

Department of Computer Applications

BCA (Bachelor of Computer Applications) Syllabus

FIRST SEMESTER

MAS1111-INTRODUCTORY MATHEMATICAL CONCEPTS FOR COMPUTER APPLICATIONS **[3 1 0 4]**

Concepts for Computer Applications

Introduction to Number System: Basics, Fundamental Theorem of Arithmetic.

Sets: Definition of a set; Types of sets; Set Operations; Venn Diagrams; Properties of set operations; principle of inclusion and exclusion.

Relation and Functions, Definitions; types of relations, Function as a special type of relation, Domain, codomain, and range; Types of Functions; graphs of functions; Constant function, Identity function, Polynomial function, Linear function, Quadratic function, Modulus function, Signum function, Greatest integer function, exponential function, Logarithmic function; Algebra of Functions; function composition; Inverse of a Function; increasing and decreasing functions.

Matrices: Representation of matrices, Types of Matrices; Matrix addition and subtraction, Scalar and matrix multiplication; Transpose; Determinants; Properties; Inverse of a Matrix, Applications in solving linear equations.

Sequence and Series: Definition, Arithmetic Sequence/series, Geometric Sequence/ series, Harmonic Sequence/series, sum of series; Special series: Sum of first n natural numbers, Sum of squares, Sum of cubes, Fibonacci series.

References:

1. V. Krishnamurthy, C. R. Pranesachar, K N Ranganathan, B J Venkatachala, "Challenge and Thrill of Pre-College Mathematics" New Age International Publisher, 2007.
2. NCERT Books (11 & 12)
3. Mathematics for 11th & 12th by R. D. Sharma.
4. Burton, David M, "Elementary Number Theory", McGraw-Hill, 2002

LLC1114: TECHNICAL COMMUNICATION [2 0 0 2]

Introduction to communication: Types of communication, Process of communication, Principles of communication, Channels of communication, Verbal and non-verbal communication, Formal and informal communication, Barriers to communication. Vocabulary: Word formation, Affixes, Compound words, Synonyms, Antonyms, Homophones and Homonyms, Misspelt words. Grammar: Punctuations, Parts of speech, Active and passive voice, Direct and indirect speech, Concord, Common errors. Techniques of effective sentence constructions, Précis writing. Structure and format of letter writing: Letter of Enquiry, Quotations, Orders, Tenders, Complaint/adjustment letters, Job application letter, Resume, Group discussion. Art of Public Speaking: Tips for effective presentations.

References:

1. A. Koneru, Professional Communication, (1e), Tata McGraw Hill, 2008.
2. L. C. Bovee, J. V. Thill, B. E. Schatzman, Business Communication Today, (7e), Pearson Education, 2004.
3. L. Sen, Communication Skills, (2e), Prentice Hall, 2007.
4. M. Raman, S. Sharma, Technical Communication: Principles and Practice, (2e), Oxford University Press, 2013.

CAP1103: C PROGRAMMING [3 1 0 4]

C Fundamentals: C program structure, Simple I/O operations, Operators and Expressions: Operator precedence and associativity, bitwise operators, arithmetic expressions, evaluation of expressions, Flow of Control: Statements and blocks, switch case statement, looping constructs. Pointers: Introduction to Pointers. Arrays: Arrays and Types of Arrays: 1D, 2D, operations on Arrays. Functions: Modular programming, function declaration, definition and function call, call by value, call by reference, passing Arrays to a function as arguments, Strings: String - operations on strings, Structures and Union, Quality education

Reference:

1. E. Balaguruswamy, Programming in ANSI C, (9e) Tata McGraw Hill, 2024.
2. E. Balaguruswamy, Computing Fundamentals & C Programming, (2e), Tata McGraw Hill, 2017.
3. R. Thareja, Computer Fundamentals and Programming in C, (3e), Oxford University Press, 2023.
4. B. A. Forouzan, R. F. Gilberg, Computer Science: A structured programming Approach using C, (4e), Cole Publishing Company-Cengage, 2024

CAP1104: FUNDAMENTALS OF COMPUTERS & DIGITAL SYSTEMS [3 1 0 4]

Introduction: Introduction to Computers & digital systems, Digital and Analog signals, Number system, Boolean algebra, De-Morgan's law, simplification of Boolean algebra, Logic Gates: basic and universal gates, simplification method: K-map. Combination circuit: introduction to combinational circuit, half adder, full adder, half subtractor, full subtractor, binary parallel adder, carry generation & propagation, magnitude comparator, decoder, encoder, multiplexer, demultiplexer, code converter. Introduction to VHDL, design & simulation of digital circuit Sequential circuit: Introduction to Latches & flip flop. Types of flip flop S-R, D, J-K, T flip flop. Counter: Synchronous counters, asynchronous counter, and shift register. Case studies based on Industry oriented Applications

References:

1. P.K. Sinha, P. Sinha, Computer Fundamentals, (8e), BPB Publications, 2020.
2. M. Mano, Digital Logic and Computer Design, (1e), Pearson Education India, 2017.
3. R.L. Tokheim, Digital Electronics: Principles and Applications, (6e), Tata McGraw Hill, 2017.
4. Thomas L. Floyd, Digital Fundamentals, (11e), Pearson Education, 2017
5. S. Salivahanan, S. Arivazhagan, Digital Circuits and Design, (5e), Oxford University Press, 2018.

CAP1105: INTRODUCTION TO WEB PROGRAMMING [3 1 0 4]

Introduction: HTML, features, uses & versions Using various HTML Tags:, Text Formatting, Inserting Images, Hyperlinks: Internal and External links, HTML Tables: creating and formatting Tables, HTML List: List, types of list- Bulleted, Numbered and Description list. HTML Frames, HTML Forms: Form tag, form elements- text field, Buttons, check box, radio button, list box, drop down list in web pages, Introduction to CSS: CSS and styling web pages with CSS. Client-Side Programming: The JavaScript Language, History and Versions; Introduction to JavaScript: Data Types, Variables, Operators, Decision and Looping constructs, Arrays, Functions, Built-in Objects, Event Handling HTML, Form processing using Java Script. Introduction to XML, Displaying data using XML, Overview of DOM, Server Side Programming: Introduction to PHP - Basic Programming Concepts of PHP: Variables - Data-types - Constants - Scope of Variables - Type of Variables - Type Casting - Operators - Operators Precedence - References - Arrays - Control Structures: Branching -If statement - Switch statement - Looping: for Loop - while Loop - do while Loop - for each Loop -Functions: User Defined Functions - Built-in Function - Functions for Variables - Script Controlling Functions - Array Functions - Date and Time Functions -Mathematical Functions -String Functions - PHP Server Variables; Working with form, Quality Education, Education for sustainable development.

References:

1. Web Technologies: HTML, JAVASCRIPT, PHP, JAVA, JSP, ASP.NET, XML and Ajax, Black Book. Kogent Learning Solutions Inc. 2009.
2. HTML 5 Black Book, Covers CSS 3, JavaScript, XML, XHTML, AJAX, PHP and jQuery. DT Editorial Services
3. Jennifer Kyrnin and Julie Meloni. HTML, CSS, and JavaScript All in One: Covering HTML5, CSS3, and ES6. Sams Teach Yourself. Sams Publishing, 2018.
4. Paul McFedries. HTML, CSS, & Javascript All-In-One for Dummies. 2023.
5. Steven Holzner. The Complete Reference PHP. 2001

CAP1130: C PROGRAMMING LAB [0 0 2 1]

Introduction to MS-Office, Excel & PowerPoint, Simple C Programs (expression-oriented operations). Programs to illustrate various operators in C. Programs using branching constructs (if, if-else-if, switch case). Programs using looping constructs (for, while, do-while continue, break). Programs on 1D Arrays, Programs on 2D Arrays. Programs on strings. Programs using functions (with and without recursion), passing parameters by value and reference.

Reference:

1. E. Balaguruswamy, Programming in ANSI C, (5e), Tata McGraw Hill, 2012.
2. E. Balaguruswamy, Computing Fundamentals & C Programming, (2e), TataMcGraw Hill, 2017.
3. R. Thareja, Computer Fundamentals and Programming in C, (1e), Oxford University Press, 2017.
4. B. A. Forouzan, R. F. Gilberg, Computer Science: A structured programming Approach Using C, (3e), Cole Publishing Company-Cengage, 2007.

CAP1132: WEB PROGRAMMING LAB [0 0 2 1]

Simple HTML document using basic elements like: <HTML>, <body>, <head>, <title>,
, <hr>. Text formatting tag: center, sup, em, ins, sub, font, h1 to h6, computer output tag:

code, kbd, samp, tt, var, pre. Programing based on HTML, HTML with CSS, DHTML with JavaScript, Servlet, JSP and Database Connectivity Web pages. Classes and Objects, Display records by using database, Data list link control & Data binding using dropdown list control, Inserting record into a database & Deleting record into a database, Data binding using data list control & Data list control templates, Data binding using data grid & Data grid control template, Data grid hyperlink & Data grid button column, Creating own table format using data grid, Web Form application.

References:

1. M. Michaelis, Essential C# 3.0: For .NET Framework, (2e), Pearson, 2010.
2. S. Johnson, Using Active Server Pages, (1e) Que, 2000.

CHY1003: ENVIRONMENTAL SCIENCE [2 0 0 2]

Introduction: Multidisciplinary nature, scope and importance, sustainability and sustainable development. Ecosystems: Concept, structure and function, energy flow, food chain, food webs and ecological succession, examples. Natural Resources (Renewable and Non-renewable Resources): Land resources and land use change, Land degradation, soil erosion and desertification, deforestation. Water: Use and over-exploitation, floods, droughts, conflicts. Energy resources: Renewable and non-renewable energy sources, alternate energy sources, growing energy needs, case studies. Biodiversity and Conservation: Levels, biogeographic zones, biodiversity patterns and hot spots, India as a mega-biodiversity nation; Endangered and endemic species, threats, conservation, biodiversity services. Environmental Pollution: Type, causes, effects, and controls of Air, Water, Soil and Noise pollution, nuclear hazards and human health risks, fireworks, solid waste management, case studies. Environmental Policies and Practices: Climate change, global warming, ozone layer depletion, acid rain, environment laws, environmental protection acts, international agreements, nature reserves, tribal populations and rights, human wildlife conflicts in Indian context. Human Communities and the Environment: Human population growth, human health and welfare, resettlement and rehabilitation, case studies, disaster management, environmental ethics, environmental communication and public awareness, case studies. Field Work and visit.

References:

1. R. Rajagopalan, Environmental Studies: From Crisis to Cure, Oxford University Press, 2016.
2. A. K. De, Environmental Studies, New Age International Publishers, New Delhi, 2007.
3. E. Bharucha, Textbook of Environmental Studies for undergraduate courses, Universities Press, Hyderabad, 2013.
4. R. Carson, Silent Spring, Houghton Mifflin Harcourt, 2002.
5. M. Gadgil & R. Guha, This Fissured Land: An Ecological History of India, University of California Press, 1993.
6. M. J. Groom, K. Meffe Gary and C. R. Carroll, Principles of Conservation Biology, OUP, USA, 2005.

