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| Class Work: | 50 |
| Exam: | 100 |
| Total: | 150 |
| Duration of Exam: | 3 Hrs. |

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Section A

Architecture And Machines: Some definition and terms, interpretation and microprogramming. The instruction set, Basic data types, Instructions, Addressing and Memory. Virtual to real mapping. Basic Instruction Timing.

Time, Area And Instruction Sets: Time, cost-area, technology state of the Art, The Economics of a processor project: A study, Instruction sets, Professor Evaluation Matrix

Section B

Cache Memory Notion: Basic Notion, Cache Organization, Cache Data, adjusting the data for cache organization, write policies, strategies for line replacement at miss time, Cache Environment, other types of Cache. Split I and D-Caches, on chip caches, Two level Caches, write assembly Cache, Cache references per instruction, technology dependent Cache considerations, virtual to real translation, overlapping the Tcycle in V-R Translation, studies. Design summary.

Section C

Memory System Design: The physical memory, models of simple processor memory interaction, processor memory modeling using queuing theory, open, closed and mixed-queue models, waiting time, performance, and buffer size, review and selection of queuing models, processors with cache.

Section D

Concurrent Processors: Vector Processors, Vector Memory, Multiple Issue Machines, Comparing vector and Multiple Issue processors.

Shared Memory Multiprocessors: Basic issues, partitioning, synchronization and coherency, Type of shared Memory multiprocessors, Memory Coherence in shared Memory Multiprocessors.

Text Book:

Advance computer architecture by Hwang & Briggs, 1993, TMH.

Reference Books:

Pipelined and Parallel processor design by Michael J. Flynn – 1995, Narosa.

CSE-403 F SOFTWARE PROJECT MANAGEMENTL T P
3 1 -Class Work: 50
Exam: 100
Total: 150
Duration of Exam: 3 Hrs.

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Section A

Introduction to Software Project Management (SPM): Definition of a Software Project (SP), SP Vs. other types of projects activities covered by SPM, categorizing SPs, project as a system, management control, requirement specification, information and control in organization.

Stepwise Project planning: Introduction, selecting a project, identifying project scope and objectives, identifying project infrastructure, analyzing project characteristics, identifying project products and activities, estimate efforts each activity, identifying activity risk, allocate resources, review/ publicize plan.

Section B

Project Evaluation & Estimation: Cost benefit analysis, cash flow forecasting, cost benefit evaluation techniques, risk evaluation. Selection of an appropriate project report; Choosing technologies, choice of process model, structured methods, rapid application development, water fall-, V-process-, spiral-models. Prototyping, delivery. Albrecht function point analysis.

Activity planning & Risk Management: Objectives of activity planning, project schedule, projects and activities, sequencing and scheduling activities, network planning model, representation of aggregated activities, adding the time dimension, backward and forward pass, identifying critical path, activity throat, shortening project , precedence networks.

Risk Management: Introduction, the nature of risk, managing risk, risk identification, risk analysis, reducing the risks, evaluating risks to the schedule, calculating the z values..

Section C

Resource allocation & Monitoring the control: Introduction, the nature of resources, identifying resource requirements, scheduling resources creating critical paths, counting the cost, being specific, publishing the resource schedule, cost schedules, the scheduling sequence.

Monitoring the control: Introduction, creating the frame work, collecting the data, visualizing progress, cost monitoring, earned value, prioritizing monitoring, getting the project back to target, change control.

Managing contracts and people: Introduction, types of contract, stages in contract, placement, typical terms of a contract, contract management, acceptance, Managing people and organizing terms: Introduction, understanding behavior, organizational behavior: a back ground, selecting the right person for the job, instruction in the best methods, motivation, working in groups, becoming a team, decision making, leadership, organizational structures, conclusion, further exercises..

Section D

Software quality: Introduction, the place of software quality in project planning, the importance of software quality, defining software quality, ISO 9126, Practical software quality measures, product versus process quality management, external standards, techniques to help enhance software quality.

Study of Any Software Project Management software: viz Project 2000 or equivalent

Text Book:

1. Software Project Management (2nd Edition), by Bob Hughes and Mike Cotterell, 1999, TMH

Reference Books:

1. Software Engineering – A Practitioner’s approach, Roger S. Pressman (5th edi), 2001, MGH
2. Software Project Management, Walker Royce, 1998, Addison Wesley.
3. Project Management 2/c. Maylor
4. Managing Global software Projects, Ramesh, 2001, TMH.
5. Software Project Management, Bharat Bhusan Agarwal, Shivangi Dhall, University Science Press

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Section A

Introduction To Compilers: Compilers and translators need of translators, structure of compiler :its different phases, Compiler construction tools.

Lexical Analysis: Role of lexical analyzer, design of lexical analyzer, regular expressions , Specification and recognition of tokens, input buffering, A language specifying lexical analyzer. Finite automata, conversion from regular expression to finite automata, and vice versa, minimizing number of states of DFA, Implementation of lexical analyzer.

