CHOICE BASED CREDIT SYSTEM

B.Sc. HONOURS WITH

Computer Science

Semester			credit
I	CORE	CMSACOR01T: Programming Fundamental using C/C++	4
		CMSACOR01P: Programming Fundamental using C/C++	2
		CMSACOR02T: Computer System Architecture	4
		CMSACOR02P: Computer System Architecture	2
	GE1	Math /Stat / Phy /Elec	6
	AECC	Environmental Science	2
II	CORE	CMSACOR03T: Programming in Java	4
		CMSACOR03P: Programming in Java	2
		CMSACOR04T: Discrete Structure	6
	GE2	Math /Stat / Phy /Elec	6
	AECC	English	2
III	CORE	CMSACOR05T: Data Structure	4
		CMSACOR05P: Data Structure	2
		CMSACOR06T: Operating System	4
		CMSACOR06P: Operating System	2
		CMSACOR07T: Computer Networks	4
		CMSACOR07P: Computer Networks	2
	GE3	Math /Stat /Phy /Elec	6
	SEC1	CMSSSEC01M:Programming in Python	2
IV	CORE	CMSACOR08T: Design & Analysis of Algorithm	4
		CMSACOR08P: Design & Analysis of Algorithm	2
		CMSACOR09T: Software Engineering	4
		CMSACOR09P: Software Engineering	2
		CMSACOR10T: DBMS	4
		CMSACOR10P: DBMS	2
	GE4	Math /Stat / Phy /Elec	6
	SEC2	CMSSSEC02M:R Programming	2
V	CORE	CMSACOR11T: Internet Technology	4
		CMSACOR11P: Internet Technology	2
		CMSACOR12T: Theory of Computation	6
	DSE	CMSADSE01T: Microprocessor	4
		CMSADSE01P: Microprocessor	2
	(Any two)	CMSADSE02T: Data Mining	4
		CMSADSE02P: Data Mining	2
		CMSADSE03T: Cloud Computing	4
		CMSADSE03P: Cloud Computing	2
VI	CORE	CMSACOR13T: Artificial Intelligence	4
		CMSACOR13P: Artificial Intelligence	2
		CMSACOR14T: Computer Graphics	4
		CMSACOR14P: Computer Graphics	2
	DSE	CMSADSE04T: Big Data	4
		CMSADSE04P: Big Data	2
	(Any two)	CMSADSE05T: Digital Image Processing	4
		CMSADSE05P: Digital Image Processing	2
		CMSADSE06P: Project	6
Total number of courses		26	140

CORE COURSES (HONOURS IN COMPUTER SCIENCE)

CMSACOR01T: Programming Fundamentals using C/C++   Theory: 60 Lectures

1. Introduction to C and C++   **(3 Lectures)**

History of C and C++, Overview of Procedural Programming and Object-Orientation Programming, Using main() function, Compiling and Executing Simple Programs in C++.

2. Data Types, Variables, Constants, Operators and Basic I/O   **(5 Lectures)**

Declaring, Defining and Initializing Variables, Scope of Variables, Using Named Constants, Keywords, Data Types, Casting of Data Types, Operators (Arithmetic, Logical and Bitwise), Using Comments in programs, Character I/O (getc, getchar, putc, putcharetc), Formatted and Console I/O (printf(), scanf(), cin, cout), Using Basic Header Files (stdio.h, iostream.h, conio.hetc).

3. Expressions, Conditional Statements and Iterative Statements   **(5 Lectures)**

Simple Expressions in C++ (including Unary Operator Expressions, Binary Operator Expressions), Understanding Operators Precedence in Expressions, Conditional Statements (if construct, switch-case construct), Understanding syntax and utility of Iterative Statements (while, do-while, and for loops), Use of break and continue in Loops, Using Nested Statements (Conditional as well as Iterative)

4. Functions and Arrays   **(10 Lectures)**

Utility of functions, Call by Value, Call by Reference, Functions returning value, Void functions, Inline Functions, Return data type of functions, Functions parameters, Differentiating between Declaration and Definition of Functions, Command Line Arguments/Parameters in Functions, Functions with variable number of Arguments. Creating and Using One Dimensional Arrays (Declaring and Defining an Array, Initializing an Array, Accessing individual elements in an Array, Manipulating array elements using loops), Use Various types of arrays (integer, float and character arrays / Strings) Two-dimensional Arrays (Declaring, Defining and Initializing Two Dimensional Array, Working with Rows and Columns), Introduction to Multi-dimensional arrays

5. Derived Data Types (Structures and Unions)   **(3 Lectures)**

Understanding utility of structures and unions, Declaring, initializing and using simple structures and unions, Manipulating individual members of structures and unions, Array of Structures, Individual data members as structures, Passing and returning structures from functions, Structure with union as members, Union with structures as members.

6. Pointers and References in C++   **(7 Lectures)**

Understanding a Pointer Variable, Simple use of Pointers (Declaring and Dereferencing Pointers to simple variables), Pointers to Pointers, Pointers to structures, Problems with Pointers, Passing pointers as function arguments, Returning a pointer from a function, using arrays as pointers, Passing arrays to functions. Pointers vs. References, Declaring and initializing references, Using references as function arguments and function return values

7. Memory Allocation in C++   **(3 Lectures)**

Differentiating between static and dynamic memory allocation, use of malloc, calloc and free functions, use of new and delete operators, storage of variables in static and dynamic memory allocation

8. File I/O, Preprocessor Directives   (4 Lectures)

Opening and closing a file (use of fstream header file, ifstream, ofstream and fstream classes), Reading and writing Text Files, Using put(), get(), read() and write() functions, Random access in files, Understanding the Preprocessor Directives (#include, #define, #error, #if, #else, #elif, #endif, #ifdef, #ifndef and #undef), Macros

9. Using Classes in C++   (7 Lectures)

Principles of Object-Oriented Programming, Defining & Using Classes, Class Constructors, Constructor Overloading, Function overloading in classes, Class Variables &Functions, Objects as parameters, Specifying the Protected and Private Access, Copy Constructors, Overview of Template classes and their use.

10. Overview of Function Overloading and Operator Overloading   (5 Lectures)

Need of Overloading functions and operators, Overloading functions by number and type of arguments, Looking at an operator as a function call, Overloading Operators (including assignment operators, unary operators)

11. Inheritance, Polymorphism and Exception Handling   (8 Lectures)

Introduction to Inheritance (Multi-Level Inheritance, Multiple Inheritance), Polymorphism (Virtual Functions, Pure Virtual Functions), Basics Exceptional Handling (using catch and throw, multiple catch statements), Catching all exceptions, Restricting exceptions, Rethrowing exceptions.

Reference Books

1. HerbtzSchildt, "C++: The Complete Reference", Fourth Edition, McGraw Hill.2003
2. BjarneStroustrup, "The C++ Programming Language", 4th Edition, Addison-Wesley, 2013.
3. BjarneStroustroup, "Programming -- Principles and Practice using C++", 2nd Edition, Addison-Wesley 2014.
4. E Balaguruswamy, "Object Oriented Programming with C++", Tata McGraw-Hill Education, 2008.
5. Paul Deitel, Harvey Deitel, "C++ How to Program", 8th Edition, Prentice Hall, 2011.
6. John R. Hubbard, "Programming with C++", Schaum's Series, 2nd Edition, 2000.
7. Andrew Koeni, Barbara, E. Moo, "Accelerated C++", Published by Addison-Wesley, 2000.
8. Scott Meyers, "Effective C++", 3rd Edition, Published by Addison-Wesley, 2005.
9. Harry, H. Chaudhary, "Head First C++ Programming: The Definitive Beginner's Guide", First Create space Inc, O-D Publishing, LLC USA.2014
10. Walter Savitch, "Problem Solving with C++", Pearson Education, 2007.
11. Stanley B. Lippman, JoseeLajoie, Barbara E. Moo, "C++ Primer", Published by Addison-Wesley, 5th Edition, 2012

CMSACOR01P: Programming Fundamentals using C/C++ Lab Practical: 60 Lectures

1. WAP to print the sum and product of digits of an integer.
2. WAP to reverse a number.
3. WAP to compute the sum of the first n terms of the following series
   $S = 1+1/2+1/3+1/4+\ldots$
4. WAP to compute the sum of the first n terms of the following series
   $S = 1-2+3-4+5\ldots\ldots\ldots$
5. Write a function that checks whether a given string is Palindrome or not. Use this function to find whether the string entered by user is Palindrome or not.
6. Write a function to find whether a given no. is prime or not. Use the same to generate the prime numbers less than 100.
7. WAP to compute the factors of a given number.
8. Write a macro that swaps two numbers. WAP to use it.
9. WAP to print a triangle of stars as follows (take number of lines from user):

$$*$$
$$***$$
$$*****$$
$$*******$$
$$*********$$

10. WAP to perform following actions on an array entered by the user:
    i. Print the even-valued elements
    ii. Print the odd-valued elements
    iii. Calculate and print the sum and average of the elements of array
    iv. Print the maximum and minimum element of array
    v. Remove the duplicates from the array
    vi. Print the array in reverse order
    The program should present a menu to the user and ask for one of the options.
    The menu should also include options to re-enter array and to quit the program.
11. WAP that prints a table indicating the number of occurrences of each alphabet in the text entered as command line arguments.
12. Write a program that swaps two numbers using pointers.
13. Write a program in which a function is passed address of two variables and then alter its contents.
14. Write a program which takes the radius of a circle as input from the user, passes it to another function that computes the area and the circumference of the circle and displays the value of area and circumference from the main() function.
15. Write a program to find sum of n elements entered by the user. To write this program, allocate memory dynamically using malloc() / calloc() functions or new operator.
16. Write a menu driven program to perform following operations on strings:
    a)   Show address of each character in string
    b)   Concatenate two strings without using strcat function.
    c)   Concatenate two strings using strcat function.
    d)   Compare two strings
    e)   Calculate length of the string (use pointers)
    f)   Convert all lowercase characters to uppercase
    g)   Convert all uppercase characters to lowercase
    h)   Calculate number of vowels
    i)   Reverse the string
17. Given two ordered arrays of integers, write a program to merge the two-arrays to get an ordered array.
18. WAP to display Fibonacci series (i)using recursion, (ii) using iteration
19. WAP to calculate Factorial of a number (i)using recursion, (ii) using iteration
20. WAP to calculate GCD of two numbers (i) with recursion (ii) without recursion.

21. Create Matrix class using templates. Write a menu-driven program to perform following Matrixoperations (2-D array implementation):
   a) Sum   b) Difference c) Product   d) Transpose
22. Create the Person class. Create some objects of this class (by taking information from the user). Inherit the class Person to create two classes Teacher and Student class. Maintain the respective information in the classes and create, display and delete objects of these two classes (Use Runtime Polymorphism).
23. Create a class Triangle. Include overloaded functions for calculating area. Overload assignment operator and equality operator.
24. Create a class Box containing length, breath and height. Include following methods in it:
   a)   Calculate surface Area
   b)   Calculate Volume
   c)   Increment, Overload ++ operator (both prefix & postfix)
   d)   Decrement, Overload -- operator (both prefix & postfix)
   e)   Overload operator == (to check equality of two boxes), as a friend function
   f)   Overload Assignment operator
   g)   Check if it is a Cube or cuboid
   Write a program which takes input from the user for length, breath and height to test the above class.
25. Create a structure Student containing fields for Roll No., Name, Class, Year and Total Marks. Create 10 students and store them in a file.
26. Write a program to retrieve the student information from file created in previous question and print it in following format:
                    Roll No.   Name Marks
27. Copy the contents of one text file to another file, after removing all whitespaces.
28. Write a function that reverses the elements of an array in place. The function must accept only one pointer value and return void.
29. Write a program that will read 10 integers from user and store them in an array. Implement array using pointers. The program will print the array elements in ascending and descending order.

CMSACOR02T: Computer System Architecture   Theory: 60 Lectures

1. Introduction   (8 lectures)
Logic gates, boolean algebra, combinational circuits, circuit simplification, flip-flops and sequential circuits, decoders, multiplexers, registers, counters and memory units.

2. Data Representation and Basic Computer Arithmetic   (10 lectures)
Number systems, complements, fixed and floating point representation, character representation, addition, subtraction, magnitude comparison, multiplication and division algorithms for integers

3. Basic Computer Organization and Design   (13 lectures)
Computer registers, bus system, instruction set, timing and control, instruction cycle, memory reference, input -output and interrupt, Interconnection Structures, Bus Interconnection design of basic computer.

4. Central Processing Unit   (15 lectures)
Register organization, arithmetic and logical micro-operations, stack organization, micro programmed control. Instruction formats, addressing modes, instruction codes, machine language, assembly language, input output programming, RISC, CISC architectures, pipelining and parallel architecture.

                                                                (6 lectures)
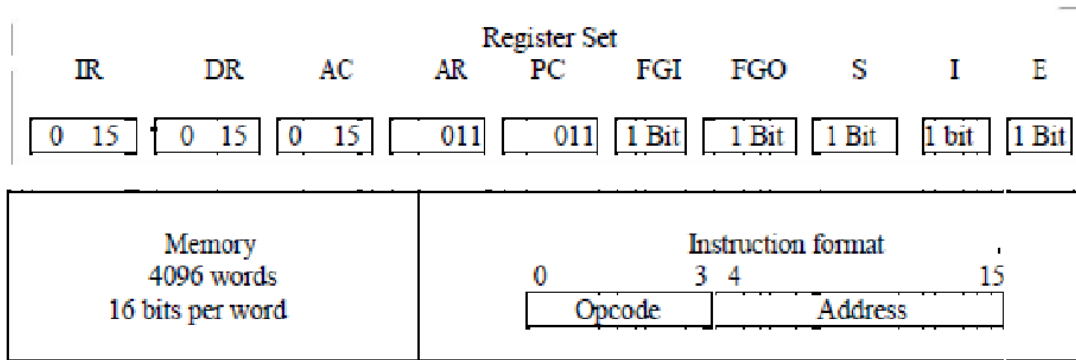### 5. Memory Organization

Cache memory, Associative memory, mapping.

