning Elements: Relative Positioning, span, Backgrounds, Element Dimensions, Box Model and Text Flow, Media Types and Media Queries, Drop-Down Menus; Extensible Markup Language - Introduction, XML Basics, Structuring Data, XML Namespaces, Document Type Definitions (DTDs), XML Vocabularies	9
2	Scripting language - Client-Side Scripting, Data Types, Conditionals, Loops, Arrays , Objects , Function Declarations vs. Function Expressions , Nested Functions , The Document Object Model (DOM) - Nodes and NodeLists, Document Object, Selection Methods, Element Node Object, Event Types Asynchronous JavaScript and XML - AJAX : Making Asynchronous Requests , Complete Control over AJAX , Cross-Origin Resource Sharing	9

	JavaScript library - jQuery - jQuery Foundations - Including jQuery, jQuery Selectors, Common Element Manipulations in jQuery, Event Handling in jQuery	
3	JavaScript runtime environment : Node.js - The Architecture of Node.js, Working with Node.js, Adding Express to Node.js; Server-side programming language : PHP - What Is Server-Side Development? Quick tour of PHP, Program Control , Functions , Arrays , Classes and Objects in PHP , Object-Oriented Design ; Rendering HTML : React - ReactJS Foundations : The Philosophy of React, What is a component? Built- in components, User- defined components - Types of components, Function Components, Differences between Function and Class Components	9
4	SPA – Basics, Angular JS; Working with databases - Databases and Web Development, SQL, Database APIs, Accessing MySQL in PHP; Web Application Design - Real World Web Software Design, Principle of Layering , Software Design Patterns in the Web Context, Testing; Web services - Overview of Web Services - SOAP Services, REST Services, An Example Web Service, Web server - hosting options	9

Course Assessment Method
(CIE: 40 marks, ESE: 60 marks)

Continuous Internal Evaluation Marks (CIE):

Attendance	Assignment/ Microproject	Internal Examination-1 (Written)	Internal Examination- 2 (Written)	Total
5	15	10	10	40

End Semester Examination Marks (ESE)

In Part A, all questions need to be answered and in Part B, each student can choose any one full question out of two questions

Part A	Part B	Total
<ul style="list-style-type: none"> ● 2 Questions from each module. ● Total of 8 Questions, each carrying 3 marks <p style="text-align: center;">(8x3 =24 marks)</p>	<ul style="list-style-type: none"> ● Each question carries 9 marks. ● Two questions will be given from each module, out of which 1 question should be answered. ● Each question can have a maximum of 3 subdivisions. <p style="text-align: center;">(4x9 = 36 marks)</p>	60

Course Outcomes (COs)

At the end of the course students should be able to:

Course Outcome		Bloom's Knowledge Level (KL)
CO1	Develop structured web pages with HTML5 and style them using CSS techniques, including positioning, media queries, and the box model.	K3
CO2	Write client-side scripts using JavaScript and utilize jQuery for DOM manipulation, event handling, and AJAX requests to create responsive and interactive user interfaces.	K3
CO3	Build and deploy server-side applications using Node.js, Express, and PHP, and integrate databases using SQL to store and retrieve data for dynamic content generation.	K3
CO4	Utilize React for building component-based single-page applications (SPAs), understanding the fundamental principles of component architecture, and leveraging AngularJS for web application development.	K3

Note: K1- Remember, K2- Understand, K3- Apply, K4- Analyse, K5- Evaluate, K6- Create

CO-PO Mapping Table (Mapping of Course Outcomes to Program Outcomes)

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	3	3		3							3
CO2	3	3	3		3							3
CO3	3	3	3		3							3
CO4	3	3	3		3							3

Note: 1: Slight (Low), 2: Moderate (Medium), 3: Substantial (High), -: No Correlation

Text Books				
Sl. No	Title of the Book	Name of the Author/s	Name of the Publisher	Edition and Year
1	Fundamentals of Web Development	Randy Connolly, Ricardo Hoar	Pearson	1/e, 2017
2	Building User Interfaces with ReactJS - An Approachable Guide	Chris Minnick	Wiley	1/e, 2022
3	Internet & World Wide Web - How to Program	Paul J. Deitel, Harvey M. Deitel, Abbey Deitel	Pearson	1/e, 2011
4	SPA Design and Architecture: Understanding Single Page Web Applications	Emmit Scott	Manning Publications	1/e, 2015