Section B

Syntax Analysis: Role of parsers, context free grammars, definition of parsing.

Parsing Technique: Shift- reduce parsing, operator precedence parsing, top down parsing, predictive parsing.

Section C

LR parsers, SLR, LALR and Canonical LR parser.

Syntax Directed Translations: Syntax directed definition, construction of syntax trees, syntax directed translation scheme, implementation of syntax directed translation, three address code, quadruples and triples.

Section D

Symbol Table & Error Detection And Recovery: Symbol tables, its contents and data structure for symbol tables; trees, arrays, linked lists, hash tables. Errors, lexical phase error, syntactic phase error, semantic error.

Code Optimization & Code Generation: Code generation, forms of objects code, machine dependent code, optimization, register allocation for temporary and user defined variables.

Text

Books:

1. Compilers Principle, Techniques & Tools - Alfred V. AHO, Ravi Sethi & J.D. Ullman; 1998Addison Wesley.

Reference

Books:

1. Theory and practice of compiler writing, Tremblay & Sorenson, 1985, Mc. Graw Hill.
2. System software by Dhamdere, 1986, MGH.
3. Principles of compiler Design, Narosa Publication
4. Elements compiler Design, Dr. M. Joseph, University Science Press

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Section A

Overview of biological neurons: Structure of biological neurons relevant to ANNs.

Fundamental concepts of Artificial Neural Networks: Models of ANNs; Feedforward & feedback networks; learning rules; Hebbian learning rule, perception learning rule, delta learning rule, Widrow-Hoff learning rule, correction learning rule, Winner-take all learning rule, etc.

Section B

Single layer Perception Classifier: Classification model, Features & Decision regions; training & classification using discrete perceptron, algorithm, single layer continuous perceptron networks for linearly separable classifications.

Multi-layer Feed forward Networks: linearly non-separable pattern classification, Delta learning rule for multi-perceptron layer, Generalized delta learning rule, Error back-propagation training, learning factors, Examples.

Section C

Single layer feed back Networks: Basic Concepts, Hopfield networks, Training & Examples.

Associative memories: Linear Association, Basic Concepts of recurrent Auto associative memory: retrieval algorithm, storage algorithm; Bidirectional associative memory, Architecture, Association encoding & decoding, Stability.

Section D

Self organizing networks: Unsupervised learning of clusters, winner-take-all learning, recall mode, Initialization of weights, separability limitations

Text

Books:

1. Introduction to artificial Neural systems by Jacek M. Zurada, 1994, Jaico Publ. House.

Reference

Books:

1. "Neural Networks :A Comprehensive formulation", Simon Haykin, 1998, AW
2. "Neural Networks", Kosko, 1992, PHI.
3. "Neural Network Fundamentals" – N.K. Bose , P. Liang, 2002, T.M.H
4. Neural Network , T.N.Shankar, University Science Press
5. Neuro Fuzzy Systems, Lamba, V.K., University Science Press

CSE-409-F

ADVANCED JAVA

L T P
3 1 0

Class Work : 50
Exam. : 100
Total : 150
Duration of Exam. : 3 hrs.

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Section A

CORE JAVA

Introduction to Java, Data types, variables, operators, Arrays, Control Statements, Classes & Methods, Inheritance, Exception Handling, Multithreading, Collections, I/O streams, AVVT & Aplet Programming.

NETWORKING

Connecting to a Server, Implementing Servers, Sending E-Mail, Making URL Connections, Advanced Socket Programming

Section B

DATABASE NETWORKING

The Design of JDBC. The Structured Query Language, JDBC Installation, Basic JDBC Programming Concepts, Query Execution, Scrollable and Updatable Result Sets, Metadata, Row Sets, Transactions, Advanced Connection Management, Introduction of LDAP

DISTRIBUTED OBJECTS

The Roles of Client and Server, Remote Method Invocations, Setup for Remote Method Invocation, Parameter Passing in Remote Methods Server Object Activation, Java IDL and CCRA, Remote Method Calls with SOAP

Section C

SWING

Lists, Trees, Tables, Styled Text Components, Progress Indicators, Component Organizers

AWT

The Rendering Pipeline, Shapes, Areas, Strokes, Paint, Coordinate Transformations, Clipping, Transparency and Composition, Rendering Hints, Readers and Writers for Images, Image Manipulation, Printing. The Clipboard, Drag and Drop

Section D

JAVABEANS COMPONENTS

Beans, The Bean-Writing Process, Using Beans to Build an Application, Naming Patterns for Bean

Components and Events Bean Property Tubes Beaninfo Classes Property Editors
Customizes

SECURITY

Class Loaders, Bytecode Verification, Security Managers and Permissions, Digital Signatures, Code Signing, Encryption

TEXT & REFERENCE BOOK:

1. Core Java™ 2, Volume II-Advanced Features, 7th Edition by Cay Horstmann, Gary Cornell Pearson Publisher, 2004
2. Professional Java Programming by Brett Spell, WROX Publication
3. Advanced Java 2 Platform, How to Program, 2nd Edition, Harvey. M. Dietal, Prentice Hall
4. Advanced Java, Gajendra Gupta , Firewall Media

CSE-411-F**COMPILER DESIGN LAB**

L T P
- - 2

Class Work: 25
Exam: 50
Total: 75

Duration of Exam: 3Hrs.