6. Input-Output Organization
(8 lectures)

Input / Output: External Devices, I/O Modules, Programmed I/O, Interrupt-Driven I/O, Direct Memory Access, I/O Channels.

Recommended Books:
1. M. Mano, Computer System Architecture, Pearson Education, 1992
2. A. J. Dos Reis, Assembly Language and Computer Architecture using C++ and JAVA, Course Technology, 2004
3. W. Stallings, Computer Organization and Architecture Designing for Performance, 8 Edition, Prentice Hall of India, 2009
4. M.M. Mano , Digital Design, Pearson Education Asia, 2013
5. Carl Hamacher, Computer Organization, Fifth edition, McGrawHill, 2012.

CMSACOR02P: Computer System Architecture   Lab Practical: 60 Lectures

1. Create a machine based on the following architecture:

Register Set

IR	DR	AC	AR	PC	FGI	FGO	S	I	E
0 15	0 15	0 15	011	011	1 Bit	1 Bit	1 Bit	1 bit	1 Bit

Memory	Instruction format
4096 words	0 3 4 15
16 bits per word	Opcode Address

Basic Computer Instructions

Memory Reference			Register Reference		Input-Output	
Symbol	Hex		Symbol	Hex	Symbol	Hex
AND	0xxx		CLA	E800	INP	F80 0
ADD	2xxx		CLE	E400	OUT	F40 0
LDA	4xxx	Direct	CMA	E200	SKI	F20 0
STA	6xxx	Addressing	CME	E100	SKO	F10 0
BUN	8xxx		CIR	E080	ION	F08 0
BSA	Axxx		CIL	E040	IOF	F04 0
ISZ	Cxxx		INC	E020		
AND_I	1xxx		SPA	E010		
ADD_I	3xxx		SNA	E008		
LDA_I	5xxx	Indirect	SZA	E004		
STA_I	7xxx	Addressing	SZE	E002		
BUN_I	9xxx		HLT	E001		
BSA_I	Bxxx					
ISZ_I	Dxxx					

Optional

Refer to Chapter-5 of Morris Mano for description of instructions.

2. Create the micro operations and associate with instructions as given in the chapter (except interrupts). Design the register set, memory and the instruction set. Use this machine for the assignments of this section.
3. Create a Fetch routine of the instruction cycle.
4. Simulate the machine to determine the contents of AC, E, PC, AR and IR registers in hexadecimal after the execution of each of following register reference instructions:

a. CLA   e. CIR   i. SNA
b. CLE   f. CIL   j. SZA
c. CMA   g. INC   k. SZE
d. CME   h. SPA   l. HLT

Initialize the contents of AC to $(A937)_{16}$, that of PC to $(022)_{16}$ and E to 1.

5. Simulate the machine for the following memory-reference instructions with I= 0 and address part = 082. The instruction to be stored at address 022 in RAM. Initialize the memory word at address 082 with the operand B8F2 and AC with A937. Determine the contents of AC, DR, PC, AR and IR in hexadecimal after the execution.
   a. ADD   f. BSA
   b. AND   g. ISZ
   c. LDA
   d. STA
   e. BUN

6. Simulate the machine for the memory-reference instructions referred in above question with I= 1 and address part = 082. The instruction to be stored at address 026 in RAM. Initialize the memory word at address 082 with the value 298. Initialize the memory word at address 298 with operand B8F2 and AC with A937. Determine the contents of AC, DR, PC, AR and IR in hexadecimal after the execution.

7. Modify the machine created in Practical 1 according to the following instruction format:

Instruction format

0		2	3	4			15
Opcode			I		Address		

   a. The instruction format contains a 3-bit opcode, a 1-bit addressing mode and a 12-bit address. There are only two addressing modes, I = 0 (direct addressing) and I = 1 (indirect addressing).
   b. Create a new register I of 1 bit.
   c. Create two new microinstructions as follows :
      i. Check the opcode of instruction to determine type of instruction (Memory Reference/Register Reference/Input-Output) and then jump accordingly.
      ii. Check the I bit to determine the addressing mode and then jump accordingly.

CMSACOR03T: Programming in Java   Theory: 60 Lectures

1. Introduction to Java   (4 Lectures)
Java Architecture and Features, Understanding the semantic and syntax differences between C++ and Java, Compiling and Executing a Java Program, Variables, Constants, Keywords Data Types, Operators (Arithmetic, Logical and Bitwise) and Expressions, Comments, Doing Basic Program Output, Decision Making Constructs (conditional statements and loops) and Nesting, Java Methods (Defining, Scope, Passing and Returning Arguments, Type Conversion and Type and Checking, Built-in Java Class Methods),

2. Arrays, Strings and I/O   (8 Lectures)
Creating & Using Arrays (One Dimension and Multi-dimensional), Referencing Arrays Dynamically, Java Strings: The Java String class, Creating & Using String Objects,

Manipulating Strings, String Immutability & Equality, Passing Strings To & From Methods, String Buffer Classes. Simple I/O using System.out and the Scanner class, Byte and Character streams, Reading/Writing from console and files.

3. Object-Oriented Programming Overview   (4 Lectures)

Principles of Object-Oriented Programming, Defining & Using Classes, Controlling Access to Class Members, Class Constructors, Method Overloading, Class Variables & Methods, Objects as parameters, final classes, Object class, Garbage Collection.

4. Inheritance, Interfaces, Packages, Enumerations, Autoboxing and Metadata (14 lectures)

Inheritance: (Single Level and Multilevel, Method Overriding, Dynamic Method Dispatch, Abstract Classes), Interfaces and Packages, Extending interfaces and packages, Package and Class Visibility, Using Standard Java Packages (util, lang, io, net), Wrapper Classes, Autoboxing/Unboxing, Enumerations and Metadata.

5. Exception Handling, Threading, Networking and Database Connectivity   (15 Lectures)

Exception types, uncaught exceptions, throw, built-in exceptions, Creating your own exceptions; Multi-threading: The Thread class and Runnable interface, creating single and multiple threads, Thread prioritization, synchronization and communication, suspending/resuming threads. Using java.net package, Overview of TCP/IP and Datagram programming. Accessing and manipulating databases using JDBC.

6. Applets and Event Handling   (15 Lectures)

Java Applets:Introduction to Applets, Writing Java Applets, Working with Graphics, Incorporating Images & Sounds. Event Handling Mechanisms,Listener Interfaces, Adapter and Inner Classes. The design and Implementation of GUIs using the AWT controls, Swing components of Java Foundation Classes such as labels, buttons, textfields, layout managers, menus, events and listeners; Graphic objects for drawing figures such as lines, rectangles, ovals, using different fonts. Overview of servlets.

Reference Books

1. Ken Arnold, James Gosling, David Homes, "The Java Programming Language", 4th Edition, 2005.
2. James Gosling, Bill Joy, Guy L Steele Jr, GiladBracha, Alex Buckley"The Java Language Specification, Java SE 8 Edition (Java Series)", Published by Addison Wesley, 2014.
3. Joshua Bloch, "Effective Java" 2nd Edition,Publisher: Addison-Wesley, 2008.
4. Cay S. Horstmann, GaryCornell, "Core Java 2 Volume 1 ,9th Edition,Printice Hall.2012
5. Cay S. Horstmann, Gary Cornell, "Core Java 2 Volume 2 - Advanced Features)", 9th Edition, Printice Hall.2013
6. Bruce Eckel, "Thinking in Java", 3rd Edition, PHI, 2002.
7. E. Balaguruswamy, "Programming with Java", 4th Edition, McGraw Hill.2009.
8. Paul Deitel, Harvey Deitel, "Java: How to Program", 10th Edition, Prentice Hall, 2011.
9. "Head First Java", Orielly Media Inc. 2nd Edition, 2005.
10. David J. Eck, "Introduction to Programming Using Java", Published by CreateSpace Independent Publishing Platform, 2009.
11. John R. Hubbard, "Programming with JAVA", Schaum's Series, 2nd Edition, 2004.

CMSACOR03P: Programming in Java Lab   Practical: 60 Lectures

1. To find the sum of any number of integers entered as command line arguments
2. To find the factorial of a given number
3. To learn use of single dimensional array by defining the array dynamically.
4. To learn use of .lenth in case of a two dimensional array
5. To convert a decimal to binary number
6. To check if a number is prime or not, by taking the number as input from the keyboard
7. To find the sum of any number of integers interactively, i.e., entering every number from the keyboard, whereas the total number of integers is given as a command line argument

8. Write a program that show working of different functions of String and StringBufferclasss like setCharAt(, setLength(), append(), insert(), concat()and equals().

9. Write a program to create a ―distance‖ class with methods where distance is computed in terms of feet and inches, how to create objects of a class and to see the use of this pointer

10. Modify the ―distance‖ class by creating constructor for assigning values (feet and inches) to the distance object. Create another object and assign second object as reference variable to another object reference variable. Further create a third object which is a clone of the first object.

11. Write a program to show that during function overloading, if no matching argument is found, then java will apply automatic type conversions(from lower to higher data type)

12. Write a program to show the difference between public and private access specifiers. The program should also show that primitive data types are passed by value and objects are passed by reference and to learn use of final keyword

13. Write a program to show the use of static functions and to pass variable length arguments in a function.

14. Write a program to demonstrate the concept of boxing and unboxing.

15. Create a multi-file program where in one file a string message is taken as input from the user and the function to display the message on the screen is given in another file (make use of Scanner package in this program).

16. Write a program to create a multilevel package and also creates a reusable class to generate Fibonacci series, where the function to generate fibonacii series is given in a different file belonging to the same package.

17. Write a program that creates illustrates different levels of protection in classes/subclasses belonging to same package or different packages

18. Write a program ―DivideByZero‖ that takes two numbers a and b as input, computes a/b, and invokes Arithmetic Exception to generate a message when the denominator is zero.

19. Write a program to show the use of nested try statements that emphasizes the sequence of checking for catch handler statements.

20. Write a program to create your own exception types to handle situation specific to your application (Hint: Define a subclass of Exception which itself is a subclass of Throwable).

21. Write a program to demonstrate priorities among multiple threads.

22. Write a program to demonstrate multithread communication by implementing synchronization among threads (Hint: you can implement a simple producer and consumer problem).

23. Write a program to create URL object, create a URLConnection using the openConnection() method and then use it examine the different components of the URLand content.

24. Write a program to implement a simple datagram client and server in which a message that is typed into the server window is sent to the client side where it is displayed.

25. Write a program that creates a Banner and then creates a thread to scrolls the message in the banner from left to right across the applet‗s window.

26. Write a program to get the URL/location of code (i.e. java code) and document(i.e. html file).

27. Write a program to demonstrate different mouse handling events like mouseClicked(), mouseEntered(), mouseExited(), mousePressed, mouseReleased() and mouseDragged().

28. Write a program to demonstrate different keyboard handling events.

29. Write a program to generate a window without an applet window using main() function.

30. Write a program to demonstrate the use of push buttons.

CMSACOR04T: Discrete Structures   Theory: 75 Lectures
AdditionalTutorial: 15 Lectures

1. Introduction: (20 Lectures)
Sets - finite and Infinite sets, uncountably Infinite Sets; functions,relations, Properties of Binary Relations, Closure, Partial Ordering Relations; counting - Pigeonhole Principle, Permutation andCombination; Mathematical Induction, Principle of Inclusion and Exclusion.

2. Growth of Functions: (10 Lectures)
Asymptotic Notations, Summation formulas and properties, Bounding Summations, approximation by Integrals

3. Recurrences: (12 Lectures)
Recurrence Relations, generating functions, Linear RecurrenceRelations with constant coefficients and their solution, Substitution Method, Recurrence Trees, Master Theorem

4. Graph Theory   (18 Lectures)
Basic Terminology, Models and Types, multigraphs andweighted graphs, Graph Representation, Graph Isomorphism, Connectivity, Euler and Hamiltonian Paths and Circuits, Planar Graphs, Graph Coloring, Trees, Basic Terminology and properties of Trees, Introduction to Spanning Trees

5. Prepositional Logic   (15 Lectures)
Logical Connectives, Well-formed Formulas, Tautologies, Equivalences, Inference Theory

Recommended Books:

1. C.L. Liu , D.P. Mahopatra, Elements of Discrete mathematics, 2nd Edition , Tata McGraw Hill, 1985,
2. Kenneth Rosen, Discrete Mathematics and Its Applications, Sixth Edition ,McGraw Hill 2006
3. T.H. Coremen, C.E. Leiserson, R. L. Rivest, Introduction to algorithms, 3rd edition Prentice Hall on India, 2009
4. M. O. Albertson and J. P. Hutchinson, Discrete Mathematics with Algorithms , John wiley Publication, 1988
5. J. L. Hein, Discrete Structures, Logic, and Computability, 3rd Edition, Jones and Bartlett Publishers, 2009
6. D.J. Hunter, Essentials of Discrete Mathematics, Jones and Bartlett Publishers, 2008

CMSACOR05T: Data Structures   Theory: 60 Lectures
1.   **Arrays**   **(5 Lectures)**
       Single and Multi-dimensional Arrays, Sparse Matrices (Array and Linked Representation)
2.   **Stacks**   **(5 Lectures)**
       Implementing single / multiple stack/s in an Array; Prefix, Infix and Postfix expressions, Utility and conversion of these expressions from one to another; Applications of stack; Limitations of Array representation of stack
3.   **Linked Lists**   **(10 Lectures)**
       Singly, Doubly and Circular Lists (Array and Linked representation); Normal and Circular representation of Stack in Lists; Self Organizing Lists; Skip Lists
4.   **Queues**   **(5 Lectures)**
       Array and Linked representation of Queue, De-queue, Priority Queues
5.   **Recursion**   **(5 lectures)**
       Developing Recursive Definition of Simple Problems and their implementation; Advantages and Limitations of Recursion; Understanding what goes behind Recursion (Internal Stack Implementation)

6.   Trees   (20 Lectures)
Introduction to Tree as a data structure; Binary Trees (Insertion, Deletion, Recursive and Iterative Traversals on Binary Search Trees); Threaded Binary Trees (Insertion, Deletion, Traversals); Height-Balanced Trees (Various operations on AVL Trees).