MAS1208: BASIC STATISTICS AND PROBABILITY [3 1 0 4]

Basic Statistics: Population, sample and data condensation, definition and scope of statistics, concept of population and sample with illustration, raw data, attributes and variables, classification, frequency distribution, cumulative frequency distribution. Measures of Central Tendency: Concept of central tendency, requirements of a good measure of central tendency, arithmetic mean, median, mode, harmonic mean, geometric mean for grouped and ungrouped data. Measures of Dispersion: Concept of dispersion, absolute and relative measure of dispersion, range variance, standard deviation, coefficient of variation. Permutations and Combinations: Permutations of 'n' dissimilar objects taken 'r' at a time (with or without repetitions), $nPr = n!/(n-r)!$ (without proof). Combinations of 'r' objects taken from 'n' objects, $nCr = n!/(r!(n-r)!)$ (Without proof). Simple examples, applications. Probability: Sample space, events and probability, experiments and random experiments, ideas of deterministic and non-deterministic experiments, definition of sample space, discrete sample space, events, types of events, union and intersections of two or more events, mutually exclusive events, complementary event, exhaustive event, simple examples. Classical definition of probability, addition & multiplication theorems of probability without proof (up to three events are expected). Definition of conditional probability. Definition of independence of two events, total probability theorem and Baye's theorem, simple numerical problems. Multiple correlation and regression (for the three variables only).

References:

1. S. C. Gupta, Fundamentals of statistics, (7e), Himalaya Publishing House, 2016.
2. A. M. Gun, M. K. Gupta, D. Gupta, Fundamentals of statistics, (1e), World Press, 2016.
3. V. K. Rohtagi, An Introduction to Probability and Mathematical Statistics, (1e), Wiley, 1976.
4. S.P. Gupta, Statistical Methods, (1e), S. Chand, 2012.

CAP1205: OPERATING SYSTEMS [3 1 0 4]

Introduction: Basic concepts, Simple Batch Systems, Multiprogramming, Multiprocessing, Multi-Core Systems, Time Sharing Systems, Functions of OS; Processes and CPU scheduling: Process Concept, Process scheduling, Operation on Processes, Cooperating Processes, Inter-process Communication. Scheduling Criteria, Scheduling algorithms, Introduction to Threads and Multithreading; Process Synchronization: The Critical-Section problem, Synchronization Hardware, Basics of Semaphores, Classical problems of synchronization; Deadlocks: Deadlock characterization, Methods of Handling Deadlock, Deadlock Prevention, Deadlock Avoidance, Deadlock Detection & Recovery from Deadlock; Memory Management: Logical versus Physical Address Space, Swapping, Contiguous Allocation, Paging. Virtual Memory: Demand paging, Page replacement, Page-replacement algorithms. Mass Storage Systems : Disk Structure, Disk scheduling, Types of Disk scheduling Algorithms. Industry based Case Studies.

References:

1. A. Silberschatz , P.B Galvin, G. Gagne, Operating system concepts,(10e), Wiley, 2018.
2. H. M. Deitel, Operating Systems, (3e), Wiley, 2003.

CAP1202: DATABASE MANAGEMENT SYSTEM [3 1 0 4]

Introduction: database concepts, Database System Vs File System, Database system applications, Database users, Database Design: schema architecture, levels of data abstraction, data independence, Data models, ER Model: concepts, Entity, attributes, relationships & types, Extended ER features, reduction of ER model into tables, Concept of key, Referential integrity. Relational Model: Relation, tuples, attributes, Relational Algebra, Basic, derived and join operators. Data Base Design: Functional dependencies, Canonical cover and introduction to Normalization (1NF, 2NF, 3NF, BCNF). Structured Query Language (SQL): DDL, DML & DCL statements, Integrity constraints, aggregate function, Null Values, nested sub queries, Joined relations, views, Cursor, Triggers & stored Procedure. Transaction Processing: Transaction Properties & States, Schedules, Serial & Concurrent Schedule, Serializability of schedules, Industry based case studies.

References:

1. R. Ehmasri, S. Navathe, Fundamentals of Database Systems, (7e), Addison-Wesley, 2017.
2. A. Silberschatz, H. F. Korth, S. Sudarshan, Database System Concepts, (7e), McGraw-Hill, 2021.
3. C.J. Date, Introduction to Database Systems, (8e), Pearson Education, 2003.

CAP1203: PRINCIPLES OF PROGRAMMING LANGUAGES [3 1 0 4]

Introduction: Programming language - design, spectrum and the study motivation and its types monolithic, logical, procedural, Functional Languages: Origins, Concepts, Scheme, Evaluation order, Higher-order functions, Functional programming in perspective, Compilation and interpretation. Programming environments. Names, Scope, and Bindings: Concept of binding time, Object lifetime and storage management, Scope rules and implementing scope, the binding of reference environments, Binding within a scope, Separate compilation; Control Flow: Expression evaluation, Structured and unstructured flow, Sequencing, Selection, Iteration, Recursion, Data Types: Type systems and checking, Records and variants, Arrays, Strings, Sets, Pointers and recursive types, Lists, Files and Input/Output, Equality testing and assignment. Subroutines and Control Abstraction: Stack layout, calling sequences, Parameter passing, Generic subroutines and modules, Exception handling, Co-routines. Data Abstraction, Object Orientation: Object oriented programming, Encapsulation and Inheritance, Polymorphism, Dynamic method binding. Logic Languages: Concepts, Prolog, Logic programming in perspective; Scripting Languages: Common characteristics. Concepts of Quality Education

References:

1. M.L. Scott, Programming Language Pragmatics, (5e), Elsevier, 2024.
2. J. C. Mitchell, Concepts in programming languages, (1e), Cambridge University Press, 2002.
3. R. Sethi, Programming languages Concepts and Constructs, (2e), Pearson Education, 2007.
4. R Sebesta, Concepts of Programming Languages, (12e), Pearson Education, 2018.
5. A. Tucker, R. Noonan, Programming languages, (2e), Tata McGraw-Hill, 2007.

CAP1204: OBJECT-ORIENTED PROGRAMMING USING C++ [3 1 0 4]

Object Oriented Programming Concepts: Evolution of object-oriented programming, OOPs characteristics, Difference between C and C++. Program Basic: keywords, identifiers, data types, variables declaration and definition, constants, operators, C++ program structure, control and conditional statement, type casting, pointers, dynamic memory allocation, memory deallocation, array & its types. Class & Object: Introduction, data member and member function access, returning objects, array of objects, scope resolution operator, constructor and destructor, friend function, inline function, function overloading and operators overloading. Inheritance: Introduction, types, access controllers, virtual functions, and abstract class. I/O Streams & Files: Streams Hierarchy, Input Streams & Output Streams, Implementing various file operations on basic data types, Random Access Files, Introduction to exception handling.

Reference:

1. E Balagurusamy, "Object Oriented Programming with C++" - Sixth Edition, Tata McGraw-Hill Education.
2. Nicolai M. Josuttis, "The C++ Standard Library: A Tutorial and Handbook", Addison-Wesley Professional.
3. Sarang Poornachandra "Object-Oriented Programming with C++ "2nd Ed., PHI Learning Pvt. Ltd.

CAP1231: DATABASE MANAGEMENT SYSTEM LAB [0 0 2 1]

Introduction: Introduction to Databases and Data Modelling, Introduction to MySQL, Database Programming with SQL: DDL & DML statements. Integrity Constraints: NOT NULL, Primary Key, Default, Foreign key & Check. Detailed SELECT with GROUPING, SET, VIEWS, JOINS and aggregate functions etc. sub-queries & nested queries. PL/SQL: Cursor, Trigger & Program Development: Iterative PL/SQL Blocks. Industry practices.

References:

1. R. Ehmasri, S. Navathe, Fundamentals of Database Systems, (7e), Addison-Wesley, 2017.
2. A. Silberschatz, H. F. Korth, S. Sudarshan, Database System Concepts, (7e), McGraw-Hill, 2021.

CAP1233: C++ LAB [0 0 2 1]

Program Basic: keywords, data types, variables, constants, operators, control and conditional statement, type casting, pointers, dynamic memory allocation, memory deallocation, array & its types and C++ program structure. OOPs concepts: Class & Objects, friend function, inline function, function overloading and operator overloading, Inheritance and its types, virtual function, abstract class, Input/Output operations.

Reference:

1. E. Balaguruswamy, "Object Oriented Programming with C++", TMH.
2. Herbert Schildt, "C++ The Complete Reference", TMH.

THIRD SEMESTER

CAP2101: COMPUTER ORGANIZATION AND ARCHITECTURE [3 1 0 4]

General Computer Architecture: Block Diagram of typical Computer, Memory Section, Input/Output Section, CPU, Registers, Arithmetic Unit, Instruction handling Areas, Stacks. Micro operations: Register Transfer, Bus and Memory Transfer, Arithmetic Micro operations, Logic Micro operations, Shift Micro operations, Arithmetic Logic Shift Unit. Basic Computer Organization and Design: Instruction Codes, Operation code, Timing and Control, Instruction Cycle, Memory Reference Instructions, Input Output Instructions and Interrupts. Control Memory: Control Word, Microinstruction, Microprogramming, Control Memory, Hardwired Central Processing Unit: General Register Organization, Stack Organization, Instruction Formats, Addressing Modes, RISC, CISC Pipelining and Vector Processing: Parallel Processing, Pipelining, Arithmetic Pipeline, Instruction Pipeline, Vector Processing, Array Processors Input Output Organization: I/O Interface, Asynchronous Data Transfer, Modes of Transfer, Priority Interrupt, DMA, IOP, Serial Communication. Memory Organization: Associative Memory, Cache Memory, and Virtual Memory Introduction to Microprocessor: Machine Language, Assembly Language, Assembler, High Level Language, Compiler, Interpreter, Internal Architecture 8085.

References:

1. C. Hammacher, Computer Organization, (5e), Tata McGraw-Hill, 2011.
2. M.M. Mano, Computer System Architecture, (3e), Pearson, 2007.
3. B.Govindarajalu, Computer Architecture and Organization, (2e), Tata McGraw-Hill, 2017.

CAP2104: DATA COMMUNICATION & PROTOCOLS [3 1 0 4]

Data Transmission: Concepts and Terminology, Analog and Digital Data Transmission, Transmission Impairments, Channel Capacity. Transmission Media: Guided Transmission Media, Wireless Transmission, Wireless Propagation, Line-of-Sight Transmission. Signal Encoding Techniques: Analog and Digital Signals, Digital-To-Digital Conversion: Line Coding Schemes, Block Coding, Scrambling, Analog-To-Digital Conversion: Pulse Code Modulation, Delta Modulation, Digital-To-Analog Conversion: Amplitude Shift Keying, Frequency Shift Keying, Phase Shift Keying. OSI and TCP/IP Protocol architecture, Digital Data Communication Techniques: Asynchronous and Synchronous Transmission, Types of Errors, Error Detection, Error Correction, Line Configurations. Data Link Control Protocols: Flow Control, Error Control, High-Level Data Link Control (HDLC). Multiplexing: Frequency-Division Multiplexing (FDM), Time-Division Multiplexing (TDM), Code-Division Multiple Access (CDMA). Spread Spectrum: The Concept of Spread Spectrum, Frequency Hopping Spread Spectrum (FHSS), Direct Sequence Spread Spectrum (DSSS). Cellular Wireless Communication Techniques: Introduction, Generations: 1G, 2G, 3G, 4G, and 5G. Case studies for security in Industries

References:

1. W. Stallings., Data and Computer Communications, (10e), Pearson Education, 2017.
2. B. Forouzan, Data Communications & Networking, (6e), McGraw Hill, 2022.
3. Tanenbaum, Computer Networks, (6e), Pearson, 2022.

