



Shri Vaishnav Vidyapeeth Vishwavidyalaya, Indore

Shri Vaishnav Institute of Information Technology

Choice Based Credit System (CBCS) in the light of NEP-2020

B. Tech (CSE/ IT) - All Programs

SEMESTER- III/IV (2025-29)

COURSE CODE	CATEGORY	COURSE NAME	TEACHING & EVALUATION SCHEME					L	T	P	CREDITS
			THEORY			PRACTICAL					
			END SEM University Exam	Two Term Exam	Teachers Assessment*	END SEM University Exam	Teachers Assessment*				
BTCS301N	DCC	Discrete Structures	60	20	20	0	0	3	0	0	3

Legends: L - Lecture; T - Tutorial/Teacher Guided Student Activity; P – Practical; C - Credit; *Teacher Assessment shall be based following components: Quiz/Assignment/ Project/Participation in Class, given that no component shall exceed more than 10 marks.

COURSE OBJECTIVES:

The student will have ability to:

1. Provide the fundamentals of formal techniques for solving the problems in computational domain and algorithm development.
2. Apply appropriate mathematical and statistical concepts and operations to interpret data and to solve problems
3. Formulate and evaluate possible solutions to problems, and select and defend the chosen solutions
4. Construct graphs and charts, interpret them, and draw appropriate conclusions.

COURSE OUTCOMES:

Upon completion of the subject, students will be able to:

1. Apply set theory, relations, and functions to solve computational problems.
2. Analyse logical statements and proofs using propositional and predicate logic, truth tables, and inference rules to determine validity and correctness of arguments.
3. Evaluate and construct graph-theoretic and algebraic structures to model and solve real-world problems in computer science.

SYLLABUS

UNIT I

10 HOURS

Set Theory-

Definition of Sets, Venn Diagrams, complements, Cartesian products, power sets, counting principle, cardinality and countability (Countable and Uncountable sets), pigeonhole principle. Relation: Definition, types of relation, domain and range of a relation, pictorial representation of relation, properties of relation, partial ordering relation. Function: Definition and types of function, composition of functions, recursively defined functions.

UNIT II

9 HOURS

Propositional logic

Proposition logic, basic logic, logical connectives, truth tables, tautologies, contradiction, normal forms (conjunctive and disjunctive), modus ponens and modus tollens, validity, predicate logic, universal and existential quantification. Notion of proof: proof by implication, converse, inverse, contra positive, negation, and contradiction, proof by using truth table.

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UNIT III

9 HOURS

Graph Theory

Terminology Graph Representation Graph isomorphism; Connectedness; Various graph properties; Euler & Hamiltonian graph; shortest paths algorithms. Trees: Terminology; Tree traversals; prefix codes; Spanning trees; Minimum spanning trees.

UNIT IV

9 HOURS

Algebraic Structure

Binary composition and its properties definition of algebraic structure; Groupoid, Semi group, Monoid Groups, A belian Group, properties of groups, Permutation Groups, Sub Group, Cyclic Group, Rings and Fields (definition and standard results).

UNIT V

9 HOURS

Posets, Hasse Diagram and Lattices

Introduction, ordered set, well-ordered set, Hasse diagram of partially, Lattices, properties of Lattices, bounded and complemented lattices. Generating functions, Solution by method of generating functions. Recurrence Relation and Generating Function: Introduction to Recurrence Relation, Linear recurrence relations with constant coefficients, Homogeneous solutions, Particular solutions, Total solutions.

TEXTBOOKS:

1. J. P. Tremblay and R. Manohar, *Discrete Mathematical Structures with Applications to Computer Science*, 1st ed. New York, NY, USA: McGraw-Hill, 2017.

REFERENCE:

1. K. H. Rosen, *Discrete Mathematics and Its Applications*, 8th ed. New York, NY, USA: McGraw-Hill, 2021.
2. B. Biswal, *Discrete Mathematics and Graph Theory*, 4th ed. New Delhi, India: PHI Learning, 2015.
3. S. Lipschutz and M. Lipson, *Discrete Mathematics*, 4th ed. New Delhi, India: Tata McGraw-Hill, 2021.
4. C. L. Liu and D. P. Mohapatra, *Elements of Discrete Mathematics*, 4th ed. New Delhi, India: Tata McGraw-Hill, 2017.