7.   Searching and Sorting   (5 Lectures)
Linear Search, Binary Search, Comparison of Linear and Binary Search, Selection Sort, Insertion Sort, Insertion Sort, Shell Sort, Comparison of Sorting Techniques

8.   Hashing   (5 Lectures)
Introduction to Hashing, Deleting from Hash Table, Efficiency of Rehash Methods, Hash Table Reordering, Resolving collusion by Open Addressing, Coalesced Hashing, Separate Chaining, Dynamic and Extendible Hashing, Choosing a Hash Function, Perfect Hashing Function

Reference Books:

1. Adam Drozdek, "Data Structures and algorithm in C++"*,* Third Edition, Cengage Learning, 2012.
2. SartajSahni, Data Structures, "Algorithms and applications in C++", Second Edition, Universities Press, 2011.
3. Aaron M. Tenenbaum, Moshe J. Augenstein, YedidyahLangsam, "Data Structures Using C and C++:, Second edition, PHI, 2009.
4. Robert L. Kruse, "Data Structures and Program Design in C++", Pearson,1999.
5. D.S Malik, Data Structure using C++,Second edition, Cengage Learning, 2010.
6. Mark Allen Weiss, *"*Data Structures and Algorithms Analysis in Java"*,* Pearson Education, 3rd edition, 2011
7. Aaron M. Tenenbaum, Moshe J. Augenstein, YedidyahLangsam, "Data Structures Using Java, 2003.
8. Robert Lafore, "Data Structures and Algorithms in Java, 2/E", Pearson/ Macmillan Computer Pub,2003
9. John Hubbard, "Data Structures with JAVA", McGraw Hill Education (India) Private Limited; 2 edition, 2009
10. Goodrich, M. and Tamassia, R. "Data Structures and Algorithms Analysis in Java", 4th Edition, Wiley,2013
11. Herbert Schildt*, "*Java The Complete Reference (English) 9th Edition Paperback", Tata McGraw Hill, 2014.

12. 12. D. S. Malik, P.S. Nair, "Data Structures Using Java", Course Technology, 2003.

CMSACOR05P: Data Structures Lab   **Practical: 60 Lectures**

1. Write a program to search an element from a list. Give user the option to perform Linear or Binary search. Use Template functions.
2. WAP using templates to sort a list of elements. Give user the option to perform sorting using Insertion sort, Bubble sort or Selection sort.
3. Implement Linked List using templates. Include functions for insertion, deletion and search of a number, reverse the list and concatenate two linked lists (include a function and also overload operator +).
4. Implement Doubly Linked List using templates. Include functions for insertion, deletion and search of a number, reverse the list.
5. Implement Circular Linked List using templates. Include functions for insertion, deletion and search of a number, reverse the list.
6. Perform Stack operations using Linked List implementation.
7. Perform Stack operations using Array implementation. Use Templates.
8. Perform Queues operations using Circular Array implementation. Use Templates.
9. Create and perform different operations on Double-ended Queues using Linked List implementation.
10. WAP to scan a polynomial using linked list and add two polynomial.
11. WAP to calculate factorial and to compute the factors of a given no. (i)using recursion, (ii) using iteration
12. (ii) WAP to display Fibonacci series (i)using recursion, (ii) using iteration
13. WAP to calculate GCD of 2 number (i) with recursion (ii) without recursion
14. WAP to create a Binary Search Tree and include following operations in tree:
    i. Insertion (Recursive and Iterative Implementation)
    ii. Deletion by copying
    iii. Deletion by Merging
    iv. Search a no. in BST
    v. Display its preorder, postorder and inorder traversals Recursively
    vi. Display its preorder, postorder and inorder traversals Iteratively
    vii. Display its level-by-level traversals
    viii. Count the non-leaf nodes and leaf nodes
    ix. Display height of tree
    x. Create a mirror image of tree
    xi. Check whether two BSTs are equal or not
15. WAP to convert the Sparse Matrix into non-zero form and vice-versa.
16. WAP to reverse the order of the elements in the stack using additional stack.
17. WAP to reverse the order of the elements in the stack using additional Queue.
18. WAP to implement Diagonal Matrix using one-dimensional array.
19. WAP to implement Lower Triangular Matrix using one-dimensional array.
20. WAP to implement Upper Triangular Matrix using one-dimensional array.
21. WAP to implement Symmetric Matrix using one-dimensional array.

22. WAP to create a Threaded Binary Tree as per inorder traversal, and implement operations like finding the successor / predecessor of an element, insert an element, inorder traversal.
23. WAP to implement various operations on AVL Tree.

CMSACOR06T: Operating Systems   Theory: 60 Lectures

1. Introduction   (10 Lectures)

Basic OS functions, resource abstraction, types of operating systems–multiprogramming systems, batch systems , time sharing systems; operating systems for personal computers & workstations, process control & real time systems.

2. Operating System Organization   (6 Lectures)
Processor and user modes, kernels, system calls and systemprograms.

3. Process Management   (20Lectures)
System view of the process and resources, process abstraction, processhierarchy, threads, threading issues, thread libraries; Process Scheduling, non-pre-emptive and pre-emptive scheduling algorithms; concurrent and processes, critical section, semaphores, methods for inter-process communication; deadlocks.

4.Memory Management   (10 Lectures)
Physical and virtual address space; memory allocation strategies -fixedand variable partitions, paging, segmentation, virtual memory

5.File and I/O Management   (10 Lectures)
Directory structure, file operations, file allocation methods, devicemanagement.

6.Protection and Security   (4 Lectures)
Policy mechanism, Authentication, Internal access Authorization.

Recommended Books
1. Silberschatz, P.B. Galvin, G. Gagne, Operating Systems Concepts, 8th Edition, John Wiley Publications 2008.
2. A.S. Tanenbaum, Modern Operating Systems, 3rd Edition, Pearson Education 2007.
3. G. Nutt, Operating Systems: A Modern Perspective, 2nd Edition Pearson Education 1997.
4. W. Stallings, Operating Systems, Internals & Design Principles, 5th Edition, Prentice Hall of India. 2008.
5. M. Milenkovic, Operating Systems- Concepts and design, Tata McGraw Hill 1992.

CMSACOR06P: Operating Systems Lab   Practical: 60 Lectures

C/ C++ programs
1. WRITE A PROGRAM (using *fork()* and/or *exec()* commands) where parent and child execute:
   a. same program, same code.
   b. same program, different code.
   c. before terminating, the parent waits for the child to finish its task.
2. WRITE A PROGRAM to report behaviour of Linux kernel including kernel version, CPU type and model. (CPU information)
3. WRITE A PROGRAM to report behaviour of Linux kernel including information on configured memory, amount of free and used memory. (memory information)
4. WRITE A PROGRAM to print file details including owner access permissions, file access time, where file name is given as argument.
5. WRITE A PROGRAM to copy files using system calls.
6. Write program to implement FCFS scheduling algorithm.
7. Write program to implement Round Robin scheduling algorithm.
8. Write program to implement SJF scheduling algorithm.
9. Write program to implement non-preemptive priority based scheduling algorithm.
10. Write program to implement preemptive priority based scheduling algorithm.
11. Write program to implement SRJF scheduling algorithm.
12. Write program to calculate sum of n numbers using *thread* library.
13. Write a program to implement first-fit, best-fit and worst-fit allocation strategies.

CMSACOR07T: Computer Networks   Theory: 60 Lectures

1. Introduction to Computer Networks   (8 Lectures)
Network definition; network topologies; network classifications; network protocol; layered network architecture; overview of OSI reference model; overview of TCP/IP protocol suite.

2. Data Communication Fundamentals and Techniques   (10 Lectures)
Analog and digital signal; data-ratelimits; digital to digital line encoding schemes; pulse code modulation; parallel and serial transmission; digital to analog modulation-; multiplexing techniques- FDM, TDM; transmission media.

3. Networks Switching Techniques and Access mechanisms   (10 Lectures)
Circuit switching; packet switching- connectionless datagram switching, connection-oriented virtual circuit switching; dial-up modems; digital subscriber line; cable TV for data transfer.

4. Data Link Layer Functions and Protocol   (10 Lectures)
Error detection and error correction techniques; data-link control- framing and flow control; error recovery protocols- stop and wait ARQ, go-back-n ARQ; Point to Point Protocol on Internet.

5. Multiple Access Protocol and Networks   (5 Lectures)
CSMA/CD protocols; Ethernet LANS; connecting LAN and back-bone networks- repeaters, hubs, switches, bridges, router and gateways;

6. Networks Layer Functions and Protocols   **(6 Lectures)**
Routing; routing algorithms; network layer protocolof Internet- IP protocol, Internet control protocols.

7. Transport Layer Functions and Protocols   (6 Lectures)
Transport services- error and flow control, Connection establishment and release- three way handshake;

8. Overview of Application layer protocol   (5 Lectures)
Overview of DNS protocol; overview of WWW &HTTP protocol.

Reference Books
1. B. A. Forouzan: Data Communications and Networking, Fourth edition, THM, 2007.
2. A.S. Tanenbaum: Computer Networks, Fourth edition, PHI, 2002

CMSACOR07P: Computer Networks Lab   **Practical: 60 Lectures**

1. Simulate Cyclic Redundancy Check (CRC) error detection algorithm for noisy channel.
2. Simulate and implement stop and wait protocol for noisy channel.
3. Simulate and implement go back n sliding window protocol.
4. Simulate and implement selective repeat sliding window protocol.
5. Simulate and implement distance vector routing algorithm
6. Simulate and implement Dijkstra algorithm for shortest path routing.

CMSACOR08T: Design and Analysis of Algorithms Lab Theory: 60 Lectures
1. Introduction **(5 Lectures)**
Basic Design and Analysis techniques of Algorithms, Correctness of Algorithm.
2. Algorithm Design Techniques **(8 Lectures)**
Iterative techniques, Divide and Conquer, Dynamic Programming, Greedy Algorithms.
3. Sorting and Searching Techniques **(20 Lectures)**
Elementary sorting techniques–Bubble Sort, Insertion Sort, Merge Sort, Advanced Sorting techniques - Heap Sort, Quick Sort, Sorting in Linear Time - Bucket Sort, Radix Sort and Count Sort, Searching Techniques, Medians & Order Statistics, complexity analysis;
4. Lower Bounding Techniques **(5 Lectures)**
Decision Trees
5. Balanced Trees **(7 Lectures)**
Red-Black Trees
6. Advanced Analysis Technique **(5 Lectures)**
Amortized analysis
7. Graphs **(5 Lectures)**
Graph Algorithms–Breadth First Search, Depth First Search and its Applications, Minimum Spanning Trees.
8. String Processing (5Lectures)
String Matching, KMP Technique

Recommended Books:
1. T.H. Cormen, Charles E. Leiserson, Ronald L. Rivest, Clifford Stein Introduction to Algorithms, PHI, 3rd Edition 2009
2. Sarabasse& A.V. Gelder Computer Algorithm – Introduction to Design and Analysis, Publisher – Pearson 3rd Edition 1999

CMSACOR08P: Design and Analysis of Algorithms Lab **Practical:** **60 Lectures**
1. i. Implement Insertion Sort (The program should report the number of comparisons)
   ii. Implement Merge Sort(The program should report the number of comparisons)
2. Implement Heap Sort(The program should report the number of comparisons)
3. Implement Randomized Quick sort (The program should report the number of comparisons)
4. Implement Radix Sort
5. Create a Red-Black Tree and perform following operations on it:
   i.   Insert a node
   ii. Delete a node
   iii. Search for a number & also report the color of the node containing this number.
6. Write a program to determine the LCS of two given sequences
7. Implement Breadth-First Search in a graph
8. Implement Depth-First Search in a graph
9. Write a program to determine the minimum spanning tree of a graph

For the algorithms at S.No 1 to 3 test run the algorithm on 100 different inputs of sizes varying from 30 to 1000. Count the number of comparisons and draw the graph. Compare it with a graph of nlogn.

CMSACOR09T: Software Engineering   Theory: 60 Lectures

1.Introduction   (8 Lectures)
The Evolving Role of Software, Software Characteristics, Changing Nature of Software, Software Engineering as a Layered Technology, Software Process Framework, Framework and Umbrella Activities, Process Models, Capability Maturity Model Integration (CMMI).

2.Requirement Analysis   (10 Lectures)
Software Requirement Analysis, Initiating Requirement Engineering Process, Requirement Analysis
and Modeling Techniques, Flow   Oriented   Modeling, Need for SRS, Characteristics and Components of SRS.

3.Software Project Management   (8Lectures)
Estimation in Project Planning Process, Project Scheduling.

4.Risk Management   (8 Lectures)
Software Risks, Risk Identification, Risk Projection and Risk Refinement, RMMM Plan.

5.Quality Management   (8 Lectures)
Quality Concepts, Software Quality Assurance, Software Reviews, Metrics for Process and Projects.

6.Design Engineering   (10 Lectures)
Design Concepts, Architectural   Design Elements, Software

Architectural Level and Component Level, Mapping of Data Flow into Software Architecture, Modeling Component Level Design.