CAP2105: JAVA PROGRAMMING [3 1 0 4]

Introduction to OOP: Features of Java, How Java is different from C++, Data types, Control Statements, identifiers, arrays, and operators. Inheritance: Multilevel hierarchy, method overriding, abstract classes, Final classes, String Class. Packages and Interfaces: Defining, Implementing and Importing Packages. Exceptions: Fundamentals, Types, Uncaught Exceptions, Multiple catch Clauses, Java's Built-in Exception. Multithreading: Creating, Implementing and Extending thread, thread priorities, synchronization suspending, resuming and stopping Threads. String: String Constructors, Various Types of String Operations. Basic Packages of Java: Java.lang, Java.util, Java.io. Event Handling: Event Model, Event Classes, Sources of Events, Event Listener Interfaces AWT: Working with Windows, AWT Controls, Layout Managers. Swings: Class hierarchy and components. Introduction to JSP.

References:

1. H. Schildt, Java The Complete Reference, (10e), Tata McGraw-Hill, 2017.
2. E. Balaguruswamy, Programming with JAVA, (5e,) McGraw-Hill, 2014.
3. D. Liang, Introduction to JAVA Programming, (7e), Pearson, 2009.

CAP2107: DATA STRUCTURES [3 1 0 4]

Introduction: Definitions, Concept of Data Structures, Overview of Data Structures. Arrays: Definitions, terminologies, 1D Array: Memory allocation, Operations on array, Application of Arrays, 2D and 3D Array representation, Linked Lists: Definition, Single Linked List: Representation in memory, operations (insertion, deletion, modify etc.), Circular Linked List, Double Linked List. Stacks: Definition, Array and linked-list representation of stack, Operations on Stack: Push, Pop, application of stack: infix to postfix, evaluation of arithmetic expression, tower of Hanoi. Queues: Definition, Array and linked-list representation of Queue. Operations on Queue: Insertion, Deletion. Various Queue Structure: Circular Queue, Priority Queue. Insertion, Deletion operations on a Circular Queue and Priority Queue, Sorting and Searching: Insertion Sort, Selection Sort, Merge Sort, Linear Search, Binary Search. Tree: Definitions and Concepts, Representation of binary tree, Binary tree traversal (Inorder, postorder, preorder), Threaded binary tree, insertion and deletion, Binary search trees, Applications of Trees- Some balanced tree mechanism, e.g., AVL trees, 2-3 trees, Height Balanced, Weight Balance, B Tree, B+ Tree, Graph-Matrix Representation of Graphs, Elementary Graph operations.

References:

1. A. M. Tenenbaum, Data Structures Using C, (1e), Pearson Education, 2008.
2. R. Thareja, Data Structures Using C, (2e), Oxford University Press, 2014.

CAP2132: JAVA PROGRAMMING LAB [0 0 2 1]

Programming Basics, classes & objects, constructor, overloading, returning objects, overriding, abstract class, inheritance, interfaces, multithreading, exception handling, event handling, AWT and swings components, graphical user interface, input output handling.

References:

1. H. Schildt, Java The Complete Reference, (10e), Tata McGraw-Hill, 2017.

2. E. Balaguruswamy, Programming with JAVA, (5e,) McGraw-Hill, 2014.

CAP2134: DATA STRUCTURES LAB [0 0 2 1]

Basic: Array operations, dynamic memory allocation. Programs based on Sorting and Searching algorithms: Bubble, Insertion, selection, Merge sort. Linear and Binary search. Programs based on Array and its operation insertion, deletion etc. Program based on implementation and operations on Linked Lists, Stacks, Queues, Trees, Graphs.

References:

1. M. Tenenbaum, Data Structures Using C, (1e), Pearson Education, 2008.
2. R. Thareja, Data Structures Using C, (2e), Oxford University Press, 2014.

Program Elective I

CAP2140: ARTIFICIAL INTELLIGENCE FOR PROBLEM SOLVING [3 1 0 4]

Introduction to AI, Techniques and Intelligent Agent, Problem Solving: Solving Problems by Searching. Uninformed search BFS, DFS, Iterative deepening, Bidirectional search, Hill climbing. Informed Search Techniques: Heuristic, Greedy search, A* search, AO* search constraint satisfaction problems. Game Playing: Minimax, alpha-beta pruning, jug problem, chess problem, tiles problem. Knowledge and Reasoning: Building a Knowledge Base: Propositional logic, first order logic, situation calculus. Theorem Proving in First Order Logic. Planning, partial order planning. Uncertain Knowledge and Reasoning, Probabilities, Bayesian Networks.

References:

1. Artificial Intelligence- Rich, Kevin Knight, Shiv Shankar B Nair, TMH, 3rd ed 2017.
2. Introduction to Artificial Intelligence, Patterson, PHI, 2nd ed 2014.
3. Artificial Intelligence, A New Synthesis, Nils J Nilsson, Elsevier, July 2003.

CAP2141: INTRODUCTION TO DATA SCIENCE [3 1 0 4]

Introduction to core concepts and technologies: Introduction, Terminology, data science process, data science toolkit, Types of data, Levels of Data, Sources of Data, Questionnaire, Data Repositories for Secondary Storage. Reliability and Validity of data. Data analysis: Introduction, Terminology and concepts, Introduction to statistics, Central tendencies and distributions, Variance, Distribution properties and arithmetic, Basic machine learning algorithms, Linear regression, Logistic Regression, SVM, Naive Bayes, Decision Tree, KNN, Clustering and Principal Component Analysis. Boosting, Bagging. Introduction to deep learning: CNN, RNN and ANN.

References:

1. Cathy O'Neil and Rachel Schutt. Doing Data Science, Straight Talk from The Frontline, O'Reilly, 2e, 2017.
2. Jure Leskovek, Anand Rajaraman and Jeffrey Ullman. Mining of Massive Datasets. v2.1, Cambridge University Press, (2e), 2016.

CAP2142: INTRODUCTION OF CYBER SECURITY [3 1 0 4]

Introduction to Cyber Security, Need for security, Concept of Cyber Space, Cyber Crimes and Cyber-attack. Fundamental security principles - threats, attacks and vulnerability. Key Security triad - Confidentiality, Integrity and Availability. Introduction to different classes of security attacks - active and passive. Impact of attacks on an organization and individuals. Principles of Cybersecurity - Apply cybersecurity architecture principles. Cybersecurity models (the CIA triad, the star model, the Parkerian hexad). Defining a Cyber Security policy, General security expectations, roles and responsibilities in the organization - Stakeholders. Introduction to key security tools including firewalls, anti-virus and cryptography - Identify security tools and hardening techniques - Prevention of cyber-attacks. Security Countermeasure tools and techniques - Encryption standards. Quality Education in Security and Innovation

References:

1. William Stallings, (2018), "Principles and practice, Global Edition" (4e), Pearson .
2. William, Stallings. (2018). "Effective Cyber security: A Guide to Using Best Practices and Standards" Addison - Wesley Professional Publishers, 1st Edition.

FOURTH SEMESTER

CAP2202: PYTHON PROGRAMMING [3 1 0 4]

Python Programming Introduction: Variables, data types, Operators. Control Structures: if-conditional statements, if-else condition, if-elif-else condition, nested if-elif-else condition, Iteration (for Loop and while loop), Nested Loops, break and continue statement. Strings: Slicing, Membership, Built-in functions and operations. Mutable and Immutable objects: List: creating, initializing, accessing, slicing, and traversing a List. List operations Tuples: creating tuples, Tuple operations Dictionary: creating, accessing values, adding, modifying and deleting items in the dictionary, Dictionary methods. Difference between list and a dictionary. Concept of Functions: Functions: Defining, Calling and Types of Functions, Arguments and Return Values, Formal vs. Actual Arguments, Scope and Lifetime, Keyword Arguments, Default Arguments, Recursion. OOP Concepts: Classes & Objects, Inheritance, Polymorphism. NumPy Library: introduction to NumPy, Creation of One-Dimensional Arrays, reshaping of an Array, Operations on Arrays, and Array Operations. Introduction to matplotlib: Bar Graphs, pie charts. File handling: Types of Files (Text file, Binary Files, CSV file), and File operations. Advanced Topics: Threading, Networking, Graphical Programming, Database Access. Building industrial concepts.

References:

1. D. M. Beazley, Python Essential Reference, (1e) Amazon Books, 2010.
2. Core Python Programming Dr. R. Nageswara Rao (2e), Wiley, 2018
3. Python: The Complete Reference, Martin Brown, (4e), McGraw Hill, 2018.

CAP2203: SOFTWARE ENGINEERING [3 1 0 4]

Introduction to System Concepts: Definition, Elements of System, Characteristics of System, Types of System, System Concepts. Introduction to Software Engineering: Definition, Need

for software Engineering, Software Characteristics, Software Qualities (McCall's Quality Factors) Requirement Analysis: Definition of System Analysis, Requirement Anticipation, Knowledge and Qualities of System Analyst, Role of a System Analyst, Feasibility Study And It's Types, User Transaction Requirement, User design Requirements, SRS(System Requirement Specification) Software Development Methodologies: SDLC (System Development Life Cycle), Waterfall Model, Spiral Model, Prototyping Model, Introduction to Agile Model. Analysis and Design Tools: Data Flow Diagrams (DFD), UML Diagrams, Data Dictionary & Elements of Data Dictionary, Pseudo code, Input and Output Design. Structured System Design: Modules Concepts and Types of Modules, Structured Chart, Qualities of Good Design, Coupling, Types of Coupling, Cohesion, Types of Cohesion. Software Testing: Definition, Test characteristics, Types of testing - BlackBox Testing, White-Box Testing, Stress Testing, Performance Testing. Industrial case studies

References:

1. R. S. Pressman, Bruce Maxim, "Software Engineering: A Practitioner's Approach", (9e), McGraw Hills, 2023.
2. I. Sommerville, Software Engineering, (10e), Pearson Education Asia, 2015.
3. P. Jalote, An Integrated Approach to Software Engineering, (3e), Narosa, 2018.

CAP2204: DATA MINING & VISUALIZATION [3 1 0 4]

Data Mining - Importance of Data Mining, Data Mining functionalities, Basic Data Mining structure, Data Mining Applications, Differences between Operational Database and Data Warehouse - Multidimensional Data Model, Data Cubes. Schemas, Measures, Data Reprocessing, Data Mining Primitives, Data Cleaning, Data Integration and Transformation, Data Reduction, Discretization and concept of Hierarchy Generation, Schema Design: Star and snow-Flake Schema, Data Mining Algorithms: Association Rule Mining, Classification and Clustering Basics.