1. Practice of LEX/YACC of compiler writing.
2. Write a program to check whether a string belong to the grammar or not.
3. Write a program to generate a parse tree.
4. Write a program to find leading terminals.
5. Write a program to find trailing terminals.
6. Write a program to compute FIRST of non-terminal.
7. Write a program to compute FOLLOW of non-terminal.
8. Write a program to check whether a grammar is left Recursion and remove left Recursion.
9. Write a program to remove left factoring.
10. Write a program to check whether a grammar is operator precedent.
11. To show all the operations of a stack.
12. To show various operations i.e. read, write and modify in a text file.

Note : At least 10 programs are required to be developed in the semester.

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| Class Work: | 25 |
| Exam: | 50 |
| Total: | 75 |
| Duration of Exam: | 3 Hrs. |

To study some basic neuron models and learning algorithms by using Matlab's neural network toolbox. The following demonstrations

- Simple neuron and transfer functions
- Neuron with vector input
- Decision boundaries
- Perceptron learning rule
- Classification with a 2-input perceptron (note - there's an error in the text here: it says there are 5 input vectors, but really there are only 4)

Linearly non-separable vectors

Try to understand the following things:

1. How the weights and bias values affect the output of a neuron.
2. How the choice of activation function (or transfer function) affects the output of a neuron. Experiment with the following functions: identity (purelin), binary threshold (hardlim, hardlims) and sigmoid (logsig, tansig).
3. How the weights and bias values are able to represent a decision boundary in the feature space.
4. How this decision boundary changes during training with the perceptron learning rule.
5. How the perceptron learning rule works for linearly separable problems.
6. How the perceptron learning rule works for non-linearly separable problems.

CSE-- 415-F

ADVANCED JAVA LAB.

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- - 3
Total: 100

Class Work: 50
Exam: 50

Duration of exam: 3 hrs.

Development of programs relating to :

- x **JDBC**
- x **Servlets**
- x **Beans**
- x **RMI**
- x **JSP**

Class Work : 50 Marks

Exam : 100 Marks

Total : 150 Marks

Duration of Exam : 3 Hrs.

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Section – A

Development – Definition– Characteristics and Phases – Types of models – operation Research models – applications.

ALLOCATION : Linear Programming Problem Formulation – Graphical solution – Simplex method – Artificial variables techniques -Two–phase method, Big-M method – Duality Principle.

Section – B

TRANSPORTATION PROBLEM – Formulation – Optimal solution, unbalanced transportation problem – Degeneracy. Assignment problem – Formulation – Optimal solution - Variants of Assignment Problem- Traveling Salesman problem.

REPLACEMENT : Introduction – Replacement of items that deteriorate with time – when money value is not counted and counted – Replacement of items that fail completely, group replacement. staffing problem, equipment renewal problem.

Section – C

System Reliability:Introduction-Definition-Failure Rates-Bath-tub shaped failure rate(Hazard Rate)-Reliability of systems-series arrangement and parallel arrangement-methods of assuring reliability. Software Reliability - Comparison of Software and Hardware Reliability-Development of Software Reliability Models- Parameter Estimation of Models and Prediction of Reliability Levels- criteria to Compare Software Reliability models.

Section – D

Information Theory-Introduction, measure of Information, binary unit of information , entropy, properties of average measure of entropy, important relations for various entropies, set of axioms for an entropy function, uniqueness theorem, communication system, noiseless channel, channel capacity,efficiency and redundanc,exected mutual information,encoding.

WAITING LINES : Introduction – Single Channel – Poisson arrivals – exponential service times – with infinite population and finite population models– Multichannel – Poisson arrivals – exponential service times with infinite population single channel Poisson arrivals.

TEXT BOOK :

1. Operations Research / S.D.Sharma-Kedarnath
2. Introduction to O.R/Taha/Pearsons

REFERENCES :

Operation Research/A.P.VERMA/SK KATARIA AND SONS

Operations Research/P.K.GUPTA & D.S.HIRA :

Software Reliability / John D.musa ,Anthony Iannino and Kajuzuhira Okumoto/ Mac-Grawhill

IT-421 F

EMBEDDED SYSTEMS DESIGN

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Section A

Real time operating system overview, exposure to Windows CE, QNX, Micro kernels and Pc/OS of introduction to process models. Interrupt routines in an RTOs environment, encapsulating semaphores and queues, hard real-time scheduling considerations, saving memory space.

Section B

16 & 32 bit microprocessor and micro-controller and DSP hardware with reference to Embedded system.

Section C

Embedded software development tools and compilers – host and target machines, linker/ locators for embedded software, cross compilers, cross assemblers and tool chains, gcc compiler, basic concept of device drivers, serial communication interface device driver.