7.Testing Strategies & Tactics (8 Lectures) Software Testing Fundamentals, Strategic Approachto Software Testing, Test Strategies for Conventional Software, Validation Testing, System testing, Black-Box Testing, White-Box Testing and their type, Basis Path Testing.

Recommended Books:

1. R.S. Pressman, Software Engineering: A Practitioner's Approach (7th Edition), McGraw-Hill, 2009.

2. P. Jalote, An Integrated Approach to Software Engineering (2nd Edition), Narosa Publishing House, 2003.

3. K.K. Aggarwal and Y. Singh, Software Engineering (2nd Edition), New Age International Publishers, 2008.

4. I. Sommerville, Software Engineering (8th edition), Addison Wesley, 2006.

5. D. Bell, Software Engineering for Students (4th Edition), Addison-Wesley, 2005.

6. **R.** Mall, Fundamentals of Software Engineering (2nd Edition), Prentice-Hall of India, 2004.

CMSACOR09P: Software Engineering Lab   Practical: 60 Lectures

S. No	Practical Title
1.	• Problem Statement, • Process Model
2.	Requirement Analysis: • Creating a Data Flow • Data Dictionary, Use Cases
3.	Project Management: • Computing FP • Effort • Schedule, Risk Table, Timeline chart
4.	Design Engineering: • Architectural Design • Data Design, Component Level Design
5.	Testing: • Basis Path Testing

Sample Projects:

1. **Criminal Record Management**: Implement a criminal record management system forjailers, police officers and CBI officers
2. **DTC Route Information**: Online information about the bus routes and their frequency andfares
3. **Car Pooling**: To maintain a web based intranet application that enables the corporateemployees within an organization to avail the facility of carpooling effectively.
4. Patient Appointment and Prescription Management System
5. Organized Retail Shopping Management Software
6. Online Hotel Reservation Service System
7. Examination and Result computation system
8. Automatic Internal Assessment System
9. Parking Allocation System
10. Wholesale Management System

CMSACOR10T: Database Management Systems   Theory: 60 Lectures

1. Introduction   (6 Lectures)

Characteristics of database approach, data models, database system architecture and data

independence.

2. Entity Relationship(ER) Modeling   (8 Lectures)
Entity types, relationships, constraints.

3. Relation data model   (20 Lectures)
Relational model concepts, relational constraints, relational algebra, SQLqueries

4. Database design   (15 Lectures)
Mapping ER/EER model to relational database, functional dependencies,Lossless decomposition, Normal forms (upto BCNF).

5. Transaction Processing   (3 Lectures)
ACID properties, concurrency control

6. File Structure and Indexing   (8 Lectures)
Operations on files, File of Unordered and ordered records, overview of File organizations, Indexing structures for files(Primary index, secondary index, clustering index), Multilevel indexing using B and B+ trees.

Books Recommended:
1. R. Elmasri, S.B. Navathe, Fundamentals of Database Systems 6th Edition, Pearson Education, 2010.
2. R. Ramakrishanan, J. Gehrke, Database Management Systems 3rd Edition, McGraw-Hill, 2002.
3. A. Silberschatz, H.F. Korth, S. Sudarshan, Database System Concepts 6th Edition, McGraw Hill, 2010.
4. R. Elmasri, S.B. Navathe Database Systems Models, Languages, Design and application Programming, 6th Edition, Pearson Education, 2013.

CMSACOR10P: Database Management SystemsLab   Practical: 60 Lectures

Create and use the following database schema to answer the given queries.
EMPLOYEE Schema

Field	Type	NULL	KEY	DEFAULT
Eno	Char(3)	NO	PRI	NIL
Ename	Varchar(50)	NO		NIL
Job_type	Varchar(50)	NO		NIL
Manager	Char(3)	Yes	FK	NIL
Hire_date	Date	NO		NIL
Dno	Integer	YES	FK	NIL
Commission	Decimal(10,2)	YES		NIL
Salary	Decimal(7,2)	NO		NIL

DEPARTMENT Schema

Field	Type	NULL	KEY	DEFAULT
Dno	Integer	No	PRI	NULL
Dname	Varchar(50)	Yes		NULL
Location	Varchar(50)	Yes		New Delhi

Query List
1. Query to display Employee Name, Job, Hire Date, Employee Number; for each employee with the Employee Number appearing first.
2. Query to display unique Jobs from the Employee Table.

3. Query to display the Employee Name concatenated by a Job separated by a comma.
4. Query to display all the data from the Employee Table. Separate each Column by a comma and name the said column as THE_OUTPUT.
5. Query to display the Employee Name and Salary of all the employees earning more than $2850.
6. Query to display Employee Name and Department Number for the Employee No= 7900.
7. Query to display Employee Name and Salary for all employees whose salary is not in the range of $1500 and $2850.
8. Query to display Employee Name and Department No. of all the employees in Dept 10 and Dept 30 in the alphabetical order by name.
9. Query to display Name and Hire Date of every Employee who was hired in 1981.
10. Query to display Name and Job of all employees who don't have a current Manager.
11. Query to display the Name, Salary and Commission for all the employees who earn commission.
12. Sort the data in descending order of Salary and Commission.
13. Query to display Name of all the employees where the third letter of their name is 'A'.
14. Query to display Name of all employees either have two 'R's or have two 'A's in their name and are either in Dept No = 30 or their Manger's Employee No = 7788.
15. Query to display Name, Salary and Commission for all employees whose Commission Amount is 14 greater than their Salary increased by 5%.
16. Query to display the Current Date.
17. Query to display Name, Hire Date and Salary Review Date which is the 1st Monday after six months of employment.
18. Query to display Name and calculate the number of months between today and the date each employee was hired.
19. Query to display the following for each employee <E-Name> earns < Salary> monthly but wants < 3 * Current Salary >. Label the Column as Dream Salary.
20. Query to display Name with the 1st letter capitalized and all other letter lower case and length of their name of all the employees whose name starts with 'J', 'A' and 'M'.
21. Query to display Name, Hire Date and Day of the week on which the employee started.
22. Query to display Name, Department Name and Department No for all the employees.
23. Query to display Unique Listing of all Jobs that are in Department # 30.
24. Query to display Name, Dept Name of all employees who have an 'A' in their name.
25. Query to display Name, Job, Department No. And Department Name for all the employees working at the Dallas location.
26. Query to display Name and Employee no. Along with their Manger's Name and the Manager's employee no; along with the Employees' Name who do not have a Manager.
27. Query to display Name, Dept No. And Salary of any employee whose department No. and salary matches both the department no. And the salary of any employee who earns a commission.
28. Query to display Name and Salaries represented by asterisks, where each asterisk (*) signifies $100.
29. Query to display the Highest, Lowest, Sum and Average Salaries of all the employees
30. Query to display the number of employees performing the same Job type functions.
31. Query to display the no. of managers without listing their names.
32. Query to display the Department Name, Location Name, No. of Employees and the average salary for all employees in that department.
33. Query to display Name and Hire Date for all employees in the same dept. as Blake.
34. Query to display the Employee No. And Name for all employees who earn more than the average salary.
35. Query to display Employee Number and Name for all employees who work in a department with any employee whose name contains a 'T'.
36. Query to display the names and salaries of all employees who report to King.

37. Query to display the department no, name and job for all employees in the Sales department.

CMSACOR11T: Internet Technologies   Theory: 60 Lectures

Java   **(5 lectures)**
Use of Objects, Array and ArrayList class
JavaScript   **(15 lectures)**
Data types, operators, functions, control structures, events and event handling.
JDBC   **(10 lectures)**
JDBC Fundamentals, Establishing Connectivity and working with connection interface, Working with statements, Creating and Executing SQL Statements, Working with Result Set Objects.
JSP   **(20 lectures)**
Introduction to JavaServer Pages, HTTP and Servlet Basics, The Problem with Servlets, The Anatomy of a JSP Page, JSP Processing, JSP Application Design with MVC, Setting Up the JSP Environment, Implicit JSP Objects, Conditional Processing, Displaying Values, Using an expression to Set an Attribute, Declaring Variables and Methods, Error Handling and Debugging, Sharing Data Between JSP Pages, Requests, and Users, Database Access.
Java Beans   **(10 lectures)**
Java Beans Fundamentals, JAR files, Introspection, Developing a simple Bean, Connecting to DB

Recommended Books:
1. Ivan Bayross, Web Enabled Commercial Application Development Using Html, Dhtml,javascript, Perl Cgi , BPB Publications, 2009.
2. Cay Horstmann, BIG Java, Wiley Publication , 3rd Edition., 2009
3. Herbert Schildt , Java 7, The Complete Reference, , 8th Edition, 2009.
4. Jim Keogh ,The Complete Reference J2EE, TMH, , 2002.
5. O'Reilly , Java Server Pages, Hans Bergsten, Third Edition, 2003.

CMSACOR11P: Internet Technologies Lab   Practical: 60 Lectures
Create event driven program for following:
1. Print a table of numbers from 5 to 15 and their squares and cubes using alert.
2. Print the largest of three numbers.
3. Find the factorial of a number n.
4. Enter a list of positive numbers terminated by Zero. Find the sum and average of these numbers.
5. A person deposits Rs 1000 in a fixed account yielding 5% interest. Compute the amount in the account at the end of each year for n years.
6. Read n numbers. Count the number of negative numbers, positive numbers and zeros in the list.

CMSACOR12T: Theory of Computation   Theory: 75 Lectures
AdditionalTutorial: 15 Lectures   (10 Lectures)

1. Languages

Alphabets, string, language, Basic Operations on language, Concatenation, Kleene Star

2. Finite Automata and Regular Languages (25 Lectures)
Regular Expressions, Transition Graphs, Deterministics and non-deterministic finite automata, NFA to DFA Conversion, Regular languages and their relationship with finite automata, Pumping lemma and closure properties of regular languages.

3. Context free languages (20 Lectures)
Context free grammars, parse trees, ambiguities in grammars and languages, Pushdown automata (Deterministic and Non-deterministic), Pumping Lemma, Properties of context free languages, normal forms.

4. Turing Machines and Models of Computations (20 Lectures)
RAM, Turing Machine as a model of computation, Universal Turing Machine, Language acceptability, decidability, halting problem, Recursively enumerable and recursive languages, unsolvability problems.

Recommended Books:
1. Daniel I.A.Cohen, Introduction to computer theory, John Wiley,1996
2. Lewis & Papadimitriou, Elements of the theory of computation , PHI 1997.
3. Hoperoft, Aho, Ullman, Introduction to Automata theory, Language & Computation – **3**rd Edition, Pearson Education. 2006
4. P. Linz, An Introduction to Formal Language and Automata 4th edition Publication Jones Bartlett, 2006

CMSACOR13T: Artificial Intelligence   Theory: 60 Lectures
1. Introduction (06 Lectures)
Introduction to Artificial Intelligence, Background and Applications, Turing Test and Rational Agent approaches to AI, Introduction to Intelligent Agents, their structure, behavior and environment.

2. Problem Solving and Searching Techniques (20 Lectures)
Problem Characteristics, Production Systems, Control Strategies, Breadth First Search, Depth First Search, Hill climbing and its Variations, Heuristics Search Techniques: Best First Search, A* algorithm, Constraint Satisfaction Problem, Means-End Analysis, Introduction to Game Playing, Min-Max and Alpha-Beta pruning algorithms.

3. Knowledge Representation (20 Lectures)
Introduction to First Order Predicate Logic, Resolution Principle, Unification, Semantic Nets, Conceptual Dependencies, Frames, and Scripts, Production Rules, Conceptual Graphs.
Programming in Logic (PROLOG)

4. Dealing with Uncertainty and Inconsistencies (08 Lectures)
Truth Maintenance System, Default Reasoning, Probabilistic Reasoning, Bayesian Probabilistic Inference, Possible World Representations.

5. Understanding Natural Languages (06 Lectures)
Parsing Techniques, Context-Free and Transformational Grammars, Recursive and Augmented Transition Nets.

BOOKS RECOMMENDED:
1. DAN.W. Patterson, Introduction to A.I and Expert Systems – PHI, 2007.

2. Russell &Norvig, Artificial Intelligence-A Modern Approach, LPE, Pearson Prentice Hall, 2nd edition, 2005.

3. Rich & Knight, Artificial Intelligence – Tata McGraw Hill, 2nd edition, 1991.

4. W.F. Clocksin and Mellish, Programming in PROLOG, Narosa Publishing House, 3rd edition, 2001.

5. Ivan Bratko, Prolog Programming for Artificial Intelligence, Addison-Wesley, Pearson Education, 3rd edition, 2000.

CMSACOR13P: Artificial Intelligence Lab   **Practical: 60 Lectures**

1. Write a prolog program to calculate the sum of two numbers.
2. Write a prolog program to find the maximum of two numbers.
3. Write a prolog program to calculate the factorial of a given number.
4. Write a prolog program to calculate the nth Fibonacci number.
5. Write a prolog program, insert_nth(item, n, into_list, result) that asserts that result is the list into_list with item inserted as the n'th element into every list at all levels.
6. Write a Prolog program to remove the Nth item from a list.
7. Write a Prolog program, remove-nth(Before, After) that asserts the After list is the Before list with the removal of every n'th item from every list at all levels.
8. Write a Prolog program to implement append for two lists.
9. Write a Prolog program to implement palindrome (List).
10. Write a Prolog program to implement max(X,Y,Max) so that Max is the greater of two numbers X and Y.
11. Write a Prolog program to implement maxlist(List,Max) so that Max is the greatest number in the list of numbers List.
12. Write a Prolog program to implement sumlist(List,Sum) so that Sum is the sum of a given list of numbers List.
13. Write a Prolog program to implement two predicates evenlength(List) and oddlength(List) so that they are true if their argument is a list of even or odd length respectively.
14. Write a Prolog program to implement reverse(List,ReversedList) that reverses lists.
15. Write a Prolog program to implement maxlist(List,Max) so that Max is the greatest number in the list of numbers List using cut predicate.
16. Write a Prolog program to implement GCD of two numbers.
17. Write a prolog program that implements Semantic Networks/Frame Structures.