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Choice Based Credit System (CBCS) in the light of NEP-2020
B.Tech(CSE/IT), B.Tech+MBA(CSE/IT) and B.Tech+M.Tech(CSE/IT)
SEMESTER-V(2023-2027)

COURSE CODE	CATEGORY	COURSE NAME	TEACHING & EVALUATION SCHEME					L	T	P	CREDITS
			THEORY			PRACTICAL					
			END SEM University Exam	Two Term Exam	Teachers Assessment*	END SEM University Exam	Teachers Assessment*				
BTCS501N	DCC	Third Subject	60	20	20	-	-	3	1	0	4

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Choice Based Credit System (CBCS) in the light of NEP-2020

B. Tech - ICS

SEMESTER-III (2025-2029)

COURSE CODE	CATEGORY	COURSE NAME	TEACHING & EVALUATION SCHEME					L	T	P	CREDITS
			THEORY			PRACTICAL					
			END SEM University Exam	Two Term Exam	Teachers Assessment*	END SEM University Exam	Teachers Assessment*				
BTICS311	DCC	Fundamental of Programming Languages	60	20	20	30	20	3	0	2	4

Legends: L - Lecture; T - Tutorial/Teacher Guided Student Activity; P – Practical; C - Credit; *Teacher Assessment shall be based following components: Quiz/Assignment/ Project/Participation in Class, given that no component shall exceed more than 10 marks.

COURSE OBJECTIVES:

The student will have ability to:

1. Improve the background for choosing appropriate programming languages for certain classes of programming problems.
2. Understand principles to program in an imperative (or procedural), an object-oriented, a functional, and a logical programming language.
3. Understand the significance of implementation of a programming language in a compiler or interpreter
4. Increase the ability to learn new programming languages
5. Increase the capacity to express programming concepts and choose among alternative ways to express things.

COURSE OUTCOMES:

Upon completion of the subject, students will be able to:

1. Gain insight and develop understanding of the underlying principles and concepts of programming languages.
2. Competent with analyzing programming language design issues related to data types, expressions and control structures.
3. Describe the concept of sub-programming with the help of Functions. Also develop understanding with the parameter passing techniques and concept of function overloading.
4. Analyze various memory management techniques as well as apply various concepts of object-oriented programming.
5. Develop understanding with the exception handling concepts and gain knowledge of logical and functional programming.

SYLLABUS

UNIT I

8 HOURS

Preliminary Concepts: Reasons for Studying, Concepts of Programming Languages, Programming Domains, Language Evaluation Criteria, Influences on Language Design, Language Categories, Programming Paradigms – Imperative, Object Oriented, Functional Programming, Logic Programming.

UNIT II

8 HOURS

Data Types: Introduction, Primitive, Character, User Defined, Record, Union, Pointer and Reference Types, Design and Implementation Uses Related to these Types. Names, Variable, Concept of Binding

UNIT III

8 HOURS

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Expressions and Statements: Arithmetic Relational and Boolean Expressions, Short Circuit Evaluation Mixed Mode Assignment, Assignment Statements, Control Structures

UNIT IV

8 HOURS

Subprograms and Blocks: Fundamentals of Sub-Programs, Scope and Lifetime of Variable, Static and Dynamic Scope, Design Issues of Subprograms and Operations, Local Referencing Environments, Parameter Passing Methods, Overloaded Sub-Programs, Generic Sub-Programs.

UNIT V

8 HOURS

Abstract Data Types: Abstractions and Encapsulation, Introductions to Data Abstraction, Static and Stack Based Storage Management. Heap Based Storage Management. Garbage Collection. Object Oriented Programming in Smalltalk, C++, Java, C#, Php, Perl.

TEXTBOOKS:

1. R. W. Sebesta, *Concepts of Programming Languages*, 12th ed. Harlow, U.K.: Pearson Education, 2023.
2. D. A. Watt and W. Findlay, *Programming Language Design Concepts*. Hoboken, NJ, USA: Wiley, 2004.

REFERENCE:

1. K. C. Loudon and K. A. Lambert, *Programming Languages: Principles and Practices*, 3rd ed. Boston, MA, USA: Cengage Learning, 2011.
2. M. Gabbrielli, S. Martini, and S. Giallorenzo, *Programming Languages: Principles and Paradigms*, 2nd ed. Cham, Switzerland: Springer, 2023.
3. P. Sestoft, *Programming Language Concepts*, 2nd ed. Cham, Switzerland: Springer, 2017.
4. A. B. Tucker and R. E. Noonan, *Programming Languages: Principles and Paradigms*, 2nd ed. New Delhi, India: Tata McGraw-Hill, 2006.
5. T. W. Pratt, M. V. Zelkowitz, and T. V. Gopal, *Programming Languages: Design and Implementation*, 4th ed. Upper Saddle River, NJ, USA: Pearson Education, 2000.