Reference Books				
Sl. No	Title of the Book	Name of the Author/s	Name of the Publisher	Edition and Year
1	A Hand Book On Web Development : From Basics of HTML to JavaScript and PHP	Pritma Jashnani	Notion press	1/e, 2022
2	Advanced Web Development with React	Mohan Mehul	BPB	1/e, 2020
3	JavaScript Frameworks for Modern Web Development	Tim Ambler, Sufyan bin Uzayr, Nicholas Cloud	Apress	1/e, 2019

Video Links (NPTEL, SWAYAM...)	
Module No.	Link ID
1	https://archive.nptel.ac.in/courses/106/106/106106222/
2	https://archive.nptel.ac.in/courses/106/106/106106156/

SEMESTER S8
SOFTWARE TESTING

Course Code	OECST833	CIE Marks	40
Teaching Hours/Week (L: T:P: R)	3:0:0:0	ESE Marks	60
Credits	3	Exam Hours	2 Hrs. 30 Min.
Prerequisites (if any)	None	Course Type	Theory

Course Objectives:

1. To Cultivate proficiency in software testing methodologies and techniques.
2. To Foster expertise in software testing tools and technologies.

SYLLABUS

Module No.	Syllabus Description	Contact Hours
1	<p>Introduction to Software Testing & Automation:- Introduction to Software Testing - Concepts, importance of testing, software quality, and real-world failures (e.g., Ariane 5, Therac 25); Software Testing Processes - Levels of thinking in testing; Testing Terminologies - Verification, validation, fault, error, bug, test cases, and coverage criteria; Types of Testing - Unit, Integration, System, Acceptance, Performance (stress, usability, regression), and Security Testing; Industry Trends - AI in test case automation, Introduction to GenAI in testing; Testing Methods - Black-Box, White-Box, and Grey-Box Testing; Automation in Testing - Introduction to automation tools (e.g., Selenium, Cypress, JUnit); Case Study- Automation of Unit Testing and Mutation Testing using JUnit.</p>	8
2	<p>Unit Testing, Mutation Testing & AI-Driven Automation:- Unit Testing- Static and Dynamic Unit Testing, control flow testing, data flow testing, domain testing; Mutation Testing- Mutation operators, mutants, mutation score, and modern mutation testing tools (e.g., Muclipse); JUnit Framework - Automation of unit testing, frameworks for testing in real-world projects; AI in Testing - GenAI for test case generation and optimization, impact on automation; Industry Tools - Application of AI-driven testing tools in automation and predictive testing; Case Study - Mutation testing using JUnit, AI-enhanced test case automation.</p>	8

3	<p>Advanced White Box Testing & Security Testing:- Graph Coverage Criteria - Node, edge, and path coverage; prime path and round trip coverage; Data Flow Criteria - du paths, du pairs, subsumption relationships; Graph Coverage for Code - Control flow graphs (CFGs) for complex structures (e.g., loops, exceptions); Graph Coverage for Design Elements - Call graphs, class inheritance testing, and coupling data-flow pairs; Security Testing - Fundamentals, tools (OWASP, Burp Suite), and their role in protecting modern applications; Case Study - Application of graph based testing and security testing using industry standard tools.</p>	10
4	<p>Black Box Testing, Grey Box Testing, and Responsive Testing:- Black Box Testing - Input space partitioning, domain testing, functional testing (equivalence class partitioning, boundary value analysis, decision tables, random testing); Grey Box Testing - Introduction, advantages, and methodologies (matrix testing, regression testing, orthogonal array testing); Performance Testing - Network latency testing, browser compatibility, responsive testing across multiple devices (e.g., BrowserStack, LambdaTest); Introduction to PEX - Symbolic execution, parameterized unit testing, symbolic execution trees, and their application; GenAI in Testing - Advanced use cases for predictive and responsive testing across devices and environments; Case Study- Implementation of black-box, grey-box, and responsive testing using PEX and AI-driven tools.</p>	10

**Course Assessment Method
(CIE: 40 marks, ESE: 60 marks)**

Continuous Internal Evaluation Marks (CIE):