CMSACOR14T: Computer Graphics   **Theory: 75 Lectures**

1. Introduction   (5 Lectures)
Basic elements of Computer graphics, Applications of Computer Graphics.

2. Graphics Hardware   (8 Lectures)
Architecture of Raster and Random scan display devices, input/output devices.

3. Fundamental Techniques in Graphics   (22 Lectures)
Raster scan line, circle and ellipse drawing, thick primitives, Polygon filling, line and polygon clipping algorithms, 2D and 3D Geometric Transformations, 2D and 3D Viewing Transformations (Projections- Parallel and Perspective), Vanishing points.

4. Geometric Modeling   (10 Lectures)

Representing curves & Surfaces.

5.Visible Surface determination
(8 Lectures)
Hidden surface elimination.

6.Surface rendering
(7 Lectures)
Illumination and shading models. Basic color models and Computer Animation.

Books Recommended:
1. J.D.Foley, A.Van Dan, Feiner, Hughes Computer Graphics Principles & Practice 2nd edition Publication Addison Wesley 1990.
2. D.Hearn, Baker: Computer Graphics, Prentice Hall of India 2008.
3. D.F.Rogers Procedural Elements for Computer Graphics, McGraw Hill 1997.
4. D.F.Rogers, Adams Mathematical Elements for Computer Graphics, McGraw Hill 2nd edition 1989.

CMSACOR14P: Computer Graphics Lab   **Practical:**   **60 Lectures**
1. Write a program to implement Bresenham's line drawing algorithm.
2. Write a program to implement mid-point circle drawing algorithm.
3. Write a program to clip a line using Cohen and Sutherland line clipping algorithm.
4. Write a program to clip a polygon using Sutherland Hodgeman algorithm.
5. Write a program to apply various 2D transformations on a 2D object (use homogenous coordinates).
6. Write a program to apply various 3D transformations on a 3D object and then apply parallel and perspective projection on it.
7. Write a program to draw Hermite/Bezier curve.

Discipline Specific Elective Papers COMPUTER SCIENCE:

CSMADSE01T:Microprocessor   **Theory: 60 Lectures**
Microprocessor architecture: Internal architecture, system bus architecture, memory and I/Ointerfaces.
Microprocessor programming: Register Organization, instruction formats, assembly languageprogramming.
Interfacing: Memory address decoding, cache memory and cache controllers, I/O interface,keyboard, display, timer, interrupt controller, DMA controller, video controllers, communication interfaces.

Recommended Books:
1. Barry B. Brey : The Intel Microprocessors : Architecture, Programming and Interfacing. Pearson Education, Sixth Edition,2009.
2. Walter A Triebel, Avtar Singh; The 8088 and 8086 Microprocessors Programming, Interfacing, Software, Hardware, and Applications. PHI, Fourth Edition 2005.

CSMADSE01P: Microprocessor Lab   **Practical: 60 Lectures**

ASSEMBLY LANGUAGE PROGRAMMING
1. Write a program for 32-bit binary division and multiplication
2. Write a program for 32-bit BCD addition and subtraction
3. Write a program for Linear search and binary search.
4. Write a program to add and subtract two arrays
5. Write a program for binary to ascii conversion
6. Write a program for ascii to binary conversion

CSMADSE02T: Data Mining   **Theory: 60 lectures**

Overview: Predictive and descriptive data mining techniques, supervised and unsupervisedlearning techniques, process of knowledge discovery in databases, pre-processing methods

Data Mining Techniques: Association Rule Mining, classification and regressiontechniques, clustering, Scalability and data management issues in data mining algorithms, measures of interestingness

Books Recommended:
1. Pang-Ning Tan, Michael Steinbach, Vipin Kumar, Introduction to Data Mining, Pearson Education.2005.
2. Richard Roiger, Michael Geatz, Data Mining: A Tutorial Based Primer, Pearson Education 2003.
3. G.K. Gupta, Introduction to Data Mining with Case Studies, PHI, 2006.
4. Soman K P, Diwakar Shyam, Ajay V Insight Into Data Mining: Theory And Practice, , PHI, 2006

CSMADSE02P: Data Mining Lab   **Practical: 60 lectures**

Practical exercises based on concepts listed in theory.

CSMADSE03T: Cloud Computing

Overview of Computing Paradigm   **(8 lectures)**

Recent trends in Computing : Grid Computing, Cluster Computing, Distributed Computing, Utility Computing, Cloud Computing,

Introduction to Cloud Computing   **(7 lectures)**
Introduction to Cloud Computing, History of Cloud Computing, Cloud service providers, Benefits and limitations of Cloud Computing,

Cloud Computing Architecture   **(20 lectures)**
Comparison with traditional computing architecture (client/server), Services provided at various levels, Service Models- Infrastructure as a Service(IaaS), Platform as a Service(PaaS), Software as a Service(SaaS), How Cloud Computing Works, Deployment

Models- Public cloud, Private cloud, Hybrid cloud, Community cloud, Case study of NIST architecture.

Case Studies (13 lectures)

Case study of Service model using Google App Engine, Microsoft Azure, Amazon EC2 , Eucalyptus.

Service Management in Cloud Computing (7 lectures)

Service Level Agreements(SLAs), Billing & Accounting, Comparing Scaling Hardware: Traditional vs. Cloud, Economics of scaling.

Cloud Security (5 lectures)

Infrastructure Security- Network level security, Host level security, Application level security, Data security and Storage- Data privacy and security Issues, Jurisdictional issues raised by Data location, Authentication in cloud computing.

Reference Books
1. Cloud Computing Bible, Barrie Sosinsky, Wiley-India, 2010.
2. Cloud Computing: Principles and Paradigms, Editors: Rajkumar Buyya, James Broberg, Andrzej M. Goscinski, Wile, 2011.
3. Cloud Computing: Principles, Systems and Applications, Editors: Nikos Antonopoulos, Lee Gillam, Springer, 2012.
4. Cloud Security: A Comprehensive Guide to Secure Cloud Computing, Ronald L. Krutz, Russell Dean Vines, Wiley- India, 2010.
5. Gautam Shroff, Enterprise Cloud Computing Technology Architecture Applications , Adobe Reader ebooks available from eBooks.com,2010.
6. Toby Velte, Anthony Velte, Robert Elsenpeter, Cloud Computing, A Practical Approach ,McGraw Hills, 2010.
7. Dimitris N. Chorafas, Cloud Computing Strategies ,CRC Press, 2010.

CSMADSE03P: Cloud Computing Lab
1. Create virtual machines that access different programs on same platform.
2. Create virtual machines that access different programs on different platforms .
3. Working on tools used in cloud computing online-
    a. Storage
    b. Sharing of data
    c. manage your calendar, to-do lists,
    d. a document editing tool
4. Exploring Google cloud
5. Exploring microsoft cloud
6. Exploring amazon cloud

CSMADSE04T: Big Data **Theory: 60 lectures**

UNDERSTANDING BIG DATA

What is big data – why big data –.Data!, Data Storage and Analysis, Comparison with Other Systems, Rational Database Management System , Grid Computing, Volunteer Computing, convergence of key trends – unstructured data – industry examples of big data – web analytics – big data and marketing – fraud and big data – risk and big data – credit risk management – big data and algorithmic trading – big data and healthcare – big data in medicine – advertising and big data – big data technologies – introduction to Hadoop – open source technologies – cloud and big data – mobile business intelligence – Crowd sourcing analytics – inter and trans firewall analytics.

NOSQL DATA MANAGEMENT

Introduction to NoSQL – aggregate data models – aggregates – key-value and document data models – relationships – graph databases – schema less databases – materialized views – distribution models – shading –– version – map reduce – partitioning and combining – composing map-reduce calculations.

BASICS OF HADOOP
Data format – analyzing data with Hadoop – scaling out – Hadoop streaming – Hadoop pipes – design of Hadoop distributed file system (HDFS) – HDFS concepts – Java interface – data flow – Hadoop I/O – data integrity – compression – serialization – Avro – file-based data structures.

MAPREDUCE APPLICATIONS
MapReduce workflows – unit tests with MRUnit – test data and local tests – anatomy of MapReduce job run – classic Map-reduce – YARN – failures in classic Map-reduce and YARN – job scheduling – shuffle and sort – task execution – MapReduce types – input formats – output formats

HADOOP RELATED TOOLS
Hbase – data model and implementations – Hbase clients – Hbase examples –praxis. Cassandra – Cassandra data model – Cassandra examples – Cassandra clients –Hadoop integration. Pig – Grunt – pig data model – Pig Latin – developing and testing Pig Latin scripts. Hive – data types and file formats – HiveQL data definition – HiveQL data manipulation – HiveQL queries.

Reference Books:
1. Tom White, "Hadoop: The Definitive Guide", Third Edition, O'Reilley, 2012.
2. Eric Sammer, "Hadoop Operations", O'Reilley, 2012.
3. Vignesh Prajapati, Big data analytics with R and Hadoop, SPD 2013.
4. E. Capriolo, D. Wampler, and J. Rutherglen, "Programming Hive", O'Reilley, 2012.
5. Lars George, "HBase: The Definitive Guide", O'Reilley, 2011.
6. Alan Gates, "Programming Pig", O'Reilley, 2011

CSMADSE04P: Big Data Lab

Practical exercises based on concepts listed in theory.

CMSADSE05T: Digital Image Processing Lab   Theory: 60 Lectures

1. Introduction
(6 Lectures)

Light, Brightness adaption and discrimination, Pixels, coordinate conventions, Imaging Geometry, Perspective Projection, Spatial Domain Filtering, sampling and quantization.

2. Spatial Domain Filtering   (7 Lectures)
Intensity transformations, contrast stretching, histogram equalization, Correlation and convolution, Smoothing filters, sharpening filters, gradient and Laplacian.

3. Filtering in the Frequency domain   (8 Lectures)
Hotelling Transform, Fourier Transforms and properties, FFT (Decimation in Frequency and Decimation in Time Techniques), Convolution, Correlation, 2-D sampling, Discrete Cosine Transform, Frequency domain filtering.

4. Image Restoration   (8 Lectures)
Basic Framework, Interactive Restoration, Image deformation and geometric transformations, image morphing, Restoration techniques, Noise characterization, Noise restoration filters,

Adaptive filters, Linear, Position invariant degradations, Estimation of Degradation functions, Restoration from projections.

5. Image Compression   (10 Lectures)
Encoder-Decoder model, Types of redundancies, Lossy and Lossless compression, Entropy of an information source, Shannon's 1st Theorem, Huffman Coding, Arithmetic Coding, Golomb Coding, LZW coding, Transform Coding, Sub-image size selection, blocking artifacts, DCT implementation using FFT, Run length coding, FAX compression (CCITT Group-3 and Group-4), Symbol-based coding, JBIG-2, Bit-plane encoding, Bit-allocation, Zonal Coding, Threshold Coding, JPEG, Lossless predictive coding, Lossy predictive coding, Motion Compensation

6. Wavelet based Image Compression   (5 Lectures)
Expansion of functions, Multi-resolution analysis, Scaling functions, MRA refinement equation, Wavelet series expansion, Discrete Wavelet Transform (DWT), Continuous Wavelet Transform, Fast Wavelet Transform, 2-D wavelet Transform, JPEG-2000 encoding, Digital Image Watermarking.

7. Morphological Image Processing   (7 Lectures)
Basics, SE, Erosion, Dilation, Opening, Closing, Hit-or-Miss Transform, Boundary Detection, Hole filling, Connected components, convex hull, thinning, thickening, skeletons, pruning, Geodesic Dilation, Erosion, Reconstruction by dilation and erosion.

8. Image Segmentation   (9 Lectures)
Boundary detection based techniques, Point, line detection, Edge detection, Edge linking, local processing, regional processing, Hough transform, Thresholding, Iterative thresholding, Otsu's method, Moving averages, Multivariable thresholding, Region-based segmentation, Watershed algorithm, Use of motion in segmentation

Reference Books
1. R C Gonzalez , R E Woods, Digital Image Processing, 3rd Edition, Pearson Education.2008.
2. A K Jain, Fundamentals of Digital image Processing, Prentice Hall of India.1989.
3. K R Castleman, Digital Image Processing, Pearson Education.1996
4. Schalkoff, Digital Image Processing and Computer Vision, John Wiley and Sons.1989.
5. Rafael C. Gonzalez, Richard E. Woods, Steven Eddins,' Digital Image Processing using MATLAB', Pearson Education, Inc., 2004.