Introduction to data visualization, importance of data visualization, data types, different tools for data visualization. Understanding two-dimensional graph, three-dimensional graph. Introduction to dashboard, need of dashboards. Pie Chart, Bar Chart, Histogram, Gantt Chart, Heat Map, Box and Whisker Plot, Waterfall Chart, Area Chart, Scatter Plot, Pictogram Chart, Timeline, Highlight Table, Bullet Graph, Choropleth Map, Word Cloud, Network Diagram, Correlation Matrices, geographical plots, Density Maps, Bubble Chart, Tree maps. Dashboard development process, dashboard architecture.

References:

1. Kamber and Han, "Data Mining Concepts and Techniques", Hartcourt India P. Ltd.,2001.
2. William H Inmon "Building the Data Warehouse", Wiley, Fourth Edition 2005.
3. Paul Raj Poonia, "Fundamentals of Data Warehousing", John Wiley & Sons, 2003.
4. Margret H Dunham,Data Mining Introductory and advanced topics, Pearson Education, 6th ed, 2009.
5. Shawkat Ali and Saleh Wasimi, Data Mining: Methods and Techniques, Cengage Learning, Indian Edition, 2009.
6. Engebretsen, Martin, and Helen Kennedy. Data visualization in society. 2020.
7. Anouncia, S. Margret, Hardik A. Gohel, and Subbiah Vairamuthu. Data Visualization. Springer Verlag, Singapore, 2020.

CAP2231: PYTHON PROGRAMMING LAB [0 0 2 1]

Implement a sequential search, create a calculator program, explore string functions, Implement Selection Sort, Implement Stack, Read and write into a file, demonstrate usage of basic regular expression, Demonstrate use of advanced regular expressions for data validation. Demonstrate use of List, demonstrate use of Dictionaries, Create Comma Separate Files (CSV), Load CSV files into internal Data Structure. Write script to work like a SQL SELECT statement for internal Data Structure made in earlier exercise. Write script to work like a SQL Inner Join for an internal Data Structure made in earlier exercise.

References:

1. D. M. Beazley, Python Essential Reference, (1e) Amazon Books, 2010.
2. M. Lutz, Programming Python, (4e), O'Reilly Media, 2010.

Program Elective II

CAP2240: INTRODUCTION TO NETWORK SECURITY [3 1 0 4]

Network Fundamentals: networking concepts, IP addressing, wireless basics, virtualization, switching operations; Network Access: VLANs, switch connectivity, discovery protocols, wireless architectures, device management; IP Connectivity: routing basics, static routing, OSPF routing, redundancy methods; IP Services and Security Fundamentals: IP services, security principles, VPNs, access control, wireless security; Automation and Programmability: network automation, SDN, APIs, configuration tools, JSON data formats, Partnership with CISCO for the goals.

References:

1. Wendell Odom, CCNA 200-301 Official Cert Guide, Volume 1, 2020
2. Jeffrey S. Beasley, Piyasat Nilkaew, "Networking Essentials" (3e), 2025

CAP2241: INTELLIGENT SYSTEMS [3 1 0 4]

Introduction to knowledge-based intelligent systems, Rule-based expert systems, Frame-based systems, Fuzzy logic and fuzzy expert systems, Artificial neural networks, Evolutionary computation, Hybrid intelligent systems and Knowledge engineering and data mining.

References:

1. Michael Negnevitsky, Artificial Intelligence: A Guide to Intelligent Systems, Second edition, Pearson Education Limited.
2. Rich and Knight, "Artificial Intelligence", Tata McGraw Hill, 1992.
3. Stuart Russell and Peter Norvig, "Artificial Intelligence: A Modern Approach", Prentice Hall, Second Edition.

Program Elective III

CAP2242: DATA MINING & VISUALIZATION LAB [0 0 2 1]

Introduction to Tableau, Discover the Tableau Platform, Learn Application Terminology, Identify Visual Cues for Fields, Understand the Tableau Workflow, Recognize Elements of a Visualization, Get Started in Tableau, Identify Tableau File Types and Extensions, Create a Live Data Connection, Save and Edit a Data Source, Save and Edit a Data Source, Understand Changes to Data, Filter Data, Create Date Filters, Sort Data, Use Groups, Create and Use Hierarchies, Create Crosstabs, Generate Grand Totals, Subtotals, and Changing Aggregation, Build Highlight Tables. Partnership with TABLEU for the goals.

References:

1. Baldwin, David. Mastering Tableau. Packt Publishing Ltd, 2016.
2. Ryan, Lindy. Visual Analytics Fundamentals: Creating Compelling Data Narratives with Tableau. Addison-Wesley Professional, 2023.
3. Acharya, Seema, and Subhashini Chellappan. Pro Tableau: A Step-by-Step Guide. Apress, 2016.

CAP2243: NETWORK SECURITY LAB [0 0 2 1]

Establish peer to peer network connection, installing a network using switches and Hub and other networks devices, IP address and DNS configuration, Install and configure network interface card in LAN system, establish security in a system using firewall configuration, Adding and Managing User Profiles, Setting Permission, Configuring the DHCP Service, Configure Mail server, Client program to download a file from HTTP server, cryptography algorithm implementation.

References:

1. Michael T. Goodrich & Roberto Tamassia, Introduction to Computer Security, ISBN-13: 978-0-321-51294-9, ISBN-10: 0-321-51294-4, Pearson, 2011.
2. Vincent Nestler, Gregory White, wm. Arthur Conklin, Principles of Computer Security: CompTIA Security+ and Beyond - Lab Manual, ISBN: 978-0-07-174856-8, MHID: 0-07-174856-3, McGraw Hill, 2011.

FIFTH SEMESTER

CA3102: MOBILE APPLICATION DEVELOPMENT [3 1 0 4]

Introduction to Android: Android platform overview, Android versions, device ecosystem, Google Play Store, Android Studio, Gradle, project structure, emulator, and debugging. **Kotlin Fundamentals:** Kotlin syntax, data types, variables, control structures, functions, and object-oriented programming concepts. **Android Architecture:** Android software stack, Linux Kernel, Android Runtime (ART), application components (Activities, Services, Broadcast Receivers, Content Providers), Intents, Navigation, Activity lifecycle, Manifest file, and permissions. **User Interface Development:** Layouts, UI design, event handling, and common widgets such as Text Fields, Buttons, Checkboxes, Radio Buttons, Date Pickers, and Time Pickers. **Multimedia and Device Features:** Audio/video handling, image processing, storage, runtime permissions, and camera integration. **Data Storage and Content**

Management: File handling, SQLite databases, database design, Content Providers, and data sharing in Android applications.

References:

1. B. Phillip, C. Stewart, B. Hardy, K. Marsicano, Android Programming, The Big Nerd Ranch Guide, (3e), Big Nerd Ranch LLC, 2017.
2. Horton, J. (2019). *Android programming with Kotlin for beginners*. Birmingham: Packt Publishing.
3. Forrester, A., Boudjnah, E., Dumbravan, A., & Tigcal, J. (2025). How to Build Android Apps with Kotlin- Third Edition: A hands-on guide to developing, testing, and publishing production-grade Android 16 apps. Packt Publishing Ltd.

CA3106: MACHINE LEARNING [3 1 0 4]

Introduction to Machine Learning: Basics of Machine Learning, Supervised Machine Learning, K- Nearest Neighbors, Naïve Bayes, Decision tree, Support Vector Machines, Unsupervised Machine Learning: Cluster analysis, K means, Association Rule Mining, Apriori algorithms, Regression Analysis: Linear Regression, Nonlinear Regression, Problem Solving: State Space Search, Production System, Depth First Search, Breadth First Search, Heuristic Search (Hill Climbing, Best First Search and Problem Reduction).

References:

1. T.M. Mitchell, Machine Learning, (1e), McGraw- Hill Education, 2017.
2. E. Alpaydin, Introduction to Machine Learning, (3e), PHI, 2015.

CA3131: MOBILE APPLICATION DEVELOPMENT LAB [0 0 2 1]

Development of Android applications using GUI components, fonts, colors, and layout managers; implementation of event handling and user interaction mechanisms; design of native calculator applications and graphical drawing applications; database connectivity, data insertion, retrieval, and search operations; implementation of multithreading concepts in mobile applications; development of GPS-based location-aware applications; file handling and local storage management; implementation of notifications, alerts, and messaging services; development of alarm clock applications; creation of to-do list applications with add, edit, update, and delete functionalities; development of notes applications using local data storage; introduction to modern Android UI development using Jetpack Compose; testing, debugging, and deployment of Android applications.

References:

1. B. Phillip, C. Stewart, B. Hardy, K. Marsicano, Android Programming, The Big Nerd Ranch Guide, (3e), Big Nerd Ranch LLC, 2017.
2. Horton, J. (2019). *Android programming with Kotlin for beginners*. Birmingham: Packt Publishing.

Forrester, A., Boudjnah, E., Dumbravan, A., & Tigcal, J. (2025). How to Build Android Apps with Kotlin- Third Edition: A hands-on guide to developing, testing, and publishing production-grade Android 16 apps. Packt Publishing Ltd.

CA3132: MACHINE LEARNING LAB [0 0 2 1]

Introduction of Google Colab and Python Programming, Syntax Basics: Constants, operators, functions, variables .Random numbers, Vectors and vector indexing, simple descriptive stats, Loops, Conditional expressions. Data Types: Levels of measurement (nominal, ordinal, interval, ratio scale) Syntax Basics: Constants, operators, functions, variables .Random numbers, Vectors and vector indexing, simple descriptive stats, Loops, Conditional expressions. Data Types: Levels of measurement (nominal, ordinal, interval, ratio scale) . Preprocessing of Data sets, Data visualization, Supervised learning: Implementation of Linear Regression Model calculations using MSE, RMSE, MAE errors , Naive Bayes classifier Decision Tree classification, K nearest neighbour, Logistic Regression, Support Vector Machine, Classifier evaluation through Confusion Matrix, Accuracy, Precision, Recall and F-Measure Grouping unlabeled items using k-means clustering, Hierarchical Clustering, Association rule mining using Apriori Algorithm

References:

1. T.M.Mitchell, Machine Learning, (1e), McGraw- Hill Education, 2017.
2. E.Alpaydin, Introduction to Machine Learning, (3e), PHI, 2015.
3. Chun, W. (2001). Core python programming (Vol. 1). Prentice Hall Professional.

CA3170: MINOR PROJECT [0 0 2 1]

Introduction

The Bachelor of Computer Applications (BCA) program is designed with an aim to get students ready for careers as software engineers, systems designers, and other professions in the IT industry. The curriculum is created to give students thorough understanding including the fundamental concepts and domains of computer science in both theory and practise. The last semester of the BCA curriculum includes a six-month minor project. The main goal of project work is to assist the student in acquiring the skills necessary to solve real-world issues that arise in business, academia, and research labs by using theoretical and practical tools and methodologies. Students are expected to use their knowledge from numerous courses—both theoretical and practical—to create high-quality software solutions for the major project.

Course Outcome

CA3170.1 To show a thorough understanding of today's technologies.

CA3170.2 To learn project organization.

CA3170.3 To build a project by applying Software Engineering methods.