Attendance	Assignment/ Microproject	Internal Examination-1 (Written)	Internal Examination- 2 (Written)	Total
5	15	10	10	40

End Semester Examination Marks (ESE)

In Part A, all questions need to be answered and in Part B, each student can choose any one full question out of two questions

Part A	Part B	Total
<ul style="list-style-type: none"> ● 2 Questions from each module. ● Total of 8 Questions, each carrying 3 marks <p style="text-align: center;">(8x3 =24 marks)</p>	<ul style="list-style-type: none"> ● Each question carries 9 marks. ● Two questions will be given from each module, out of which 1 question should be answered. ● Each question can have a maximum of 3 subdivisions. <p style="text-align: center;">(4x9 = 36 marks)</p>	60

Course Outcomes (COs)

At the end of the course students should be able to:

Course Outcome		Bloom's Knowledge Level (KL)
CO1	Demonstrate the ability to apply a range of software testing techniques, including unit testing using JUnit and automation tools.	K2
CO2	Illustrate using appropriate tools the mutation testing method for a given piece of code to identify hidden defects that can't be detected using other testing methods.	K3
CO3	Explain and apply graph coverage criteria in terms of control flow and data flow graphs to improve code quality.	K2
CO4	Demonstrate the importance of black-box approaches in terms of Domain and Functional Testing	K3
CO5	Illustrate the importance of security, compatibility, and performance testing across devices.	K3
CO6	Use advanced tools like PEX to perform symbolic execution and optimize test case generation and also leverage AI tools for automated test case prediction and symbolic execution with PEX.	K3

Note: K1- Remember, K2- Understand, K3- Apply, K4- Analyse, K5- Evaluate, K6- Create

CO-PO Mapping Table (Mapping of Course Outcomes to Program Outcomes)

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	3	3									3
CO2	3	3	3	3	3							3
CO3	3	3	3									3
CO4	3	3	3	3								3
CO5	3	3	3		3							3
CO6	3	3	3	3	3							3

Note: 1: Slight (Low), 2: Moderate (Medium), 3: Substantial (High), -: No Correlation

Text Books				
Sl. No	Title of the Book	Name of the Author/s	Name of the Publisher	Edition and Year
1	Introduction to Software Testing.	Paul Ammann, Jeff Offutt	Cambridge University Press	2/e, 2016
2	Software Testing and Quality Assurance: Theory and Practice	Kshirasagar Naik, Priyadarshi Tripathy	Wiley	1/e, 2008

Reference Books				
Sl. No	Title of the Book	Name of the Author/s	Name of the Publisher	Edition and Year
1	Software Testing	Ron Patten	Pearson	2/e, 2005
2	Software Testing: A Craftsman's Approach	Paul C. Jorgensen	CRC Press	4/e, 2017
3	Foundations of Software Testing	Dorothy Graham, Rex Black, Erik van Veenendaal	Cengage	4/e, 2021
4	The Art of Software Testing	Glenford J. Myers, Tom Badgett, Corey Sandler	Wiley	3/e, 2011

Video Links (NPTEL, SWAYAM...)	
Module No.	Link ID
1	https://archive.nptel.ac.in/courses/106/101/106101163/
2	https://archive.nptel.ac.in/courses/106/101/106101163/
3	https://archive.nptel.ac.in/courses/106/101/106101163/
4	https://archive.nptel.ac.in/courses/106/101/106101163/

SEMESTER S8
INTERNET OF THINGS

Course Code	OECST834	CIE Marks	40
Teaching Hours/Week (L: T:P: R)	3:0:0:0	ESE Marks	60
Credits	3	Exam Hours	2 Hrs. 30 Min.
Prerequisites (if any)	NA	Course Type	Theory

Course Objectives:

1. To give an understanding in the Internet of Things, including the components, tools, and analysis through its fundamentals and real-world applications.
2. To enable the students to develop IoT solutions including the softwares and programming of Raspberry Pi hardware.