Section D

System synthesis of Hardware/ software co-emulation, simulation speed of emulators. JTAG OCD
Communication protocols with special reference to embedded system. TCP/IP, VDP wireless protocols, IRDA, Blue tooth IEEE 8.8.11.

Text Books:

1. An embedded system primer by David E Simon, 1999, Addison-Wesley
2. Programming for Embedded system by Dreamtech software team, John wiley, 2002

Reference Books:

1. TCP/IP Lean: Web servers for embedded systems by Jeramy Bentham, 2002
2. Real –time programming: A guide to 32 bit embedded development, Rick Grehan, 1999, AW.

IT-471 F MANAGEMENT INFORMATION SYSTEM

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3 1 -

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Section A

Foundation of Information System: Introduction to Information System and MIS, Decision support and decision making systems, systems approach, the systems view of business, MIS organization within company, Management information and the systems approach.

Information Technology: A manager's overview, managerial overviews, computer hardware & software, DBMS, RDBMS and Telecommunication.

Section B

Conceptual system design : Define the problems, set systems objective, establish system constraints, determine information needs determine information sources, develop alternative conceptual design and select one document the system concept, prepare the conceptual design report.

Section C

Detailed system design : Inform and involve the organization, aim of detailed design, project management of MIS detailed design , identify dominant and trade of criteria, define the sub systems, sketch the detailed operating sub systems and information flow, determine the degree of automation of each operation, inform and involve the organization again, inputs outputs and processing, early system testing, software, hardware and tools propose an organization to operate the system, document the detailed design revisit the manager user.

Section D

Implementation evaluation and maintenance of the MIS: Plan the implementation, acquire floor space and plan space layouts, organize for implementation, develop procedures for implementation, train the operating personnel, computer related acquisitions, develop forms for data collection and information dissemination, develop the files test the system, cut-over, document the system, evaluate the MIS control and maintain the system. Pitfalls in MIS development .

Advanced Concepts in Information Systems : Enterprise Resources Management(ERP), Supply Chain Management, C R M , Procurement Management System.

Text Books:

- Management Information System by W. S. Jawadkar, 2002, Tata McGraw Hill.
- Information System for Modern Management (3rd edition)- Robert G. Murdick, Loel E. Ross & James R. Claggett. PHI

Reference books:

- Management Information System; O Brian; TMH
- Management Information System by Davis Olson Mac Graw Hill
- Management Information System by Staslings,(Maxwell Mc Millman Publishers)
- Information System; a Management Perspective; Alter Addison Wesley
- Introduction to Information System; McGraw Hill

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Section A

Information Architecture: The role of the Information Architect, Collaboration and Communication, Organizing Information, Organizational Challenges, Organizing Web sites and Intranets, Creating Cohesive Organization Systems Designing Navigation Systems, Types of Navigation systems, Integrated Navigation Elements, Remote Navigation Elements, Designing Elegant Navigation Systems, Searching Systems, Searching your Web Site, Designing the Search Interface, Indexing the Right Stuff, To search or Not To Search, Grouping Content, Conceptual Design, High-Level Architecture Blueprints, Architectural Page Mockups, Design Sketches.

Section B

Dynamic HTML and Web Designing: HTML Basic Concepts, Good Web Design, Process of Web Publishing, Phases of Web Site development, Structure of HTML documents, HTML Elements-Core attributes, Language attributes, Core Events, Block Level Events, Text Level Events, Linking Basics, Linking in HTML, Images and Anchors, Anchor Attributes, Image maps, Semantic Linking Meta Information, Image Preliminaries, Image Download Issues, Image as Buttons, Introduction to Layout: Backgrounds, Colors and Text, Fonts, Layout with Tables. Advanced Layout: Frames and Layers, HTML and other media types. Audio Support in Browsers, Video Support, Other binary Formats. Style Sheets, Positioning with Style sheets. Basic Interactivity and HTML: FORMS, Form Control, New and emerging Form elements.

Section C

Java Server Pages and Active Server Pages: Basics, Integrating Script, JSP/ASP Objects and Components, configuring and troubleshooting.: Request and response objects, Retrieving the contents of a an HTML form, Retrieving a Query String, Cookies, Creating and Reading Cookies. Using application Objects and Events.

Section D

Overview of advance features of XML

Text Books:

- 1 HTML The complete Reference, TMH
- 2 CGI Programming with Perl 2/e, Scott Guelich, Shishir Gundavaram, Gunther Birzniek; O'Reilly 3
Doug Tidwell, James Snell, Pavel Kulchenko; Programming Web Services with SOAP, O' Reilly 4
Pardi, XML in Action, Web Technology, PHI

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Section A

Introduction on: Introduction on to Distributed System, Goals of Distributed system, Hardware and Software concepts , Design issues. Communication in distributed system: Layered protocols, ATM networks, Client – Server model, Remote Procedure Calls and Group Communication. Middleware and Distributed Operating Systems.