CA3170.4 To acquire the skills to communicate effectively and to present ideas clearly and coherently to specific audience in both the written and oral forms.

CA3170.5 To reflect learning and take appropriate actions to improve entrepreneur skills.

Syllabus

The project work is a part of the course and should focuses on developing a software application to solve some real-world problems. In the project work each student should develop a working software application with the help of different skills acquired from previous semesters and prepare a project report as per the project guidelines. Following guidelines must be followed while creating a project.

Text Book(s):

1. Prasanna Chandra; Projects- Planning, Analysis, Selection, Financing, Implementation and Review', VI Edition, Tata Mc Graw Hill.

Reference Book(s):

1. Chaudhary S.; Project Management, Tata Mc Graw Hill.
2. Kerzner H.; Project Management, II Edition, CBS Publishers.

Project Guidelines

- ✚ Each student should submit a unique project title unless/otherwise in a team project.
- ✚ Project work should include software development.
- ✚ Only two students can work on one project as a team. However, their contribution should be clearly specified and reported.
- ✚ The project should focus on solving some real-life problems, though it is not mandatory. However, the project idea should be creative, and it can be a fresh take on an old idea which is often worth as much as a brand-new idea.
- ✚ The project work may be done internally in the university campus or in any external organizations/institutes approved by the head of the department/university authority.
- ✚ Prior to starting project work, a student must get his/her project idea/problem statement approved by the supervisor.
- ✚ The student must submit a project synopsis, presenting his idea. The student may start working on project only if the synopsis is approved.
- ✚ The student should present the progress of the project works as per the timeline specified by the department /project coordinator/ supervisor.

Project Synopsis Format

The project synopsis must be prepared and approved with the supervisor's input. The synopsis should include a detailed description of the proposed project and objectives. The synopsis should be prepared as per the following format.

- ✚ Title of the project
- ✚ Name of the supervisor/project guide
- ✚ Project Introduction
- ✚ Objectives of the project
- ✚ DFD, ER Diagrams
- ✚ Project Timeline
- ✚ Tools / platform, hardware and software requirement specifications
- ✚ References

Project Report Format

The final project report should describe the detailed work completed by the student. The report must be prepared as per the following format.

General Guidelines

- ✚ Project Report to be minimum 35 pages. Reports less than 35 pages will be rejected.
- ✚ Project report to be maximum 50 - 60 pages (preferred but not mandatory).
- ✚ Paper Size: A4; Left = Right = Top = Bottom Margins = 0.7".

- ✚ Page Numbering Position: Bottom with right justified and continuous numbering from the Introduction Chapter.
- ✚ Use Times New Roman Font with Normal Style, paragraph justified and 1.15 line spacing.
- ✚ Paragraph Heading: Times New Roman Font, Bold, Font Size 14; Paragraph Matter: Times New Roman Font, Normal, Font Size 12.
- ✚ Sub-paragraphs be appropriately numbered as in 1.1, 1.2, 1.3 etc; Sub-paragraph Heading: Times New Roman Font, Italics, Font Size 12; Sub-paragraph Matter: Times New Roman Font, Normal, Font Size 12.
- ✚ Figure captions below Figure with chapter wise numbering.
- ✚ Tables captions above Table with chapter wise numbering.
- ✚ All references must be listed in the order in which they appear in the report (follow IEEE format for referencing).
- ✚ Only hard bound reports will be accepted, colour of the front cover to be in mustard yellow.

Note: The Cover page color as mentioned above has CMYK Values are C: 00 M:20 Y:75 K:00 & Hex is: FFCC00

Project Report Structure

The following structure should be followed while preparing the final project report.

1. Title Page
2. Certificate of Completion (internal/External)
3. Acknowledgement
4. Table of contents / index with page numbering
5. List of tables
6. List of figures
7. Introduction / objectives of the project
8. System analysis
9. Feasibility study
10. Software and hardware requirement specifications
11. System design (DFD, ER Diagram, Class diagram etc.)
12. Database Schema
13. Project code
14. Screenshot of the project
15. Implementation/deployment details
16. Testing (testing techniques and testing strategies used along with the test data and the errors listed for each test case).
17. Conclusion
18. Future scope and further enhancement of the project
19. Bibliography/ references
20. Appendices (if required)

Note: Reports, tables figures should be properly numbered/labelled. Two hard copies of the project report should be submitted. The soft copy of the project report in PDF should also be submitted along with the hard copy.

Section I: Percentage, Time & Distance, Profit & Loss, Time & Work, Average, Permutation & Combinations, Game Based Aptitude, Percentage, Ratio and Proportion. Logical: Coding & Decoding, Direction, Blood Relation, Puzzle, DI, Statement & Arguments. Mock Interview Preparation and Group Discussion.

Section II: C Programming: C Fundamentals, Function, Array, Pointers, Structure and File Handling. Object Oriented Concepts. Data Structure: Types of Data Structure and their implementation. Program Logic Development and MCQ Solving. DBMS; SQL Queries. Software Engineering: Use case preparation and Implementation. Overview of Operating Systems and Computer Networks.

Program Elective IV

CA3143: INTERNET OF THINGS [3 0 0 3]

IoT Introduction: An overview; System Architecture; Design Principles for Connected Devices. **Embedded systems for IoT:** overview of microcontrollers and prototyping platforms; basic C/C++ programming using Arduino. **Sensors and actuators:** types, working principles, and characteristics; interfacing sensors and actuators. **IoT cloud computing:** concept, role, and architecture; Cloud service models; Popular IoT cloud platforms and services. **Data acquisition and processing:** data acquisition, preprocessing, and basic analytics; data collection, storage, and computing using cloud platforms. **Python for IoT:** Basics concepts; reading and processing sensor data; communication with IoT devices and APIs. **Edge AI in IoT:** introduction to edge intelligence; basic AI concepts in IoT; edge vs cloud AI. Convergence of AI and IoT.

IoT privacy, security, and governance; IoT-based case studies.

References:

1. Raj Kamal, "Internet of Things", McGraw-Hill Education, (2e), 2022.
2. Monk, Simon, "Practical Python Programming for IoT", Packt Publishing, (1e), 2020.
3. Monk, Simon, "Programming Arduino: Getting Started with Sketches", McGraw-Hill / TAB Books, (2e), 2016.
4. Warden, Pete, and Daniel Situnayake, "TinyML: Machine Learning with TensorFlow Lite on Arduino and Ultra-Low-Power Microcontrollers", O'Reilly Media, (1e), 2019.

CA3144: CRYPTOGRAPHY FUNDAMENTALS [3 0 0 3]

Elements of Number Theory: Euclid Algorithm, Prime Number Theorem, Euler's, Fermat's Little theorems, Entropy; Classical Cipher Techniques: Caesar, Affine, Playfair, Hill cipher, Rail Fence Cipher, Vigenère Cipher, Mono-alphabetic, Transposition, Polyalphabetic Ciphers; Security Attacks: Active V/S Passive, Security Services; Symmetric Encryption: Fiestel Cipher, Confusion and Diffusion, DES Algorithm; Asymmetric Encryption: Principles of Public Key Cryptosystems, RSA Algorithm; Digital Signatures: RSA Based.

References:

1. S. Williams, Cryptography and Network Security: Principles and Practices, (7e) Pearson Education, 2017.

2. A. Kahate, Cryptography and Network Security, (2e), Tata Mc-Graw Hill, 2009.
3. C. Kaufman, R. Perlman, M. Speciner, Network Security: Private Communication in a Public World, (2e), prentice Hall, 2008.
4. V.S. Bagad, I. A. Dhotre, Cryptography and Network Security, (1e) Technical Publications, 2008.
5. B.A. Forouzan, D. Mukhopadhyay, Network Security, (3e) Tata Mc-Graw Hill, 2015.

CA3145: REAL TIME SYSTEMS [3 0 0 3]

Introduction: Historical background, Elements of a Computer Control System, RTS-Definition, Classification of Real-time Systems, Time Constraints, Typical Real Time Applications: Digital Control, High Level Controls, Signal Processing etc., Release Times, Dead-lines, and Timing Constraints, Hard Real Time Systems and Soft Real Time Systems. Real Time Scheduling: Common Approaches to Real Time Scheduling: Clock Driven Approach, Weighted Round Robin Approach, Priority Driven Approach, Dynamic Versus Static Systems, Optimality of Effective-Deadline-First (EDF) and Least-Slack-Time-First (LST) Algorithms, Rate Monotonic Algorithm, Offline Versus Online Scheduling. Resources Sharing: Effect of Resource Contention and Resource Access Control (RAC), Non-preemptive Critical Sections, Basic Priority-Inheritance and Priority-Ceiling Protocols, Access Control in Multiple-Module Resources, Controlling Concurrent Accesses to Data Objects. Real Time Operating Systems: Real-Time Multi-Tasking OS, Features of RTOS.

References:

1. Real Time Systems - Jane W. S. Liu, Pearson Education Publication
2. Real Time Systems - Mall Rajib, Pearson Education

CA3146: CYBER LAW [3 0 0 3]

Fundamentals of Cyber Law, Conceptual and theoretical perspective of cyber law, Computer and Web Technology, Development of Cyber Law - National and International Perspective. Law: Legal Issues and Challenges in India, USA and EU, Data Protection, Cyber Security, Legal recognition of Digital Evidence, Recognition of liability in the digital world, Jurisdiction Issues in Transnational Crimes. Cyber Law: International Perspectives, Budapest Convention on Cybercrime, ICANN's core principles and the domain names disputes, Net neutrality and the EU electronic communications regulatory framework, Web Content Accessibility Guidelines (WCAG). 2.0. Cyber Law - Contemporary Trends. Impact of cyber warfare on privacy, identity theft, international law governing Censorship, online privacy, copyright regulations, Online Intermediaries in the governance of Internet. d. Social Networking Sites Vis-à-vis Human Rights.

References:

1. Viswanathan, Aparna, Cyber Law Indian and International Perspectives, Sterling book house, 2012.
2. Rattan, Jyoti, Cyber Laws and Information Technology, Sterling book house, 2014.

CA3147: CLOUD SECURITY [3 0 0 3]

Fundamentals of Cloud Computing and Architectural Characteristics, Security Design and Architecture for Cloud Computing, Secure Isolation of Physical & Logical Infrastructure, Data Protection for Cloud Infrastructure and Services, Enforcing Access Control for Cloud Infrastructure based Service, Monitoring, Auditing and Management, Introduction to Cloud

Design Patterns, Introduction to Identity Management in Cloud Computing, Cloud Computing Security Design Patterns, Policy, Compliance & Risk Management in Cloud Computing.