SYLLABUS

Module No.	Syllabus Description	Contact Hours
1	Introduction to IoT - Physical Design of IoT, Logical Design of IoT, IoT levels and Deployment templates, Domain Specific IoT- Home automation, Energy, Agriculture, Health and lifestyle.	9
2	IoT and M2M-M2M, Difference between IoT and M2M, Software Defined Networking, Network Function virtualization, Need for IoT System Management, Simple Network Management Protocol (SNMP), NETCONF, YANG; LPWAN - LPWAN applications, LPWAN technologies, Cellular (3GPP) and Non 3GPP standards, Comparison of various protocols like Sigfox, LoRA, LoRAWAN, Weightless, NB-IoT, LTE-M.	9
3	Developing IoT - IoT design methodology, Case study on IoT system for weather monitoring, Motivations for using python, IoT-system Logical design using python, Python Packages of Interest for IoT - JSON, XML, HTTPLib & URLLib, SMTPLib	9
4	Programming Raspberry Pi with Python-Controlling LED with Raspberry Pi, Interfacing an LED and switch with Raspberry Pi, Other IoT devices- PcDino, Beagle bone Black, Cubieboard, Data Analytics for IoT	9

Course Assessment Method
(CIE: 40 marks, ESE: 60 marks)

Continuous Internal Evaluation Marks (CIE):

Attendance	Assignment/ Microproject	Internal Examination-1 (Written)	Internal Examination- 2 (Written)	Total
5	15	10	10	40

End Semester Examination Marks (ESE)

In Part A, all questions need to be answered and in Part B, each student can choose any one full question out of two questions

Part A	Part B	Total
2 Questions from each module. Total of 8 Questions, each carrying 3 marks (8x3 =24 marks)	Each question carries 9 marks. Two questions will be given from each module, out of which 1 question should be answered. Each question can have a maximum of 3 subdivisions. (4x9 = 36 marks)	60

Course Outcomes (COs)

At the end of the course, students should be able to:

Course Outcome		Bloom's Knowledge Level (KL)
CO1	Understand domain-specific applications and apply the principles of IoT, including physical and logical design and deployment templates	K2
CO2	Use the principles of IoT and M2M, their differences, and key concepts like SDN, NFV, and essential management protocols.	K3
CO3	Develop and apply IoT design methodology, utilize Python for logical system design, and leverage key Python packages through practical case studies.	K3
CO4	Experiment using Raspberry Pi with Python to control LEDs and switches, interface with other IoT devices.	K3

Note: K1- Remember, K2- Understand, K3- Apply, K4- Analyse, K5- Evaluate, K6- Create

CO-PO Mapping Table (Mapping of Course Outcomes to Program Outcomes)

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	3	3							2		3
CO2	3	3	3							2		3
CO3	3	3	3	2						2		3
CO4	3	3	3	2						2		3

Note: 1: Slight (Low), 2: Moderate (Medium), 3: Substantial (High), -: No Correlation

Text Books				
Sl. No	Title of the Book	Name of the Author/s	Name of the Publisher	Edition and Year
1	Internet of Things - a Hands On Approach.	Arshdeep Bahga, Vijay Madiseti	Universities Press	1/e, 2016

Reference Books				
Sl. No	Title of the Book	Name of the Author/s	Name of the Publisher	Edition and Year
1	Internet of Things : Architecture and Design Principles	Rajkamal	McGraw Hill	2/e, 2022
2	The Internet of Things –Key applications and Protocols	Olivier Hersent, David Boswarthick, Omar Elloumi	Wiley	1/e, 2012
3	IoT fundamentals : Networking technologies, Protocols and use cases for the Internet of things	David Hanes Gonzalo. Salgueiro, Grossetete, Robert Barton	Cisco Press	1/e, 2017

Video Links (NPTEL, SWAYAM...)	
No.	Link ID
1	https://archive.nptel.ac.in/courses/106/105/106105166/
2	https://archive.nptel.ac.in/courses/108/108/108108179/

SEMESTER S8

COMPUTER GRAPHICS

Course Code	OECST835	CIE Marks	40
Teaching Hours/Week (L: T:P: R)	3:0:0:0	ESE Marks	60
Credits	3	Exam Hours	2 Hrs. 30 Min.
Prerequisites (if any)	None	Course Type	Theory

Course Objective:

1. To provide strong technological concepts in computer graphics including the three-dimensional environment representation in a computer, transformation of 2D/3D objects and basic mathematical techniques and algorithms used to build applications.