Section B

Synchronization in Distributed System: Clock synchronization, Mutual Exclusion, Election algorithm, the Bully algorithm, a Ring algorithm, Atomic Transactions, Deadlock in Distributed Systems, Distributed Deadlock Prevention, Distributed Deadlock Detection .

Section C

Processes and Processors in distributed systems: Threads, System models, Processors Allocation, Scheduling in Distributed System, Real Time Distributed Systems.

Distributed file systems: Distributed file system Design, Distributed file system Implementation, Trends in Distributed file systems.

Section D

Distributed Shared Memory: What is shared memory, Consistency models, Page based distributed shared memory, shared variables distributed shared memory.

Case study MACH: Introduction to MACH, process management in MACH, communication in MACH, UNIX emulation in MACH.

Text Book:

- 1 Distributed Operating System – Andrew S. Tanenbaum, PHI.
- 2 Operating System Concepts , P.S.Gill, Firewall Media

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Section A

Introduction: Codes and Ciphers – Some Classical systems – Statistical theory of cipher systems- Complexity theory of crypto systems – Stream ciphers, Block ciphers.

Stream Ciphers: Rotor based system – shift register based systems – Design considerations for stream ciphers – Cryptanalysis of stream ciphers – Combined encryption and encoding. Block Ciphers – DES and variant, modes of use of DES.

Section B

Public key systems – Knapsack systems – RSK – Diffie Hellman Exchange – Authentication and Digital signatures, Elliptic curve based systems.

System Identification and clustering: Cryptology of speech signals – narrow band and wide band systems – Analogue & Digital Systems of speech encryption.

Section C

Security: Hash function – Authentication: Protocols – Digital Signature standards. Electronics Mail Security – PGP (Pretty Good Privacy) MIME, data Compression technique. IP Security: Architecture, Authentication Leader, Encapsulating security Payload – Key Management. Web security: Secure Socket Layer & Transport Layer security, Secure electronics transactions. Firewalls Design principle, established systems.

Section D

Telecommunication Network Architecture, TMN management layers, Management information Model, Management servicing and functions, Structure of management information and TMN information model, SNMP v1, SNMP2 & SNMP3, RMON1 & 2, Broadband Network Management (ATM, HFC, DSL), ASN

Text Books:

1. Cryptography and Network Security: Principal & Practices, 2nd Edition by Upper Saddle River, PHI
2. Network Management Principles & Practices by Subramanian, Mani (AWL)
3. SNMP, Stalling, Willian (AWL)

Reference Books:

1. SNMP: A Guide to Network Management (MGH)
2. Telecom Network Management by H.H. Wang (MGH)
3. Network Management by U. Dlack (MGH)

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Section A

Introduction and Fundamental to Digital Image Processing: What is Digital Image Processing, Origin of Digital Image Processing, Examples that use Digital Image Processing, Fundamental steps in Digital Image Processing, Components of Digital Image Processing System, Image sensing and acquisition, Image sampling, quantization and representation, Basic relationship between pixels.

Image Enhancement in the Spatial Domain & Frequency domain: Background, Basic gray level transformation, Histogram processing, Basics of spatial filtering, Smoothing and Sharpening Spatial filters, Introduction to Fourier Transform and the Frequency Domain, Discrete Fourier Transform. Smoothing and Sharpening Frequency-Domain filters.

Section B

Image Restoration: Image Degradation/Restoration Process, Noise models, Restoration in presence of noise, Inverse Filtering, Minimum Mean Square Filtering, Geometric mean filter, Geometric transformations.

Color Image Processing: Color Fundamentals, Color models, Basis of full color image processing, Color transformations.

Section C

Image Compression: Fundamentals, Image compression models, Error free compression, Lossy compression.

Image Segmentation: Detection of Discontinuities, Edge linking and boundary detection, Thresholding, Region oriented segmentation.

Section D

Representation, Description and Recognition: Representation-chain codes, polygonal approximation and skeletons, Boundary descriptors-simple descriptors, shape numbers, Regional descriptors-simple, topological descriptors, Pattern and Pattern classes-Recognition based on matching techniques.

Recognition: Pattern and pattern Classes, Decision-Theoretic Methods.

Text Book:

Digital Image Processing by Rafael C.Gonzalez & Richard E. Woods –2002, Pearson Education

Reference Book:

Digital Image Processing by A.K. Jain, 1995,-PHI

Digital Image Processing by Abhishek Yadav, Poonam Yadav, University Science Press

Digital Image Processing by Dr. Shashi Kumar Singh, University Science Press

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Unit I

Data Models: EER model and relationship to the OO model, Object Oriented Databases, Overview of concepts, object identity, object structure, type constructors, encapsulation of operations, methods and persistence, type hierarchies and inheritance, complex objects, overview of Object model of ODMG, object Relational databases, Databases design for an ORDBMS, Nested relational Model, storage and access method.