References:

1. Miller M, Cloud Computing, (8e), Que Publishers 2008.
2. Buyya R K, Cloud Computing: Principles and Paradigms, Wiley Press, (1e), 2011.
3. K Saurabh, Cloud Computing, (2e), Wiley India, 2017
4. V Joysula, M Orr, G Page, Cloud Computing: Automating the Virtualized Data Center: Cisco Press, (1e), 2012.
5. Mei- Ling Liu, “Distributed Computing: Principles and Application”, Pearson Education, Inc. New Delhi, (1e), 2004.
6. Cloud Computing Design Patterns by Thomas Erl (Prentice Hall) - 978-0133858563

CA3148: NATURAL LANGUAGE PROCESSING [3 0 0 3]

Basics of Finite State Automata, Knowledge in Speech and Language Processing, Ambiguity, Models and Algorithm. Survey of English Morphology, Finite-State Morphological Parsing, Building a Finite State Lexicon, FSTs for Morphological Parsing, Lexicon-Free FSTs. Words and sentence tokenization, Detecting and Correcting Spelling Errors. Case study: Normalizing Text, Segmentation. N-Grams, Unsmoothed N-Grams, Smoothing, Interpolation, and Backoff. English Word Classes, Tag-sets for English, Part-of-Speech Tagging, The Noisy Channel Model for Spelling. Case study: Automatic Tagging. Constituency, Some Grammar Rules for English, The Penn Treebank project, Dependency Grammar. Parsing with Context Free Grammars, CKY algorithm, Statistical Parsing.

References:

1. J. E. Hopcroft, R. Motwani & J. D. Ullman, Introduction to Automata Theory Languages, and Computation, (3rd Edition), Pearson Education.
2. Daniel Jurafsky & James H. Martin, Speech and Language Processing, (2e), Pearson, 2009.
3. Steven Bird, Ewan Klein and Edward Loper, Natural Language Processing with Python, (1e), O'Reilly Media, 2009.
4. Akshar Bharati, Rajeev Sangal and Vineet Chaitanya, Natural Language Processing: A Paninian Perspective, Prentice-Hall of India, New Delhi, 1995.

CA3149: COMPUTER VISION [3 0 0 3]

Introduction: Image Processing, Components of Image processing system, Image formation and digitization concepts, Neighbours of pixel adjacency connectivity, regions and boundaries, Distance measures, Image processing operations, Arithmetic, Logical, Geometrical, Convolution and Correlation Operations. Image enhancement techniques in spatial and frequency domains. Morphological image processing, image segmentation, and object recognition. Various applications of computer vision: Document Image Analysis, Biometrics, Medical Image Analysis, object detection.

References:

1. R. C. Gonzalez, R. E. Woods. “Digital Image Processing”. Pearson, Inc., Edition-Fourth, ISBN. 978-0131687288, 2017.

2. A. K. Jain. "Fundamentals of Digital Image Processing. Prentice-Hall, Pearson; Edition: First, ISBN-13: 978-0133361650, 1994.

Program Elective V

CA3150: CLOUD COMPUTING & APPLICATIONS [3 1 0 4]

Introduction to Cloud Computing, Evolution, Benefits and Barriers, Cloud SPI models, Cloud Computing Vs Cluster Computing, Technology Involved in Cloud Computing, NIST Cloud architecture, Modern Cloud architecture, Cloud Characteristics, Service Model and Deployment Model, Types of hypervisor. Data and Network Management- Introduction- Objectives, Classic datacenters (CDCs) technologies, Virtualised Data Centers (VDCs), Storage Virtualization, Virtual Machine Storage Options, Block & File level Storage Virtualization, Virtual Provisioning, Compute Virtualisation, Virtual Machine Components, Compute Virtualisation Techniques, Converting Physical Machines to Virtual Machines, Desktop and Application Virtualisation. Virtualized Data Center- Networking- Network virtualization in VDC, VDC network infrastructure and components, Virtual LAN (VLAN) and Virtual SAN (VSAN), Components of VDC Network Infrastructure, Virtual Network Component, VLAN and VSAN Technologies, Network traffic management techniques in VDC Service. Management in Cloud Computing, Service Level Agreements (SLAs), Quality of Service (QoS), Billing and Accounting, Scaling Cloud Hardware, Managing Data, Cloud Security and Privacy, Infrastructure security, Data security and Storage, Data privacy, access management, Cloud computing standards and Interoperability, technical considerations for migration to the cloud. Migrating to the Cloud- Introduction- Objectives, Cloud Services for individuals- Available Services - Skytap Solution, Cloud Services Aimed at the mid - market, Live Migration. Case Studies.

References:

1. R. K. Buyya, J. Broberg, A. M. Goscinski, Cloud Computing: Principles and Paradigms, (1e) Wiley Publications, 2013.
2. S. Barrie, Cloud computing bible, (1e), John Wiley & Sons, 2010.
3. N. Antonopoulos, L. Gillam, Cloud Computing: Principles, Systems and Applications, (1e), Springer, 2012.
4. T. Mather, S. Kumaraswamy, S. Latif, Cloud Security and Privacy: An Enterprise Perspective on Risks

CA3151: BUSINESS DATA ANALYTICS [3 1 0 4]

Analytics: Basic Nomenclature, Analytics Process Model, Analytics part in different profiles, Analytical Model Requirements. Data Sources for data collection, Sampling and Sampling distribution, Types of data elements, Missing Values, Outlier Detection and Treatment, Standardization using Min/max and z-score, categorization, Segmentation. Correlation, Simpson's Paradox, Some Other Correlational Caveats, Correlation and Causation, Correlation Statistics-ANOVA. Statistical Hypothesis Testing, p-Values, Confidence Intervals Data Visualization: Graphs in Python: Line Graph, Bar charts, Pie-charts, Scatter plots, multiple plots, Subplots, Legends, Changing figure Size, Styling plots using Matplotlib Library. Functions like relplot(), displot() and catplot(). Seaborn Library: Introduction, Line plot, Dist plot, Lmplot, Count plot, Color palettes.

References:

1. Analytics in a Big Data World, Essential Guide to Data Science and its Application, Bart Baesens, Wiley Big Data Series.
2. Data Science & Big Data Analytics: Discovering, Analyzing, Visualizing and Presenting Data Published by John Wiley & Sons, Inc.
3. Data Science from Scratch, 2nd Edition by Joel Grus Publisher(s): O'Reilly Media, Inc.

CA3152: INFORMATION SECURITY AND SYSTEMS [3 1 0 4]

Introduction: Basic objectives of cryptography, Secret-key and public-key cryptography, One-waytrapdoor one-way functions, Cryptanalysis, Attack models, Classical cryptography. Block ciphers: Modes of operation, DES and its variants, AES, Linear and differential cryptanalysis. Message digest: Properties of hash functions, MD2, MD5 and SHA-1, Keyed hash functions, Attacks on hash functions. Public-key parameters: Modular arithmetic, Primality testing, Chinese remainder theorem, Modular square roots, RSA problem, Modular square root problem, Diffie-Hellman problem. Public-key encryption: RSA, Rabin and ElGamal schemes, Elliptic and hyper-elliptic curve cryptography, Side channel attacks, Diffie-Hellman and MQV key exchange. Digital signatures: RSA, DSA and NR signature schemes, blind and undeniable signatures. Entity authentication: Passwords, Challenge-response algorithms, Zero-knowledge protocols. Network security: Certification, public-key infrastructure (PKI), secure socket layer (SSL), Kerberos.

References:

1. B. A. Forouzan, D. Mukhopadhyay, Cryptography and Network Security, (2e), McGraw Hill, 2008.

SIXTH SEMESTER

CA3204: WIRELESS COMMUNICATION [3 1 0 4]

Introduction: Mobile Communication and Overall View of the Syllabus and Lesson Plan, Introduction to Wireless Communication: Evolution of Mobile communications, Wireless and Mobile Radio-The First 150+ Years, Transmission fundamentals: Basics of Propagation, Propagation Models, Free-Space Propagation Model, Large-Scale Path Loss, Small Scale Multipath Propagation, Modulation Techniques for Mobile Radio: Modulation Criteria, Modulation Techniques, Liner Modulation Techniques - ASK, PSK, FSK, MSK, Spread spectrum modulation Cellular concepts: Frequency reuse, Channel assignment strategies, Handoff strategies; Mobile Computing: Mobile IP, ubiquitous and nomadic computing WWW & Mobile Agent wireless world wide web; IEEE 802.11 Standards, Mobile agent technology and standards.

References:

1. T.S. Rappaport, Wireless Communications - Principle and Practice, (2e), PHI, 2005.
2. W. Stallings, Wireless Communication and Network, (2e), PHI, 2004.
3. K. Garg, Mobile Computing, (1e), Pearson Education India, 2010.

CA3205: UNIX AND SHELL PROGRAMMING [3 1 0 4]

Introduction: UNIX System Overview, Program and Processes, Error Handling, User Identification, Signals, System Calls and Library Functions.: File I/O: File Descriptors, Function for File Modification, I/O Efficiency, File Sharing, Atomic Operations.; Directories: Stat, Fstat, and Lstat Functions, File Types, Set-User-ID and Set-Group-ID, File Access Permissions, Function for modifying file permission and ownership, Symbolic Links, System Data Files and Information: Password File, Shadow Passwords and Other Data Files.; Process Environment: Process Termination, Memory Layout of a C Program, Memory Allocation, setjmp and longjmp Functions.; Process Control: fork Function, vfork Function, exit Functions, wait and waitpid Functions, Race Conditions, Changing User IDs and Group IDs.; Process Relationship: Logins, Process Groups, Sessions, Controlling Terminal, Job Control.; Signals: Signal Concepts, Functions to raise and handle Signals, Program Termination, abort and system functions.; Threads: Thread Concepts, Creation, Termination and Synchronization, Threads Control, Threads and Signals, Threads and fork, Threads and I/O. Shell programming: Basics of Shell Programming, UNIX shell commands, shell scripts variables, loops (for, while), and conditional statements (if else, case), Shell variables, arguments to shell procedure, test command, arithmetic with EXPR command, interactive shell procedures with read.

References:

1. W. R. Steven, S. A. Rago “Advanced Programming in the Unix environment”, Addison Wesley, (1e), 2011
2. Y. P. Kanetkar “Unix Shell Programming”. BPB Publication, (1e), 2009.

CA3270: MAJOR PROJECT [0 0 4 2]

Introduction

The Bachelor of Computer Applications (BCA) program is designed with an aim to get students ready for careers as software engineers, systems designers, and other professions in the IT industry. The curriculum is created to give students thorough understanding including the fundamental concepts and domains of computer science in both theory and practise. The last semester of the BCA curriculum includes a six-month minor project. The main goal of project work is to assist the student in acquiring the skills necessary to solve real-world issues that arise in business, academia, and research labs by using theoretical and practical tools and methodologies. Students are expected to use their knowledge from numerous courses—both theoretical and practical—to create high-quality software solutions for the major project.

Course Outcome

CA3270.1 To show a thorough understanding of today’s technologies.

CA3270.2 To learn project organization.

CA3270.3 To build a project by applying Software Engineering methods.

CA3270.4 To acquire the skills to communicate effectively and to present ideas clearly and coherently to specific audience in both the written and oral forms.

CA3270.5 To reflect learning and take appropriate actions to improve entrepreneur skills.

Syllabus

The project work is a part of the course and should focus on developing a software application to solve some real-world problems. In the project work each student should develop a working software application with the help of different skills acquired from previous semesters and prepare a project report as per the project guidelines. Following guidelines must be followed while creating a project.

Text Book(s):

1. Prasanna Chandra; Projects- Planning, Analysis, Selection, Financing, Implementation and Review', VI Edition, Tata Mc Graw Hill.