SYLLABUS

Module No.	Syllabus Description	Contact Hours
1	Basics of Computer graphics - Basics of Computer Graphics and its applications. Video Display devices - LED, OLED, LCD, PDP and FED and reflective displays. Random and Raster scan displays and systems. Line and Circle drawing Algorithms - Line drawing algorithms- Bresenham's algorithm, Liang-Barsky Algorithm, Circle drawing algorithms - Midpoint Circle generation algorithm, Bresenham's Circle drawing algorithm.	10
2	Geometric transformations - 2D and 3D basic transformations - Translation, Rotation, Scaling, Reflection and Shearing, Matrix representations and homogeneous coordinates. Filled Area Primitives - Scan line polygon filling, Boundary filling and flood filling.	10
3	Transformations and Clipping Algorithms - Window to viewport transformation. Cohen Sutherland and Midpoint subdivision line clipping algorithms, Sutherland Hodgeman and Weiler Atherton Polygon clipping algorithms.	8
4	Three dimensional graphics - Three dimensional viewing pipeline. Projections- Parallel and Perspective projections. Visible surface detection algorithms- Back face detection, Depth buffer algorithm, Scan line algorithm, A buffer algorithm.	8

Course Assessment Method
(CIE: 40 marks, ESE: 60 marks)

Continuous Internal Evaluation Marks (CIE):

Attendance	Assignment/ Microproject	Internal Examination-1 (Written)	Internal Examination- 2 (Written)	Total
5	15	10	10	40

End Semester Examination Marks (ESE)

In Part A, all questions need to be answered and in Part B, each student can choose any one full question out of two questions

Part A	Part B	Total
<ul style="list-style-type: none"> • 2 Questions from each module. • Total of 8 Questions, each carrying 3 marks <p align="center">(8x3 =24 marks)</p>	<ul style="list-style-type: none"> • Each question carries 9 marks. • Two questions will be given from each module, out of which 1 question should be answered. • Each question can have a maximum of 3 subdivisions. <p align="center">(4x9 = 36 marks)</p>	60

Course Outcomes (COs)

At the end of the course students should be able to:

Course Outcome		Bloom's Knowledge Level (KL)
CO1	Understand the principles of computer graphics and displays	K2
CO2	Illustrate line drawing, circle drawing and polygon filling algorithms	K3
CO3	Illustrate 2D and 3D basic transformations and matrix representation	K3
CO4	Demonstrate different clipping algorithms and 3D viewing pipeline.	K3

Note: K1- Remember, K2- Understand, K3- Apply, K4- Analyse, K5- Evaluate, K6- Create

CO-PO Mapping Table (Mapping of Course Outcomes to Program Outcomes)

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	3	3									3
CO2	3	3	3	3								3
CO3	3	3	3	3								3
CO4	3	3	3	3								3

Note: 1: Slight (Low), 2: Moderate (Medium), 3: Substantial (High), -: No Correlation

Text Books				
Sl. No	Title of the Book	Name of the Author/s	Name of the Publisher	Edition and Year
1	Computer Graphics : Algorithms and Implementations	D. P. Mukherjee, Debasish Jana	PHI	1/e, 2010
2	Computer Graphics with OpenGL	Donald Hearn, M. Pauline Baker and Warren Carithers	PHI	4/e, 2013

Reference Books				
Sl. No	Title of the Book	Name of the Author/s	Name of the Publisher	Edition and Year
1	Introduction to Flat Panel Displays	Jiun-Haw Lee, I-Chun Cheng, Hong Hua, Shin-Tson Wu	Wiley	1/e, 2020
2	Computer Graphics and Multimedia	ITL ESL	Pearson	1/e, 2013
3	Computer Graphics	Zhigang Xiang and Roy Plastock	McGraw Hill	2/e, 2000
4	Principles of Interactive Computer Graphics	William M. Newman and Robert F. Sproull	McGraw Hill	1/e, 2001
5	Procedural Elements for Computer Graphics	David F. Rogers	McGraw Hill	1/e, 2017
6	Computer Graphics	Donald D Hearn, M Pauline Baker	Pearson	2/e, 2002

Video Links (NPTEL, SWAYAM...)	
No.	Link ID
1.	Computer Graphics By Prof. Samit Bhattacharya at IIT Guwahati https://onlinecourses.nptel.ac.in/noc20_cs90/preview