Query Optimisation: Query Execution Algorithms, Heuristics in Query Execution, Cost Estimation in Query Execution, Semantic Query Optimisation.

Unit II

Database Transactions and Recovery Procedures: Transaction Processing Concepts, Transaction and System Concepts, Desirable Properties of a Transaction, Schedules and Recoverability, Serializability of Schedules, Transaction Support in SQL, Recovery Techniques, Database Backup, Concurrency control, locking techniques for Concurrency Control, Concurrency Control Techniques, Granularity of Data Items.

Client Server Computing: Client Server Concepts, 2-Tier and 3-Tier Client Server Systems, Client/Server Architecture and the Internet, Client /Database Server Models, Technology Components of Client Server Systems, Application Development in Client Server Systems.

Unit III

Distributed and Parallel Databases: Reliability and Commit protocols, Fragmentation and Distribution, View Integration, Distributed database design, Distributed algorithms for data management, Heterogeneous and Federated Database Systems. Parallel database Architectures and their merits and demerits.

Deductive and Web Databases: Recursive Queries, Prolog/Datalog Notation, Basic inference Mechanism for Logic Programs, Deductive Database Systems, Deductive Object Oriented Database Systems; Web or Internet Databases: Introduction, uses, Building blocks of Web, tools, advantages and disadvantages.

Unit IV

Emerging Databases: Multimedia database: Definition, need of Multimedia databases, MDBMS, Multimedia database components and structure, Multimedia database queries and applications; Mobile database: definition, their need, Characteristics, architecture, uses and limitations of mobile databases; Digital libraries: Introduction, Objectives, types, components, myths, services, advantages, limitations, and comparison with traditional libraries; Spatial databases: Basic concepts, need, types and relationships, architecture, queries, indexing techniques, advantages and disadvantages of spatial databases; Temporal database: basic concepts, characteristics, components, merits and demerits,

Text Book:

- 1 Fundamentals of Database Systems (3 edition), Elmasri R. and Navathe S.B., 2000, Addison Wesley, Low Priced Edition.

Reference Book:

- 1 Database System Concepts by A. Silberschatz, H.F. Korth and S. Sudarshan, 3rd edition, 1997, McGraw-Hill, International Edition.

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3 1 -

Class Work:
Exam: 100
Total: 150

50

Duration of Exam: 3 Hrs.

NOTE: For setting up the question paper, question no 1 will be set up from all the four sections which will be compulsory and of short answer type. Two questions will be set from each of the four sections. The students have to attempt first common question, which is compulsory, and one question from each of the four sections. Thus students will have to attempt 5 questions out of 9 questions.

Section A

Introductions & overview of HCI.:

History of computer user interfaces, HCI - history and intellectual root

Human information processing limitations, human decision making.

Human cognitive and sensory limits, Human memory

Human problem solving, Skill acquisition

Users' conceptual models (mental models)

Decision making, Computer systems and user interfaces, human-system interaction:

Input and output devices, Mechanics of particular devices, Speech input, sound and speech output,

Computer architecture, Performance characteristics of humans and systems, Color issues, Computer graphics, Color representation, color maps, color range of devices

Section B

Interaction models and metaphors:

Use of abstract metaphors for describing interface behavior, Use of metaphors to support user understanding, Dialog input and output techniques and purposes, Screen layout issues, Dialog interaction: types and techniques, navigation and orientation, multimedia and non-graphical dialogues, Dialog issues: response time, control, standards, look and feel, Layers model of architecture of design and windowing systems, Windows manager models, e.g., X, Macintosh, MS Windows, Hypermedia and WWW

Principles guiding well-designed human-system interaction:

Paradigms for interaction, Principles to support usability, Accounting for users with disabilities

Section C

The design process – overview:

The typical software development lifecycle (idealized vs. actual), User-centered design overview, “Three pillars of design”, Usability engineering overview, Reconciling UCD and usability testing

The design process - task and user needs analysis:

Task analysis definition, Techniques for task analysis, Sources of information

The design process – making use of task and user data for system design.

Use cases, scenarios, Structuring the information, Information architecture, User and process flows, Wireframes, Mockups, comps, Other methods of conveying structure and function

Section D

Designing for universal access:

What is accessibility? What is accessible software, Examples of accessibility adaptations, What's driving software accessibility, Implications for software organizations

Speech user interfaces:

Attributes of speech user interfaces, Evaluating speech user interface quality

HCI in mission-critical and high-risk environments:

Safety implications of human-computer interaction, Effects of automation, Addressing the effects

Text books:

1. Hackos, J.T. & Redish, J.C. (1998). User and task analysis for interface design. John New York: Wiley & Sons.
2. Norman, D. (1988). The design of everyday things. New York: Basic Books.

Reference Books:

1. Designing the User Interface: Strategy for Effective Human Computer Interaction, 3rd edition, Bel Shneiderman, Perason Edu. Publ. 2000
2. Human Computer Interaction Dix, A et al. Prentice Hall 1993
3. Graphical User Interface Design and Evaluation Redmond-Pyle, D. & Moore, A. Prentice Hall 1995
4. The Art of Human-Computer Interface Design Laurel, B Addison-Wesley 1990

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Class Work: 50

Exam: 100

Total: 150

Duration of Exam: 3 Hrs.