Reference Book(s):

1. Chaudhary S.; Project Management, Tata Mc Graw Hill.
2. Kerzner H.; Project Management, II Edition, CBS Publishers.

Project Guidelines

- ✚ Each student should submit a unique project title unless/otherwise in a team project.
- ✚ Project work should include software development.
- ✚ Only two students can work on one project as a team. However, their contribution should be clearly specified and reported.
- ✚ The project should focus on solving some real-life problems, though it is not mandatory. However, the project idea should be creative, and it can be a fresh take on an old idea which is often worth as much as a brand-new idea.
- ✚ The project work may be done internally in the university campus or in any external organizations/institutes approved by the head of the department/university authority.
- ✚ Prior to starting project work, a student must get his/her project idea/problem statement approved by the supervisor.
- ✚ The student must submit a project synopsis, presenting his idea. The student may start working on project only if the synopsis is approved.
- ✚ The student should present the progress of the project works as per the timeline specified by the department /project coordinator/ supervisor.

Project Synopsis Format

The project synopsis must be prepared and approved with the supervisor's input. The synopsis should include a detailed description of the proposed project and objectives. The synopsis should be prepared as per the following format.

- ✚ Title of the project
- ✚ Name of the supervisor/project guide
- ✚ Project Introduction
- ✚ Objectives of the project
- ✚ DFD, ER Diagrams
- ✚ Project Timeline
- ✚ Tools / platform, hardware and software requirement specifications
- ✚ References

Project Report Format

The final project report should describe the detailed work completed by the student. The report must be prepared as per the following format.

General Guidelines

- ✚ Project Report to be minimum 35 pages. Reports less than 35 pages will be rejected.
- ✚ Project report to be maximum 50 - 60 pages (preferred but not mandatory).
- ✚ Paper Size: A4; Left = Right = Top = Bottom Margins = 0.7".
- ✚ Page Numbering Position: Bottom with right justified and continuous numbering from the Introduction Chapter.
- ✚ Use Times New Roman Font with Normal Style, paragraph justified and 1.15 line spacing.
- ✚ Paragraph Heading: Times New Roman Font, Bold, Font Size 14; Paragraph Matter: Times New Roman Font, Normal, Font Size 12.
- ✚ Sub-paragraphs be appropriately numbered as in 1.1, 1.2, 1.3 etc; Sub-paragraph Heading: Times New Roman Font, Italics, Font Size 12; Sub-paragraph Matter: Times New Roman Font, Normal, Font Size 12.
- ✚ Figure captions below Figure with chapter wise numbering.
- ✚ Tables captions above Table with chapter wise numbering.
- ✚ All references must be listed in the order in which they appear in the report (follow IEEE format for referencing).
- ✚ Only hard bound reports will be accepted, colour of the front cover to be in mustard yellow.

Note: The Cover page color as mentioned above has CMYK Values are C: 00 M:20 Y:75 K:00 & Hex is: FFCC00

Project Report Structure

The following structure should be followed while preparing the final project report.

1. Title Page
2. Certificate of Completion (internal/External)
3. Acknowledgement
4. Table of contents / index with page numbering
5. List of tables
6. List of figures
7. Introduction / objectives of the project
8. System analysis
9. Feasibility study
10. Software and hardware requirement specifications
11. System design (DFD, ER Diagram, Class diagram etc.)
12. Database Schema
13. Project code
14. Screenshot of the project
15. Implementation/deployment details
16. Testing (testing techniques and testing strategies used along with the test data and the errors listed for each test case).
17. Conclusion
18. Future scope and further enhancement of the project
19. Bibliography/ references
20. Appendices (if required)

Note: Reports, tables figures should be properly numbered/labelled. Two hard copies of the project report should be submitted. The soft copy of the project report in PDF should also be submitted along with the hard copy.

Program Elective VI

CA3240: SOFTWARE TESTING & QUALITY ASSURANCE [3 0 0 3]

Need for Software quality, Quality challenges - Software quality assurance (SQA) - Definition and objectives - Software quality factors- McCall's quality model - SQA system and architecture - Software. Software Development methodologies - Quality assurance activities in the development process- Verification & Validation - Reviews - Software Testing - Software Testing implementations - Quality of software maintenance - Pre-Maintenance of software quality components - Quality assurance tools - CASE tools for software quality - Software maintenance quality - Project Management. Project life cycle Components - Pre project quality components - Development and quality plans. Corrective and preventive actions - Configuration management - Software change control - Configuration management audit - Documentation control - Storage and retrieval.

References:

1. Daniel Galin, "Software Quality Assurance", Pearson Publication, 2009.
2. Mordechai Ben-Menachem "Software Quality: Producing Practical Consistent Software", International Thompson Computer Press, 1997.

CA3241: CYBER SECURITY AND FORENSICS [3 0 0 3]

Cybercrimes and Attacks Introduction, Classifications of Cybercrimes: E-Mail Spoofing, Spamming, Cyber defamation, Industrial Spying/Industrial Espionage, Hacking, Software Piracy, Password Sniffing, Credit Card Frauds, Cyber stalking, Botnets, Phishing, Pharming, Man-in-the-Middle attack, Password Cracking, Key loggers and Spywares, Virus and Worms, Trojan Horses and Backdoors, DoS and DDoS Attacks, SQL Injection, Buffer Overflow, Malware, Ransomware, Types of Identity Theft, Techniques of ID Theft, Cyber terrorism, Browser Attacks, Reverse Engineering, Cross site scripting; Cyber Security Concepts Introduction to Cyber Security, Cyber Security Goals, Cyber Security policy, Domain of Cyber Security Policy, Elements, Cyber Security Evolution, Implementing Hardware Based Security, Software Based Firewalls, Security Standards, Assessing Threat Levels, Forming an Incident Response Team, Reporting Cybercrime.

Difference between cyber forensics and cyber security; Cyber Forensics Fundamentals Introduction to cyber forensics, needs of cyber forensic, cyber forensic and digital evidences, Internet Fraud, Storage Fundamentals, File System Concepts, challenges in cyber forensic, Data and Evidence Recovery- Deleted File Recovery, Data Recovery Tools, Data Recovery Procedures and Ethics, Preserve and safely handle original media, Document a "Chain of Custody", Complete time line analysis of computer files based on file creation, file modification and file access, Recover Internet Usage Data, Recover Swap Files/Temporary Files/Cache Files, Introduction to Encase Forensic Edition, Forensic Tool Kit (FTK); Cyber Forensics Investigation Introduction to Cyber Forensic Investigation, Investigation Tools, e-Discovery, Digital Evidence Collection, Evidence Preservation, E-Mail Investigation, E-Mail Tracking, IP Tracking, E-Mail Recovery, Encryption and Decryption methods, Search and

Seizure of Computers, Recovering deleted evidences, Password Cracking; Cyber Laws Introduction to IT laws & Cyber Crimes, Cyber Laws, IPR, Legal System of Information Technology, Social Engineering.

References:

1. Nina Godbole and Sunit Belpure, Cyber Security Understanding Cyber Crimes, Computer Forensics and Legal Perspectives, Wiley
2. Jennifer L. Bayuk, J. Healey, P. Rohmeyer, Marcus Sachs, Jeffrey Schmidt, Joseph Weiss Cyber Security Policy Guidebook, John Wiley & Sons 2012.
3. Vivek sood, Cyber law simplified, Tata Mc GrawHill, Education (India).
4. Eoghan Casey, Handbook of digital forensic and investigation.
5. Clint P Garrison, Digital forensic for network, internet and cloud computing.
6. Panagiotis Kandlis, Digital crime and forensic science in cyberspace, information society S.A Greece IDEA Group Publishing.

CA3242: DISTRIBUTED SYSTEMS [3 0 0 3]

Introduction: Distributed System, Goal of Distributed System, System Architecture, Distributed Computing Model, Advantages and Disadvantages, Design Issues. Distributed Shared Memory (DSM): Definition & Architecture, File Model and their Architecture, Access Model, File Applications. Inter Process Communications: Client Server Communication, RPC and their Architecture, Synchronization, Mutual Exclusion, Internet Protocol API. Distributed Scheduling: Issues and their Components, Types, Algorithm. Deadlock Distributed Scheduling: Issues in Deadlock Detection & Resolution, Deadlock Handling Strategy and Algorithm. Multimedia & Database: Multimedia Data, Quality of Service Managements, Types of Distributed Database and their Characteristics.

References:

1. Jean Dollimore, Tim Kindberg, George Coulouris, Distributed Systems: Concepts and Design, 4th Edition, Addison Wesley, 2005.
2. Taunenbaum, Distributed Systems: Principles and Paradigms, 2(e), 2008.
3. G. Coulouris, J. Dollimore, and T. Kindberg, Distributed Systems: Concepts and Design, Pearson Education, (1e) 2008.

CA3243: ETHICAL HACKING [3 0 0 3]

Cyber Ethics-Hacking Introduction, Information Gathering, Scanning, Google Hacking Database, Virus, Worms - Virus Analysis, Trojans and Backdoors, Sniffers and keyloggers, Social Engineering, Email, DNS, IP spoofing, System Hacking and Security, HoneyPots. Introduction to Ethical Hacking, System Hacking, Malware Threats, Hacking Web Servers, Hacking Web Applications, SQL Injection, Hacking Wireless Networks, Hacking Mobile Platforms.

References:

1. Jon Erickson, Hacking: The Art of Exploitation, 2nd Edition.
2. Patrick Engebretson, The Basics of Hacking and Penetration Testing: Ethical Hacking and Penetration Testing Made Easy 2nd Edition.

CA3244: WIRELESS SECURITY [3 0 0 3]

Security Issues in Mobile Communication: Mobile Communication History, Security - Wired Vs Wireless, Security Issues in Wireless and Mobile Communications, Security Requirements in Wireless and Mobile Communications, Security for Mobile Applications, Advantages and Disadvantages of Application - level Security. Security of Device, Network, and Server Levels: Mobile Devices Security Requirements, Mobile Wireless network level Security, Server Level Security. Application Level Security in Wireless Networks: Application of WLANs, Wireless Threats, Some Vulnerabilities and Attach Methods over WLANs, Security for 1G Wi-Fi Applications, Security for 2G Wi-Fi Applications, Recent Security Schemes for Wi-Fi Applications, Application Level Security in Cellular Networks: Generations of Cellular Networks, Security Issues and attacks in cellular networks, Application Level Security in MANETs: MANETs, Some applications of MANETs, MANET Features, Security Challenges in MANETs, Security Attacks on MANETs, External Threats for MANET applications, Internal threats for MANET Applications, Some of the Security Solutions.

References:

1. Pallapa Venkataram, Satish Babu: "Wireless and Mobile Network Security", 1st Edition, Tata McGraw Hill, 2010.
2. Frank Adelstein, K.S.Gupta: "Fundamentals of Mobile and Pervasive Computing", 1st Edition, Tata McGraw Hill 2005.