CMSADSE05P: Digital Image Processing Lab   Practical: 60 Lectures

1. Write program to read and display digital image using MATLAB or SCILAB
   a.   Become familiar with SCILAB/MATLAB Basic commands
   b.   Read and display image in SCILAB/MATLAB
   c.   Resize given image
   d.   Convert given color image into gray-scale image
   e.   Convert given color/gray-scale image into black & white image
   f.   Draw image profile
   g.   Separate color image in three R G & B planes
   h.   Create color image using R, G and B three separate planes
   i.   Flow control and LOOP in SCILAB
   j.   Write given 2-D data in image file

2. To write and execute image processing programs using point processing method
   a.   Obtain Negative image

      b.   Obtain Flip image
      c.   Thresholding
      d.   Contrast stretching

3. To write and execute programs for image arithmetic operations
      a.   Addition of two images
      b.   Subtract one image from other image
      c.   Calculate mean value of image
      d.   Different Brightness by changing mean value

4. To write and execute programs for image logical operations
    a. AND operation between two images
    b. OR operation between two images
    c. Calculate intersection of two images
    d. Water Marking using EX-OR operation

  e. NOT operation (Negative image)

5. To write a program for histogram calculation and equalization using
  a.   Standard MATLAB function
  b.   Program without using standard MATLAB functions
  c.   C Program

 6. To write and execute program for geometric transformation of image
  a.   Translation
  b.   Scaling
  c.   Rotation
  d.   Shrinking
  e.   Zooming

7. To understand various image noise models and to write programs for
  a.   image restoration
  b.   Remove Salt and Pepper Noise
  c.   Minimize Gaussian noise
  d.   Median filter and Weiner filter

8. Write and execute programs to remove noise using spatial filters
  a.   Understand 1-D and 2-D convolution process
  b.   Use 3x3 Mask for low pass filter and high pass filter

9. Write and execute programs for image frequency domain filtering
  a.   Apply FFT on given image
  b.   Perform low pass and high pass filtering in frequency domain
  c.   Apply IFFT to reconstruct image

10. Write a program in C and MATLAB/SCILAB for edge detection using different edge detection mask
11. Write and execute program for image morphological operations erosion and dilation.
12. To write and execute program for wavelet transform on given image and perform inverse wavelet transform to reconstruct image.

CMSADSE06P: Discipline Specific Elective: Dissertation / Project work

This option to be offered only in 6th Semester.
The students will be allowed to work on any project based on the concepts studied in core / elective or skill based elective courses.
The group size should be maximum of three (03) students.
Each group will be assigned a teacher as a supervisor who will handle both their theory as well lab classes.
A maximum of Four (04) projects would be assigned to one teacher.

Skill Enhancement Courses (any two) (Credit: 02 each) – SEC1 to SEC2 Theory: 01, Labs: 02

CMSSSEC01M: Programming in Python
Planning the Computer Program: Concept of problem solving, Problem definition, Programdesign, Debugging, Types of errors in programming, Documentation. (2L)

Techniques ofProblem Solving: Flowcharting, decision table, algorithms, Structured programming concepts,Programming methodologies viz. top-down and bottom-up programming.

(2L)

Overview of Programming : Structure of a Python Program, Elements of Python (3L)

Introduction to Python: Python Interpreter, Using Python as calculator, Python shell, Indentation.Atoms, Identifiers and keywords, Literals, Strings, Operators(Arithmetic operator, Relational operator, Logical or Boolean operator, Assignment, Operator, Ternary operator, Bit wise operator,
Increment or Decrement operator). (4L)

Creating Python Programs : Input and Output Statements, Control statements(Branching,Looping, Conditional Statement, Exit function, Difference between break, continue and pass.),
Defining Functions, default arguments.

(4L)

Reference Books
1. T. Budd, Exploring Python, TMH, 1st Ed, 2011
2. Python Tutorial/Documentation www.python.or 2015
3. Allen Downey, Jeffrey Elkner, Chris Meyers , How to think like a computer scientist : learning with Python , Freely available online.2012
4. http://docs.python.org/3/tutorial/index.html
5. http://interactivepython.org/courselib/static/pythonds
6. http://www.ibiblio.org/g2swap/byteofpython/read/

Software Lab Based on Python:

Section: A (Simple programs)
1. Write a menu driven program to convert the given temperature from Fahrenheit to Celsius and vice versa depending upon users choice.
2. WAP to calculate total marks, percentage and grade of a student. Marks obtained in each of the three subjects are to be input by the user. Assign grades according to the following criteria :
    Grade A: Percentage >=80
    Grade B: Percentage>=70 and
    <80 Grade C: Percentage>=60
    and <70 Grade D:
    Percentage>=40 and <60 Grade
        E: Percentage<40
3. Write a menu-driven program, using user-defined functions to find the area of rectangle, square, circle and triangle by accepting suitable input paramters from user.
4. WAP to display the first n terms of Fibonacci series.
5. WAP to find factorial of the given number.
6. WAP to find sum of the following series for n terms: $1 - 2/2! + 3/3! - - - - - n/n!$
7. WAP to calculate the sum and product of two compatible matrices.

Section: B (Visual Python):

All the programs should be written using user defined functions, wherever possible.

1. Write a menu-driven program to create mathematical 3D objects I. curve

      II.   sphere
  III.   cone
  IV. arrow
      V. ring
  VI.   cylinder.

2.   WAP to read n integers and display them as a histogram.

3.   WAP to display sine, cosine, polynomial and exponential curves.

4.   WAP to plot a graph of people with pulse rate p vs. height h. The values of p and h are to be entered by the user.

5.   WAP to calculate the mass m in a chemical reaction. The mass m (in gms) disintegrates according to the formula $m=60/(t+2)$, where t is the time in hours. Sketch a graph for t vs. m, where $t>=0$.

6.   A population of 1000 bacteria is introduced into a nutrient medium. The population p grows as follows:

$$P(t) = (15000(1+t))/(15+ e)$$

where the time t is measured in hours. WAP to determine the size of the population at given time t and plot a graph for P vs t for the specified time interval.

7.   Input initial velocity and acceleration, and plot the following graphs depicting equations of motion:

I. velocity wrt time ($v=u+at$)
  II. distance wrt time ($s=u*t+0.5*a*t*t$)
    III. distance wrt velocity ($s=(v*v-u*u)/2*a$)

8.   WAP to show a ball bouncing between 2 walls. (Optional)

CMSSSEC02M: R-Programming   (1+2 Labs)

Introduction: Overview and History of R, Getting Help, Data Types, Subsetting, Vectorized Operations, Reading and Writing Data.   **(5L**

Control Structures, Functions, lapply, tapply, split, mapply, apply, Coding Standards.   **(5L**

Scoping Rules, Debugging Tools, Simulation, R Profiler.   **(5L**

Reference Books

1. William N. Venables and David M. Smith, An Introduction to R. 2nd Edition. Network Theory Limited.2009
2. Norman Matloff, The Art of R Programming - A Tour of Statistical Software Design, No Starch Press.2011

Software Lab Based on R Programming

1. Write a program that prints _Hello World' to the screen.
2. Write a program that asks the user for a number n and prints the sum of the numbers 1 to n
3. Write a program that prints a multiplication table for numbers up to 12.
4. Write a function that returns the largest element in a list.
5. Write a function that computes the running total of a list.
6. Write a function that tests whether a string is a palindrome.
7. Implement the following sorting algorithms: Selection sort, Insertion sort, Bubble Sort
8. Implement linear search.
9. Implement binary search.
10. Implement matrices addition, subtraction and Multiplication

CHOICE BASED CREDIT SYSTEM

B.Sc. Program with Computer Science

Semester			Total credit
I	CORE	CMSGCOR01T: Problem Solving with Computer CMSGCOR01P: Problem Solving with Computer	4 2
	AECC1	ENVS	2
II	CORE	CMSGCOR02T: DBMS CMSGCOR02P: DBMS	4 2
	AECC2	English	2
III	CORE	CMSGCOR03T: OS CMSGCOR03P: LINUX	4 2
	SEC1	CMSSSEC01M:Programming in Python	2
IV	CORE	CMSGCOR04T: Computer System Architecture CMSGCOR04P: Computer System Architecture	4 2
	SEC2	CMSSSEC02M:R Programming	2
V	DSE1 (Any one)	CMSGDSE01T: Programming in JAVA CMSGDSE02T: Discrete Structures	6
VI	DSE2 (Any one)	CMSGDSE03T: Software Engg CMSGDSE04T: Computer Networks	6
Total number of courses	10		

CORE PAPERS:

CMSGCOR01T : Problem Solving with Computer

Computer Fundamentals: Introduction to Computers: Characteristics of Computers, Uses of

computers, Types and generations of Computers. (3L)

Basic Computer Organization - Units of a computer, CPU, ALU, memory hierarchy, registers, I/O devices.

Planning the Computer Program: Concept of problem solving, Problem definition, Program design, Debugging, Types of errors in programming, Documentation. (3L)

Techniques of Problem Solving: Flowcharting, decision table, algorithms, Structured programming concepts, Programming methodologies viz. top-down and bottom-up programming. (4L)

Overview of Programming: Structure of a Python Program, Elements of Python (4L)

Introduction to Python: Python Interpreter, Using Python as calculator, Python shell,Indentation. Atoms, Identifiers and keywords, Literals, Strings, Operators (Arithmetic operator, Relational operator, Logical or Boolean operator, Assignment, Operator, Ternary operator, Bit wise operator, Increment or Decrement operator).
(8L)

Creating Python Programs: Input and Output Statements, Control statements (Looping-whileLoop, for Loop , Loop Control, Conditional Statement- if...else, Difference between break, continue
and pass). (10L)

Structures: Numbers, Strings, Lists, Tuples, Dictionary, Date & Time, Modules, Defining Functions, Exit function, default arguments.
(10L)

Introduction to Advanced Python: Objects and Classes, Inheritance, Regular Expressions,Event Driven Programming, GUI Programming.
(14L)

Reference Books:

1. P. K. Sinha & Priti Sinha , "Computer Fundamentals", BPB Publications, 2007.
2. Dr. Anita Goel, Computer Fundamentals, Pearson Education, 2010.
3. T. Budd, Exploring Python, TMH, 1st Ed, 2011
4. Python Tutorial/Documentation www.python.or 2010

5. Allen Downey, Jeffrey Elkner, Chris Meyers , How to think like a computer scientist
   : learning with Python , Freely available online.2012

6. http://docs.python.org/3/tutorial/index.html
7. http://interactivepython.org/courselib/static/pythonds
8. http://www.ibiblio.org/g2swap/byteofpython/read/

CMSGCOR01P: Problem Solving with Computer
Section: A (Simple programs)
1. Write a menu driven program to convert the given temperature from Fahrenheit to Celsius and vice versa depending upon user's choice.
2. WAP to calculate total marks, percentage and grade of a student. Marks obtained in each of the three subjects are to be input by the user. Assign grades according to the following criteria :
   a. Grade A: Percentage >=80
   b. Grade B: Percentage>=70 and <80
   c. Grade C: Percentage>=60 and <70
   d. Grade D: Percentage>=40 and <60
   e. Grade E: Percentage<40

3. Write a menu-driven program, using user-defined functions to find the area of rectangle, square, circle and triangle by accepting suitable input parameters from user.

4. WAP to display the first n terms of Fibonacci series.
5. WAP to find factorial of the given number.
6. WAP to find sum of the following series for n terms: $1 – 2/2! + 3/3! - - - - - n/n!$
7. WAP to calculate the sum and product of two compatible matrices.

Section: B (Visual Python):
All the programs should be written using user defined functions, wherever possible.
1. Write a menu-driven program to create mathematical 3D objects
   I. curve
   II. sphere
   III. cone
   IV. arrow
   V. ring
   VI. Cylinder.
2. WAP to read n integers and display them as a histogram.
3. WAP to display sine, cosine, polynomial and exponential curves.
4. WAP to plot a graph of people with pulse rate p vs. height h. The values of p and h are to be entered by the user.
5. WAP to calculate the mass m in a chemical reaction. The mass m (in gms) disintegrates according to the formula m=60/(t+2), where t is the time in hours. Sketch a graph for t vs. m, where t>=0.
6. A population of 1000 bacteria is introduced into a nutrient medium. The population p grows as follows:
   $$P(t) = (15000(1+t))/(15+ e)$$
   where the time t is measured in hours. WAP to determine the size of the population at given time t and plot a graph for P vs t for the specified time interval.

7. Input initial velocity and acceleration, and plot the following graphs depicting equationsof motion:
   - I.   velocity wrt time (v=u+at)
   - II.   distance wrt time (s=u*t+0.5*a*t*t)
   - III.   distance wrt velocity (s=(v*v-u*u)/2*a)

CMSGCOR02T: Database Management Systems

Introduction to Database Management Systems: Characteristics of database approach, datamodels, DBMS architecture and data independence.
   (10L)

Entity Relationship and Enhanced ER Modeling: Entity types, relationships, SQL-

99: Schema Definition , constraints, and object modeling.   (15L)

Relational Data Model : Basic concepts, relational constraints, relational algebra, SQLqueries.
   (15L)

Database design: ER and EER to relational mapping, functional dependencies, normal forms up

to third normal form.   (20 L)

Books Recommended:
1. R. Elmasri, S.B. Navathe, Fundamentals of Database Systems 6th Edition, Pearson Education, 2010.
2. R. Ramakrishanan, J. Gehrke, Database Management Systems 3rd Edition, McGraw-Hill, 2002.
3. A. Silberschatz, H.F. Korth, S. Sudarshan, Database System Concepts 6th Edition, McGraw Hill, 2010.
4. R. Elmasri, S.B. Navathe Database Systems Models, Languages, Design and application Programming, 6th Edition, Pearson Education, 2013.

CMSGCOR02P: Database Management Systems

Note: MyAccess/MySQL may be used.