NOTE: For setting up the question paper, question no 1 will be set up from all the four sections which will be compulsory and of short answer type. Two questions will be set from each of the four sections. The students have to attempt first common question, which is compulsory, and one question from each of the four sections. Thus students will have to attempt 5 questions out of 9 questions

Section A

Fundamentals and Testing types: First, second and later cycles of testing. Objectives and limits of testing. Overview of S/W development stages, Planning and Design stages and testing during these stages. Glass box code, Regression and Black box testing, Software errors, Categories of software error.

Reporting and analyzing bugs: Problem reports, Content and Characteristics of Problem Report, analysis and Tactics for analyzing a reproducible bug. Making a bug reproducible

Section B

Problem Tracking System: Objective of Problem Tracking System, tasks of the system, Problem tracking overview, users of the tracking system, mechanics of the database

Test Case Design: Characteristics of a good test, equivalence classes and boundary values, visible state transitions, Race conditions and other time dependencies, load testing. Error guessing, Function equivalence testing, Regression Testing, General issues in configuration testing, printer testing

Section C

Localization and User Manuals testing: Translated text expands, Character sets, Keyboards, Text filters, Loading, saving, importing, and exporting high and low ASCII, Operating system Language, Hot keys, Error message identifiers, Hyphenation rules, Spelling rules, Sorting Rules, Uppercase and Lowercase conversion, Printers, Sizes of paper, CPU's and video, Rodents, Data formats and setup options, Rulers and measurements, Culture-bound Graphics and output, European product compatibility, Memory availability, automated testing, Testing User Manuals, Effective documentation, documentation tester's objective, How testing documentation contributes to software reliability

Section D

Testing Tools and Test Planning: Fundamental tools, Automated acceptance and regression tests, standards, Translucent box testing Overall objective of the test plan: product or tool? Detailed objective, type of test, strategy for developing components of test planning documents, components of test planning documents, documenting test materials

S/W Development tradeoffs and models, Quality-related costs, The development time line, Product design, alpha, Pre-beta, Beta, User Interface freeze, Pre-final, Final integrity testing, Project post-mortems, Legal consequences of defective software, Managing and role of a testing group, independent test agencies

Text Book:

1. Testing Computer Software, by Cem Kaner, Jack Falk, Hung Quoc Nguyen, 1999, Pub: Wiley, (Second Edition).

IT-469 F

LOGIC & FUNCTIONAL PROGRAMMING

L T P
3 1 -

Class Work: 50
Exam : 100
Total : 150
Duration of Exam: 3 Hrs.

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Section A

Procedural and non-procedural lang., prolog vs LISP, Applications of LISP & PROLOG in designing expert system. Syntax of PROLOG, Lists, Operators, Arithmetic, Structures, Controlling Back Tracking.

Section B

Input and Output, built-in predicates, Operation on Data Structures, Advanced Tree Representation.

Section C

Prolog in Artificial Intelligence: writing programs for search techniques, Constraint logic programming, Knowledge representation and expert system, Expert System Shell.

Section D

Planning, Machine Learning, Inductive Logic Programming, Qualitative Reasoning, Language Processing, Game Playing, Meta Programming.

Text Book:

1. Prolog Programming for Artificial Intelligence by Ivan Bratko, 2001, Pearson Edu.

Reference Books:

1. Symbolic Computing with Lisp & PROLOG - by Mueller, JW, 1998
2. Programming in turbo PROLOG by Lee Teft - PHI.

CSE-437 F

NATURAL LANGUAGE PROCESSING

L T P
3 1 -

Class Work: 50

Exam: 100

Total: 150

Duration of Exam: 3 Hrs.

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Section A

Components of natural language processing: lexicography, syntax, semantics, pragmatics: word level representation of natural languages prosody & natural languages.

Formal languages and grammars: chomsky hierarchy, Left-Associative grammars, ambiguous grammars, resolution of ambiguities.

Section B

Computation linguistics: recognition and parsing of natural language structures: ATN & RTN, General techniques of parsing: CKY, Earley & Tomita algorithm.

Section C

Semantics-knowledge representation semantic networks logic and inference pragmatics, graph models and optimization, prolog for natural language semantic.

Section D

Application of NLP: intelligent work processors: Machine translation, user interfaces, Man- Machine interfaces, natural language querying, tutoring and authoring systems, speech recognition, commercial use of NLP.

Text Book:

1 "Natural Language Understanding" James Allen ,Benjamin-1995, cummings Pub. Comp. Ltd.,

Reference Books:

1. "Language as a cognitive process", Terry Winograd 1983, AW
2. "Natural Language processing in prolog" G. Gazder, 1989, Addison Wesley.
3. "Introduction of Formal Language Theory, Mdlj Arbib & Kfaury, 1988, Springer Verlag

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Section A

Introduction: Review of the Traditional Methodologies, Advantages of Object Oriented Methodologies over Traditional Methodologies, Classes, Objects, Encapsulation, Association, Aggregation, Inheritance, Polymorphism, States and Transitions.