CA3245: CYBER FORENSICS [3 0 0 3]

Cyber Forensics Fundamentals, Introduction to cyber forensics, needs of cyber forensic, cyber forensic and digital evidences, Internet Fraud, Storage Fundamentals, File System Concepts, challenges in cyber forensic, Data and Evidence Recovery- Deleted File Recovery, Data Recovery Tools, Data Recovery Procedures and Ethics, Preserve and safely handle original media, Document a "Chain of Custody", Complete time line analysis of computer files based on file creation, file modification and file access, Recover Internet Usage Data, Recover Swap Files/Temporary Files/Cache Files, Introduction to Encase Forensic Edition, Forensic Tool Kit (FTK); Cyber Forensics Investigation Introduction to Cyber Forensic Investigation, Investigation Tools, e-Discovery, Digital Evidence Collection, Evidence Preservation, E-Mail Investigation, E-Mail Tracking, IP Tracking, E-Mail Recovery.

References:

1. Nina Godbole and Sunit Belpure, Cyber Security Understanding Cyber Crimes, Computer Forensics and Legal Perspectives, Wiley
2. Jennifer L. Bayuk, J. Healey, P. Rohmeyer, Marcus Sachs, Jeffrey Schmidt, Joseph Weiss Cyber Security Policy Guidebook, John Wiley & Sons 2012.
3. Vivek sood, Cyber law simplified, Tata Mc GrawHill, Education (India).
4. Eoghan Casey, Handbook of digital forensic and investigation.
5. Clint P Garrison, Digital forensic for network, internet and cloud computing.
6. Panagiotis Kandlis, Digital crime and forensic science in cyberspace, information society S.A Greece IDEA Group Publishing.

CA3246: ROBOTICS & AI [3 0 0 3]

Introduction - History, Definition of AI, Emulation of human cognitive process, Intelligent agents - The concept of rationality, the nature of environments, the structure of agents.

Problem - Solving Agents: Problem Definitions, Formulating Problems, Searching for solutions
 - Measuring Problem - Solving Performance with examples. Search Strategies: Uninformed search strategies - Breadth - first Search, Uniform - Cost Search, depth -first search, depth - limited search, Iterative deepening depth - first search, bidirectional search, comparing uniformed search strategies. Informed search strategies - Heuristic information, Hill climbing methods, best - first search, branch - and - bound search, optimal search and A* and Iterative deepening A*. LISP, Syntax and numerical function, LISP and PROLOG distinction, input, output and local variables, interaction and recursion, property list and arrays alternative languages, formalized symbolic logics - properties of WERS, non-deductive inference methods. Fundamentals of Robotics, Robot Kinematics: Position Analysis, Dynamic Analysis and Forces, Robot Programming languages & systems: Introduction, the three levels of robot programming, requirements of a robot programming language, problems peculiar to robot programming languages.

References:

1. E. Rich and K. Knight, "Artificial intelligence", TMH, 2nd ed., 1992.
2. N.J. Nilsson, "Principles of AI", Narosa Publ. House, 1990.
3. John J. Craig, "Introduction to Robotics", Addison Wesley publication.

CA3247: EMBEDDED SYSTEMS [3 0 0 3]

Embedded Systems Basics: Introduction to Embedded systems, Examples of embedded systems, Typical Hardware, Gates, Timing Diagrams, Memory, Microprocessors, Buses, Direct Memory Access, Interrupts, Microprocessor Architecture, and Interrupt Basics. The 8051 Architecture: Introduction, 8051 Micro controller Hardware, Input/output Pin Ports and Circuits, External Memory, Serial data Input/output, Interrupts. Basic Assembly Language Programming Concepts: The Assembly Language Programming Process, Programming Tools and Techniques, Programming the 8051. Moving Data: Introduction, Addressing Modes, External Data Moves, Code Memory Read Only Data Moves, Push and Pop Opcodes, Data Exchanges. Basic Design Using a Real-Time Operating System: Message Queues, Mailboxes and Pipes, Timer Functions, Events, Memory Management, Interrupt Routines in an RTOS Environment. Applications: Introduction, keyboards, Human Factor, Key Switch Factors, Keyboard Configurations, Displays, Seven-Segment Numeric Display, D/A and A/D Conversions.

References:

1. An Embedded Software Primer, David E. Simon, Pearson Education.
2. The 8051 Microcontroller, Third Edition, Kenneth J. Ayala, Thomson.

CA3248: STATISTICAL INFERENCE [3 0 0 3]

Introduction to sampling distribution, standard error and its significance, Testing of Hypothesis: Statistical hypothesis, Null and alternative hypothesis, simple and composite hypothesis, two types of error, critical region, power of test, level of significance. Small sample tests based on t, F and Chi-square distribution and test based on normal distribution, confidence interval for single mean, difference of means and variance (only for normal case) confidence interval for single mean, difference of means and variance (only for normal case). Test of significance for large samples for attributes and variable, proportions and

means, single sample, two samples (both paired and independent). Non- parametric tests: Concept of Non-parametric tests, advantages of non-parametric tests over parametric tests. Sign test for single sample and two sample problems (for paired and independent samples), Wilcoxon-signed rank test, Mann-Whitney U-test, run test. Median test and test for independence based on Spearman's rank correlation.

References:

1. Goon, Gupta and Dass Gupta, An outline of statistical inference, Vol-II.
2. H.C. Saxena, Statistical inference, edition 1, Open library.
3. Gibbons, J.D., Non-parametric statistical inference, 2003.

Program Elective VII

CA3249: BIG DATA [3 1 0 4]

Overview of Bigdata: Storage and features of big data, Types of data in big data stores, Big Data Analytics: Introduction and challenges., History of Hadoop, Apache Hadoop, Analysing Data with Hadoop, The Design of HDFS, HDFS Concepts, Command Line Interface, Hadoop file system interfaces. Anatomy of a Map Reduce Job Run, Failures, Job Scheduling, Shuffle and Sort, Task Execution, Map Reduce Types and Formats, Map Reduce Features. Introduction to PIG, Execution Modes of Pi, Hive Shell, Hive Services, Hive Metastore.

References:

1. Mike Frampton, “Mastering Apache Spark”, Packt Publishing, 2015.
2. Fast Data Processing with Spark by Krishna Sankar and Holden Karau second edition.
3. Tom White, “Hadoop: The Definitive Guide”, O’Reilly, 4th Edition, 2015.

CA3250: DEEP LEARNING [3 1 0 4]

Introduction - Overview of Machine Learning, Introduction to Artificial Neural Network (ANN), Perceptron, Training a Neural Network, Activation Functions, Loss Function, Hyperparameters, Gradient Descent, Stochastic Gradient Descent, Backpropagation and regularization, Batch normalization, Building an ANN in Python, Frameworks-TensorFlow, Keras. What is Deep Learning? Deep vs Shallow Networks, Convolution Neural Networks (CNN) - Convolution Layers, Pooling Layer, Flattening, FullyConnected Layers, Softmax and CrossEntropy, Building a CNN in Python, Fully Connected CNN, CNN Architectures - LeNet, AlexNet, ZFNet, GoogLeNet, VGGNet, ResNet, DenseNet, Training a Convnet: weights initialization, batch normalization, hyperparameter optimization Deep Belief Networks, Auto Encoders, Concept of Dimensionality Reduction, Autoencoder, Denoising Autoencoders, Deep Autoencoders, Concept of Reinforcement Learning Recurrent Neural Networks (RNN), LSTM, Sequence Prediction and Time Series Forecasting with LSTM, Overview of Object Detection Techniques using Deep Learning, Overview of Transfer Learning.

References:

1. Adam Gibson and Josh Patterson, Deep Learning: A Practitioner's Approach, (O'Reilly).
2. Mohamed Elgendy, Deep Learning for Vision Systems, Manning Publications, ISBN: 9781617296192.
3. Navin Kumar Manaswi, Deep Learning with Applications Using Python, Apress (2018).

CA3251: CYBER PHYSICAL SYSTEM [3 1 0 4]

Introduction: Cyber-Physical System, Key Features of CPS, Application Domains of CPS, Basic principles of design and validation of CPS, Challenges in CPS. CPS Platform components: CPS HW platforms, Processors, Sensors and Actuators, CPS Network - Wireless, CAN, Automotive Ethernet, Scheduling Real Time CPS tasks, Synchronous Model and Asynchronous Model. Synchronous and Asynchronous Model: Reactive Components, Components Properties, Components Composing, Synchronous Designs and Circuits, Asynchronous Processes and operations, Design Primitives in Asynchronous Process, Coordination Protocols in Asynchronous Process, Leader Election, Reliable Transmission.

Security of Cyber-Physical Systems: Introduction to CPS Securities, Basic Techniques in CPS Securities, Cyber Security Requirements, Attack Model and Countermeasures, Advanced Techniques in CPS Securities. CPS Application: Health care and Medical Cyber-Physical Systems, Smart grid and Energy Cyber Physical Systems, WSN based Cyber-Physical Systems, Smart Cities.

References:

1. E. A. Lee and S. A. Seshia, "Introduction to Embedded Systems: A Cyber-Physical Systems Approach", 2011.
2. R. Alur, "Principles of Cyber-Physical Systems," MIT Press, 2015.

Program Elective VIII

CA3252: UNIX AND SHELL PROGRAMMING LAB [0 0 2 1]

Testing the use of UNIX commands, UNIX shell commands, Basics of Shell Programming, UNIX System Calls, CPU Scheduling Algorithms, Deadlock Detection Algorithms, Deadlock Avoidance Algorithms, Page Replacement Algorithms, Memory Allocation Algorithms, Disk Scheduling Algorithms, and UNIX Inter Process Communication.

References:

1. W. R. Steven, S. A. Rago "Advanced Programming in the Unix environment", Addison Wesley, 2011.
2. Y. P. Kanetkar "Unix Shell Programming". BPB Publication, 2009.

CA3253: DEEP LEARNING LAB [0 0 2 1]

Introduction - Overview of Machine Learning, Introduction to Artificial Neural Network (ANN), Perceptron, Training a Neural Network, Activation Functions, Loss Function, Hyperparameters, Gradient Descent, Stochastic Gradient Descent, Backpropagation and regularization, Batch normalization, Building an ANN in Python, Frameworks-TensorFlow, Keras. What is Deep Learning? Deep vs Shallow Networks, Convolution Neural Networks (CNN) - Convolution Layers, Pooling Layer, Flattening, FullyConnected Layers, Softmax and CrossEntropy, Building a CNN in Python, Fully Connected CNN, CNN Architectures - LeNet, AlexNet, ZFNet, GoogLeNet, VGGNet, ResNet, DenseNet, Training a Convnet: weights initialization, batch normalization, hyperparameter optimization Deep Belief Networks, Auto Encoders, Concept of Dimensionality Reduction, Autoencoder, Denoising Autoencoders, Deep Autoencoders, Concept of Reinforcement Learning Recurrent Neural Networks (RNN),

LSTM, Sequence Prediction and Time Series Forecasting with LSTM, Overview of Object Detection Techniques using Deep Learning, Overview of Transfer Learning.

References:

1. Adam Gibson and Josh Patterson, Deep Learning: A Practitioner's Approach, (O'Reilly).
2. Mohamed Elgendy, Deep Learning for Vision Systems, Manning Publications, ISBN: 9781617296192.
3. Navin Kumar Manaswi, Deep Learning with Applications Using Python, Apress (2018).