The following concepts must be introduced to the students:
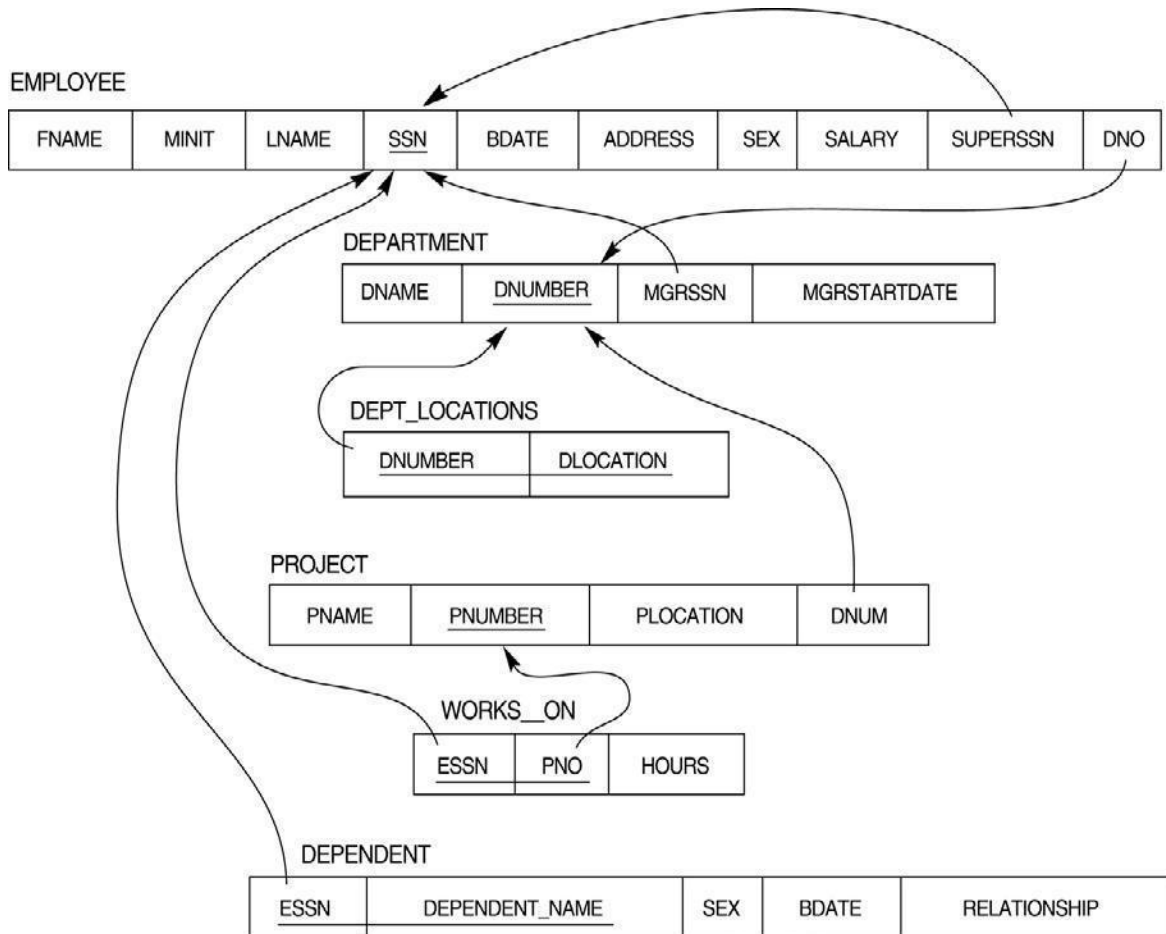   **DDL Commands**

- Create table, alter table, drop table

   DML Commands

- Select , update, delete, insert statements
- Condition specification using Boolean and comparison operators (and, or, not,=,<>,>,<,>=,<=)
- Arithmetic operators and aggregate functions(Count, sum, avg, Min, Max)
- Multiple table queries (join on different and same tables)
- Nested select statements
- Set manipulation using (any, in, contains, all, not in, not contains,

exists, not exists, union, intersect, minus, etc.)
- Categorization using group by……..having

- Arranging using order by

Relational Database Schema - COMPANY

EMPLOYEE

FNAME	MINIT	LNAME	SSN	BDATE	ADDRESS	SEX	SALARY	SUPERSSN	DNO

DEPARTMENT

DNAME	DNUMBER	MGRSSN	MGRSTARTDATE

DEPT_LOCATIONS

DNUMBER	DLOCATION

PROJECT

PNAME	PNUMBER	PLOCATION	DNUM

WORKS__ON

ESSN	PNO	HOURS

DEPENDENT

ESSN	DEPENDENT_NAME	SEX	BDATE	RELATIONSHIP

Questions to be performed on above schema

1. Create tables with relevant foreign key constraints
2. Populate the tables with data
3. Perform the following queries on the database :
   1. Display all the details of all employees working in the company.
   2. Display ssn, lname, fname, address of employees who work in department no 7.
   3. Retrieve the birthdate and address of the employee whose name is 'Franklin T. Wong'
   4. Retrieve the name and salary of every employee
   5. Retrieve all distinct salary values.
   6. Retrieve all employee names whose address is in 'Bellaire'
   7. Retrieve all employees who were born during the 1950s
   8. Retrieve all employees in department 5 whose salary is between 50,000

   and 60,000(inclusive)

   9. Retrieve the names of all employees who do not have supervisors
   10. Retrieve SSN and department name for all employees
   11. Retrieve the name and address of all employees who work for the 'Research' department
   12. For every project located in 'Stafford', list the project number, the controlling department number, and the department manager's last name, address, and birthdate.
   13. For each employee, retrieve the employee's name, and the name of his or her immediate supervisor.
   14. Retrieve all combinations of Employee Name and Department Name
   15. Make a list of all project numbers for projects that involve an employee whose last name is 'Narayan' either as a worker or as a manager of the department that controls the project.
   16. Increase the salary of all employees working on the 'ProductX' project by 15%. Retrieve employee name and increased salary of these employees.
   17. Retrieve a list of employees and the project name each works in, ordered by the employee's department, and within each department ordered alphabetically by employee first name.
   18. Select the names of employees whose salary does not match with salary of any employee in department 10.
   19. Retrieve the name of each employee who has a dependent with the same first

name and same sex as the employee.

20. Retrieve the employee numbers of all employees who work on project located in Bellaire, Houston, or Stafford.

21. Find the sum of the salaries of all employees, the maximum salary, the minimum salary, and the average salary. Display with proper headings.

22. Find the sum of the salaries and number of employees of all employees of the 'Marketing' department, as well as the maximum salary, the minimum salary, and the average salary in this department.

23. Select the names of employees whose salary is greater than the average salary of all employees in department 10.

24. For each department, retrieve the department number, the number of employees in the department, and their average salary.

25. For each project, retrieve the project number, the project name, and the number of employees who work on that project.

26. Change the location and controlling department number for all projects having more than 5 employees to 'Bellaire' and 6 respectively.

27. For each department having more than 10 employees, retrieve the department no, no of employees drawing more than 40,000 as salary.

28. Insert a record in Project table which violates referential integrity constraint with respect to Department number. Now remove the violation by making necessary insertion in the Department table.

29. Delete all dependents of employee whose ssn is '123456789'.

30. Delete an employee from Employee table with ssn = '12345'(make sure that this employee has some dependents, is working on some project, is a manager of some department and is supervising some employees). Check and display the cascading effect on Dependent and Works on table. In Department table MGRSSN should be set to default value and in Employee table SUPERSSN should be set to NULL

31. Perform a query using alter command to drop/add field and a constraint in Employee table.

CMSGCOR03T: Operating Systems

Introduction: System Software, Resource Abstraction, OS strategies.   (2L)
Types of operating systems - Multiprogramming, Batch, Time Sharing, Single user and
Multiuser, Process Control & Real Time Systems.   (2L)

 Operating System Organization: Factors in operating system design, basic OS functions,implementation consideration; process modes, methods of requesting system services – system

calls and system programs.   (10L)

Process Management : System view of the process and resources, initiating the OS, processaddress space, process abstraction, resource abstraction, process hierarchy, Thread model (15L) **Scheduling:** Scheduling Mechanisms, Strategy selection, non-pre-emptive and pre-emptive

strategies. (12L)

Memory Management: Mapping address space to memory space, memory allocation
strategies, fixed partition, variable partition, paging, virtual memory (12L)

Shell introduction and Shell Scripting

(7L)

- What is shell and various type of shell, Various editors present in linux
- Different modes of operation in vi editor
- What is shell script, Writing and executing the shell script
- Shell variable (user defined and system variables)
- System calls, Using system calls
- Pipes and Filters
- Decision making in Shell Scripts (If else, switch), Loops in shell
- Functions
- Utility programs (cut, paste, join, tr , uniq utilities)
- Pattern matching utility (grep)

Books Recommended:

1. A Silberschatz, P.B. Galvin, G. Gagne, Operating Systems Concepts, 8th Edition, John Wiley Publications 2008.

2. A.S. Tanenbaum, Modern Operating Systems, 3rd Edition, Pearson Education 2007.

3. G. Nutt, Operating Systems: A Modern Perspective, 2nd Edition Pearson Education 1997.

4. W. Stallings, Operating Systems, Internals & Design Principles, 5th Edition, Prentice Hall of India. 2008.

5. M. Milenkovic, Operating Systems- Concepts and design, Tata McGraw Hill 1992.

CMSGCOR03P: Software Lab based on Operating Systems

Note: Following exercises can be performed using Linux or Unix
1. Usage of following commands:
    ls, pwd, tty, cat, who, who am I, rm, mkdir, rmdir, touch, cd.
2. Usage of following commands:
    cal, cat(append), cat(concatenate), mv, cp, man, date.
3. Usage of following commands:

chmod, grep, tput (clear, highlight), bc.

4. Write a shell script to check if the number entered at the command line is prime or not.
5. Write a shell script to modify "cal" command to display calendars of the specified months.
6. Write a shell script to modify "cal" command to display calendars of the specified range of months.
7. Write a shell script to accept a login name. If not a valid login name display message – "Entered login name is invalid".
8. Write a shell script to display date in the mm/dd/yy format.
9. Write a shell script to display on the screen sorted output of "who" command along with the total number of users.
10. Write a shell script to display the multiplication table any number,
11. Write a shell script to compare two files and if found equal asks the user to delete the duplicate file.
12. Write a shell script to find the sum of digits of a given number.
13. Write a shell script to merge the contents of three files, sort the contents and then display them page by page.
14. Write a shell script to find the LCD(least common divisor) of two numbers.
15. Write a shell script to perform the tasks of basic calculator.
16. Write a shell script to find the power of a given number.
17. Write a shell script to find the factorial of a given number.
18. Write a shell script to check whether the number is Armstrong or not.
19. Write a shell script to check whether the file have all the permissions or not.
20. Program to show the pyramid of special character "*".

CMSGCOR04T: Computer System Architecture

Introduction: Logic gates, boolean algebra, combinational circuits, circuit simplification, flip-flops and sequential circuits, decoders, multiplexors, registers, counters and memory units. (12L)

Data Representation and basic Computer Arithmetic: Number systems, complements, fixed and floating point representation, character representation, addition, subtraction, magnitude comparison. (8L)

Basic Computer Organization and Design: Computer registers, bus system, instructionset, timing and control, instruction cycle, memory reference, input-output and interrupt.(18L)

Central Processing Unit: Register organization, arithmetic and logical micro-operations, stack organization, micro programmed control. (10L)

Programming the Basic Computer: Instruction formats, addressing modes, instruction codes, machine language, assembly language, input output programming. (8L)

Input-output Organization: Peripheral devices, I/O interface, Modes of data transfer, direct memory access. (4L)

Books Recommended:

1. M. Mano, Computer System Architecture, Pearson Education 1992.
2. A. J. Dos Reis, Assembly Language and Computer Architecture using C++ and JAVA, Course Technology, 2004

3. W. Stallings, Computer Organization and Architecture Designing for Performance, 8th Edition, Prentice Hall of India ,2009
4. Digital Design, M.M. Mano, Pearson Education Asia, 1979

CMSGCOR04P: Computer System Architecture Lab   **Practical: 60 Lab Periods**

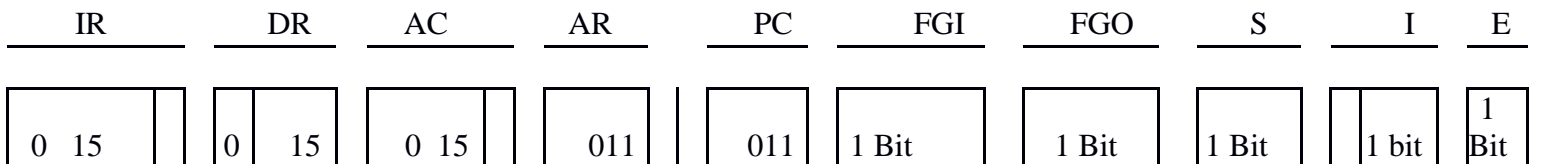| Memory 4096 words 16 bits per word		Instruction format		
	0	3 4	15	
	Opcode	Address		

Basic Computer Instructions

Memory Reference   Register Reference   Input-Output

1. Create a machine based on the following architecture: Register Set

IR	DR	AC	AR	PC	FGI	FGO	S	I	E
0 15	0 15	0 15	011	011	1 Bit	1 Bit	1 Bit	1 bit	1 Bit

Symbol	Hex	Symbol	Hex	Symbol	Hex
					F80
AND	0xxx	CLA	E800	INP	0
					F40
ADD	2xxx	CLE	E400	OUT	0
ISZ	Cxxx	INC	E020		
AND_I	1xxx	SPA	E010		

ADD_I	3xxx			SNA		E008				
LDA_I	5xxx	Indirect		SZA		E004				
STA_I	7xxx	Addressing		SZE		E002				
BUN_I	9xxx			HLT		E001				
BSA_I	Bxxx									
ISZ_I	Dxxx									

Refer to Chapter-5 of Morris Mano for description of instructions.

ii) Create the micro operations and associate with instructions as given in the chapter (except interrupts). Design the register set, memory and the instruction set. Use this machine for the assignments of this section.

iii) Create a Fetch routine of the instruction cycle.

iv) Simulate the machine to determine the contents of AC, E, PC, AR and IR registers in hexadecimal after the execution of each of following register reference instructions:

a. CLA	e. CIR	i. SNA
b. CLE	f. CIL	j. SZA
c. CMA	g. INC	k. SZE
d. CME	h. SPA	l. HLT

Initialize the contents of AC to $(A937)_{16}$, that of PC to $(022)_{16}$ and E to 1.