Visual Modelling using Unified Modelling Language (UML): What is Visual Modelling? Object Oriented Modelling, Introduction to Unified Modelling Language (UML): History of UML, Overview of UML – Capabilities, Usage of UML. Introduction to Rational Rose CASE tool: Introduction – Importance of Rational Rose, Capabilities of Rational Rose Case Tool.

Section B

Introduction to Objectory Software Development Process: Introduction, Benefits, Phases and Iterations, Elaboration Stage, Construction Stage, Transition Stage.

Creating Use Case Diagrams: Actors and Use Cases, Use Case Relationships, Types of Relationships, Use Case Diagrams: Creating Main Use Case -, Relationships -, Additional Use Case - Diagrams in Rational Rose, Activity Diagrams Activities, Transitions, Decision Points, Swimlanes

Identifying Classes ,Packages and drawing a Class Diagram: State, Behaviour, Identity of Objects, Stereotypes and Classes, Creating and Documenting Classes in rational Rose, Packages, Drawing a Class Diagram Specifying Relationships : The Need of Defining Relationships, Association and Aggregation Relationships, Naming Relationships, Role Names, Multiplicity Indicators, Reflexive Relationships, Package Relationships, Inheritance, Finding Relationships, Creating Relationships in Rational Rose

Section C

Discovering Object Interactions: Documenting Scenarios using Interaction Diagrams, Types of Interaction Diagrams, Adding Behaviour and Structure: Representing Behaviour and Structure, Creating Attributes & operations and documenting them, Displaying attributes and operations, Association Classes, Analysing Object Behaviour: Modelling Dynamic Behaviour, States

Section D

Checking the Model: Making the Model Homogeneous, Combining Classes, Splitting Classes, Eliminating Classes, Consistency Checking, Scenario Walk-through, Event Tracing, Documentation Review, Designing the System Architecture : The need for Architecture, The “4+1” view of Architecture, The Logical view, The Component View, The Process View, The Deployment View, The Use Case view.

The Iteration Planning Process: Benefits, Goals, Design the User Interface, Adding Design Classes, The Emergence of Patterns, Designing Relationships, Designing Attributes and Operations, Designing for Inheritance, Coding, Testing, and Documenting the Iteration.

Text Books:

1. “UML User Guide”, Grady Booch, James Rumbaugh, Ivar Jacobson, 2000, Addison Wesley.
2. Visual Modeling with Rational Rose 2000 and UML By Terry Quatrani Foreword by Grady Booch, 2000

Reference Books:

1. “UML Reference Guide”, James Rumbaugh, Ivar Jacobson, Grady Booch, 2000, Addison Wesley.
2. “The Objectory Software Development Process”, Ivar Jacobson, Grady Booch, James Rumbaugh, 1999, Addison Wesley.
3. UML Distilled by Maxtin Fowler with Kendall Scott, 2000 ,Second Edition
4. Sams Teach Yourself “UML” In 24 Hours By Joseph Schmuller ,2000

IT-473 F High Speed Networks

L T P
3 1 -

Class Work: 50
Exam: 100
Total: 150
Duration of Exam: 3 Hrs.

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UNIT 1

Gigabit Ethernet → Overview of fast Ethernet, Gigabit Ethernet – overview, specifications, layered protocol architecture, network design using Gigabit Ethernet, applications, 10GB Ethernet – overview, layered protocol architecture, applications.
Wireless Networks → Existing and emerging standards, Wireless LAN(802.11), Broadband Wireless(802.16), Bluetooth(802.15) their layered protocol architecture and security. Mobile Networks – GSM, CDMA and GPRS

UNIT 2

Fibre Channel → Fibre channel physical characteristics – topologies & ports, layered protocol architecture, class of service, technology comparison, SAN overview and architecture.
Frame Relay → Protocol architecture, frame format, routing, congestion control.

UNIT 3

ISDN & B-ISDN → ISDN - Channels, interfaces, addressing, protocol architecture, services and B-ISDN
ATM → Virtual circuits, cell switching, reference model, traffic management.

UNIT 4

Internet Layer → IPV4 and IPV6, IP addressing, ARP, IP routing(OSPF & BGP), internet multicasting, mobile IP.
Transport Layer → UDP/TCP protocols & architecture, TCP connection management, wireless TCP.
Application Layer → DNS, FTP, Voice over IP, audio & video compression.

Reference & Text Books:

1. James P.G. Sterbenz and Joseph D. Touch, High-Speed Networking: A Systematic Approach to High-Bandwidth Low Latency Communication, Wiley, 2001
2. [William Stallings](#), High-Speed Networks TCP/IP and ATM Design Principles, Prentice Hall; 1st edition, 1998.