5.   Simulate the machine for the following memory-reference instructions with I= 0 and address part = 082. The instruction to be stored at address 022 in RAM. Initialize the memory word at address 082 with the operand B8F2 and AC with A937. Determine the contents of AC, DR, PC, AR and IR in hexadecimal after the execution.

a. ADD	f. BSA
b. AND	g. ISZ
c. LDA	
d. STA	
e. BUN	

6.   Simulate the machine for the memory-reference instructions referred in above question with I= 1 and address part = 082. The instruction to be stored at address 026 in RAM. Initialize the memory word at address 082 with the value 298. Initialize the memory word at address 298 with operand B8F2 and AC with A937. Determine the contents of AC, DR, PC, AR and IR in hexadecimal after the execution.

7.   Modify the machine created in Practical 1 according to the following instruction format:

Instruction format

0   2   3   4   15

Opcode	I	Address

a. The instruction format contains a 3-bit opcode, a 1-bit addressing mode and a 12-bit address. There are only two addressing modes, I = 0 (direct addressing) and I = 1 (indirect addressing).

b. Create a new register I of 1 bit.

c. Create two new microinstructions as follows :

   i. Check the opcode of instruction to determine type of instruction (Memory Reference/Register Reference/Input-Output) and then jump accordingly.

   ii. Check the I bit to determine the addressing mode and then jump accordingly.

Discipline Specific Elective Papers:

CMSGDSE01T: Programming in Java   75 Lectures
AdditionalTutorial: 15 Lectures

Introduction to Java: Features of Java, JDK Environment   (2L)

Object Oriented Programming Concept Overview of Programming, Paradigm, Classes,Abstraction, Encapsulation, Inheritance, Polymorphism, Difference between C++ and JAVA
(12L)

Java Programming Fundamental : Structure of java program, Data types, Variables, Operators,Keywords, Naming Convention, Decision Making (if, switch),Looping(for, while) ,Type Casting
(12L)

Classes and Objects: Creating Classes and objects, Memory allocation for objects, Constructor,

Implementation of Inheritance, Implementation of Polymorphism, Method Overloading, Method Overriding, Nested and Inner classes   (12L)

Arrays and Strings: Arrays, Creating an array, Types of Arrays, String class Methods, StringBuffer methods.
(8L)

Abstract Class, Interface and Packages: Modifiers and Access Control, Abstract classes and methods, Interfaces, Packages Concept, Creating user defined packages   (10L)

Exception Handling: Exception types, Using try catch and multiple catch, Nested try, throw, throws and finally, Creating User defined Exceptions.   (6L)

File Handling: Byte Stream, Character Stream, File IO Basics, File Operations, Creating file, Reading file, Writing File   (6L)

Applet Programming: Introduction, Types Applet, Applet Life cycle, Creating Applet, Applet tag   (7L)

Books Recommended:

1. Ivan Bayross, Web Enabled Commercial Application Development Using Html, Dhtml,javascript, Perl Cgi , BPB Publications, 2009.

2. Cay Horstmann, BIG Java, Wiley Publication , 3rd Edition., 2009
3. Herbert Schildt , Java 7, The Complete Reference, , 8th Edition, 2009.
4. E Balagurusamy , Programming with JAVA, TMH, 2007

CMSGDSE02T: Discrete Structures   75 Lectures
AdditionalTutorial: 15 Lectures

Introduction: Introduction to Sets, Finite and Infinite Sets, Unaccountably Infinite Sets. Introduction to Functions and relations, Properties of Binary relations, Closure, Partial Ordering Relations.   (15L)

Unit-II: Pigeonhole Principle, Permutation and Combinations, Mathematical Induction, Principle of Inclusion and Exclusion.   (15L)

Unit-III : Asymptotic Notations   (5)

Recurrence Relations: Introduction, Generating Functions, Linear Recurrence Relations with constant coefficients and their solution.   (15L)

Graphs Theory: Basic Terminology of Graphs, Models and Types, Multigraphs, Weighted Graphs, Graph Representation. Graph Isomorphism Graph Connectivity, Euler and Hamiltonian Paths and Circuits, Planar Graphs, Graph Coloring, Basic Terminology of Trees, Properties of Trees, Spanning Trees.   (15L)

Inference Theory: Introduction, Logical Connectives, Well Formed Formulas, Tautologies, Equivalence   (10L)

Books Recommended:

1. C. L. Liu and D.P. Mohapatra, Elements of Discrete Mathematics, Third Edition, Tata McGraw Hill , 2008.
2. K. Rosen, Discrete Mathematics and Its Applications, Sixth Edition, Tata McGraw Hill,2007.
3. T.H. Cormen, C.E. Leiserson, R.L. Rivest, Introduction to Algorithms, Third Edition,Prentice Hall of India,2010.
4. J.P. Trembley, R. Manohar, Discrete Mathematical Structures with Application to Computer Science, First Edition, Tata McGraw Hill, 2001.
5. David Gries, Fred B. Schneider, A Logical Approach to Discrete Math, Springer, 2010

Online Reading/Supporting Material:

1. http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-042j-mathematics-for-computer- science-fall-2005/

CMSGDSE03T: Software Engineering   **75 Lectures**
AdditionalTutorial: 15 Lectures

Software Process: Introduction, S/W Engineering Paradigm , life cycle models (water fall,incremental, spiral, evolutionary, prototyping, object oriented) , System engineering, computer based system, verification, validation, life cycle process, development process, system engineering hierarchy. (10L)

Software requirements: Functional and non-functional , user, system, requirement engineeringprocess, feasibility studies, requirements, elicitation, validation and management, software prototyping, prototyping in the software process, rapid prototyping techniques, user interface prototyping, S/W document. Analysis and modeling, data, functional and behavioral models,
structured analysis and data dictionary. (12L)

Design Concepts and Principles: Design process and concepts, modular design, designheuristic, design model and document, Architectural design, software architecture, data design, architectural design, transform and transaction mapping, user interface design, user interface design principles. Real time systems, Real time software design, system design, real time executives, data acquisition system, monitoring and control system. (15L)

Software Configuration Management: The SCM process, Version control, Change control,

Configuration audit, SCM standards. (10L)

Software Project Management: Measures and measurements, S/W complexity and sciencemeasure, size measure, data and logic structure measure, information flow measure. Estimations
for Software Projects, Empirical Estimation Models, Project Scheduling. (12L)

Testing: Taxonomy of software testing, levels, test activities, types of s/w test, black box testingtesting boundary conditions, structural testing, test coverage criteria based on data flow, mechanisms, regression testing, testing in the large. S/W testing strategies, strategic approach and issues, unit testing, integration testing, validation testing, system testing and debugging.
(10L)

Trends in Software Engineering: Reverse Engineering and Re-engineering – wrappers – Case Study of CASE tools. (6L)

Books Recommended:

1. Roger S.Pressman, Software engineering- A practitioner's Approach, McGraw-Hill
2. Ian Sommerville, Software engineering, Pearson education Asia, 6th edition, 2000.
3. Pankaj Jalote- An Integrated Approach to Software Engineering, Springer Verlag, 1997.

4. James F Peters and Witold Pedryez, "Software Engineering – An Engineering Approach", John Wiley and Sons, New Delhi, 2000.
5. Ali Behforooz and Frederick J Hudson, "Software Engineering Fundamentals", Oxfor University Press, New Delhi, 1996.
6. Pfleeger, "Software Engineering", Pearson Education India, New Delhi, 1999.
7. Carlo Ghezzi, Mehdi Jazayari and Dino Mandrioli, "Fundamentals of Software Engineering", Prentice Hall of India, New Delhi, 1991.

CMSGDSE04:Computer Networks   75 Lectures
AdditionalTutorial: 15 Lectures

Basic concepts : Components of data communication, standards and organizations, NetworkClassification, Network Topologies ; network protocol; layered network architecture; overview
of OSI reference model; overview of TCP/IP protocol suite.   (20L)

Physical Layer : Cabling, Network Interface Card, Transmission Media Devices- Repeater, Hub, Bridge, Switch, Router, Gateway.   (8L)

Data Link Layer : Framing techniques; Error Control; Flow Control Protocols; Shared media

protocols - CSMA/CD and CSMA/CA.   (10L)

Network Layer : Virtual Circuits and Datagram approach, IP addressing methods – Subnetting;

Routing Algorithms (adaptive and non-adaptive)   (10L)

Transport Layer: Transport services, Transport Layer protocol of TCP and UDP   (8L)

Application Layer : Application layer protocols and services – Domain name system, HTTP,

WWW, telnet, FTP, SMTP   (12L)

Network Security : Common Terms, Firewalls, Virtual Private Networks   (7L)

Books Recommended:
1. B.A. Forouzan: Data Communication and Networking, 4th Edition, Tata McGraw Hill, 2007.
2. D.E. Comer, Internetworking with TCP/IP, Vol. I, Prentice Hall of India, 1998.
3. W. Stalling, Data & Computer Communication, 8th edition, Prentice Hall of India, 2006.
4. D. Bertsekas, R. Gallager, Data Networks, 2nd edition, Prentice Hall of India, 1992.

Skill Enhancement Courses   (Credit: 02 each)

CMSSSEC01M: Programming in Python

Planning the Computer Program: Concept of problem solving, Problem definition, Programdesign, Debugging, Types of errors in programming, Documentation. (2L)

Techniques ofProblem Solving: Flowcharting, decision table, algorithms, Structured programming concepts,Programming methodologies viz. top-down and bottom-up programming.

Overview of Programming : Structure of a Python Program, Elements of   (2L)
Python   (3L)

Introduction to Python: Python Interpreter, Using Python as calculator, Python shell, Indentation.Atoms, Identifiers and keywords, Literals, Strings, Operators(Arithmetic operator, Relational operator, Logical or Boolean operator, Assignment, Operator, Ternary operator, Bit wise operator,
Increment or Decrement operator).   (4L)

Creating Python Programs : Input and Output Statements, Control statements(Branching,Looping, Conditional Statement, Exit function, Difference between break, continue and pass.),
Defining Functions, default arguments.

(4L)

Reference Books
1. T. Budd, Exploring Python, TMH, 1st Ed, 2011
2. Python Tutorial/Documentation www.python.or 2015
3. Allen Downey, Jeffrey Elkner, Chris Meyers , How to think like a computer scientist : learning with Python , Freely available online.2012
4. http://docs.python.org/3/tutorial/index.html
5. http://interactivepython.org/courselib/static/pythonds
6. http://www.ibiblio.org/g2swap/byteofpython/read/

Software Lab Based on Python:

Section: A (Simple programs)
> 1.   Write a menu driven program to convert the given temperature from Fahrenheit to Celsius and vice versa depending upon users choice.
> 2.   WAP to calculate total marks, percentage and grade of a student. Marks obtained in each of the three subjects are to be input by the user. Assign grades according to the following criteria :
>   Grade A: Percentage >=80
>
>   Grade B: Percentage>=70 and
>   <80 Grade C: Percentage>=60
>   and   <70   Grade   D:

Percentage>=40 and <60 Grade
1. Percentage<40
1 Write a menu-driven program, using user-defined functions to find the area of rectangle, square, circle and triangle by accepting suitable input paramters from user.
2 WAP to display the first n terms of Fibonacci series.
3 WAP to find factorial of the given number.
4 WAP to find sum of the following series for n terms: 1 – 2/2! + 3/3! - - - - - n/n!
5 WAP to calculate the sum and product of two compatible matrices.

Section: B (Visual Python):

All the programs should be written using user defined functions, wherever possible.

4. Write a menu-driven program to create mathematical
3D objects I. curve
4. sphere
III. cone
IV. arrow
1. ring
VI. cylinder.
1. WAP to read n integers and display them as a histogram.
2. WAP to display sine, cosine, polynomial and exponential curves.

3. WAP to plot a graph of people with pulse rate p vs. height h. The values of p and h are to be entered by the user.
4. WAP to calculate the mass m in a chemical reaction. The mass m (in gms) disintegrates according to the formula m=60/(t+2), where t is the time in hours. Sketch a graph for t vs. m, where t>=0.
5. A population of 1000 bacteria is introduced into a nutrient medium. The population p grows as follows:

$$P(t) = (15000(1+t))/(15+ e)$$

where the time t is measured in hours. WAP to determine the size of the population at given time t and plot a graph for P vs t for the specified time interval.

1. Input initial velocity and acceleration, and plot the following graphs depicting equations of motion:
I. velocity wrt time (v=u+at)
II. distance wrt time (s=u*t+0.5*a*t*t)
a. distance wrt velocity (s=(v*v-u*u)/2*a)
1. WAP to show a ball bouncing between 2 walls. (Optional)

CMSSSEC02M:R-Programming

Introduction: Overview and History of R, Getting Help, Data Types, Subsetting, Vectorized **(5L)**
Operations, Reading and Writing Data.   **(5L)**

Control Structures, Functions, lapply, tapply, split, mapply, apply, Coding Standards.   **(5L)**

Scoping Rules, Debugging Tools, Simulation, R Profiler.   **(5L)**

ReferenceBook
1. W. N. Venables, D. M. Smith, An Introduction to R, R-
core team, 2015

Software Lab Based on R Programming:
1. Write a program that prints 'Hello World' to the screen.
2. Write a program that asks the user for a number n and prints the sum of the numbers 1 to n
3. Write a program that prints a multiplication table for numbers up to 12.
4. Write a function that returns the largest element in a list.
5. Write a function that computes the running total of a list.
6. Write a function that tests whether a string is a palindrome.
7. Implement the following sorting algorithms: Selection sort, Insertion sort, Bubble Sort
8. Implement linear search.
9. Implement binary search.
10. Implement matrices addition , subtraction and Multiplication