LIST OF PRACTICALS

1. Examine name and scope including static variables in C and call resolution in Java
2. Examine garbage and memory leak in C and develop a mechanism to avoid or detect memory leak
3. Examine assignment operation including assignment of arrays in Java, assignment of lists in Python, and assignment of structures in C
4. Examine goto statement including scope of goto in C, jump into or out of the block, and non-local goto
5. Examine callbacks including callbacks in C and interface and inner classes in Java

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6. Examine closure in Python and in C
7. Examine functions including variable number of arguments in C, Java, and Python
8. Examine functions including tail recursion, keyword parameters in Python, and stack smashing in C
9. Examine generics including lists (linked lists and array lists), sets (hash set, preset, link hash set), and map
10. Examine inheritance including override in Java, final in Java, multiple inheritance in Python, and downcasting in Java
11. Examine Java thread model, pthread, and Python including racing, synchronization, interthread communication, and thread local storage

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B. Tech (CSE/ IT) - All Programs

SEMESTER- III (2025-29)

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BTCS307M	DCC	Principles of Operating Systems	60	20	20	30	20	3	0	2	4

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COURSE OBJECTIVES:

The student will have ability to:

1. Learn the fundamentals of Operating Systems.
2. Study the mechanisms of Operating System to handle processes and threads and their communication.
3. Gain knowledge of process management concepts that includes architecture, Mutual exclusion algorithms, deadlock detection and recovery algorithms.
4. Learn the mechanisms involved in memory management in Operating System.
5. Understand the components and management aspects of disc scheduling

COURSE OUTCOMES:

Upon completion of the subject, students will be able to:

1. Describe the structure of Operating System in detail.
2. Design and Implement Process management Techniques in Operating System.
3. Calculate CPU Scheduling criteria.
4. Understand The Memory Management of Operating System.
5. Elaborate Disc Scheduling.

SYLLABUS

UNIT I

10 HOURS

Introduction to Operating System: Introduction and Need of operating system, Layered Architecture/Logical Structure of Operating system, Type of OS (Multiprogramming, Timesharing, Real-Time, Networked, Distributed, Clustered, Handheld), Operating system as Resource Manager and Virtual Machine, System Calls/Monitor Calls, Firmware- BIOS, Boot Strap Loader. Threads- processes versus threads, threading, concepts, models, kernel & user level threads, thread usage, benefits.

UNIT II

9 HOURS

Process Management: Process Model, Creation, Termination, States & Transitions, Context Switching, Process Control Block, CPU and I/O bound, CPU scheduler- short, medium, long-term, dispatcher, Scheduling: - preemptive and non-preemptive, Static and Dynamic Priority. Criteria/Goals/Performance Metrics, scheduling algorithms- FCFS, SJFS, shortest remaining time, round robin, Priority scheduling, multilevel queue scheduling, multilevel feedback queue scheduling.

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UNIT III

8 HOURS

Inter process Communication: Introduction to Message Passing, Race Condition, Critical Section Problem, Peterson's Solution, Semaphore, Classical Problems of Synchronization Classical IPC Problems: Reader's & Writer Problem, Dining Philosopher Problem. **Deadlock-** System model, Resource types, Deadlock Problem, Deadlock Characterization, Methods for Deadlock Handling, Deadlock Prevention, Deadlock Avoidance: Banker's algorithm, Deadlock Detection, Recovery from Deadlock.

UNIT IV

9 HOURS

Memory Management: concepts, functions, logical and physical address space, address binding, degree of multiprogramming, swapping, static & dynamic loading- creating a load module, loading, static & dynamic linking, memory allocation schemes- first fit, next fit, best fit, worst fit and quick fit.

Virtual Memory- concept, virtual address space, paging scheme, pure segmentation and segmentation with paging scheme hardware support and implementation details, memory fragmentation, demand paging, working set model, page fault frequency, thrashing, page replacement algorithms- optimal, FIFO, LRU, Belady's anomaly; TLB (translation look aside buffer).

UNIT V

9 HOURS

File Management: Concepts, Naming, Attributes, Operations, Types, Structure, File Organization & Access (Sequential, Direct, Index Sequential) Methods, Memory Mapped Files, Directory Structures One Level, Two Level, Hierarchical/Tree, Acyclic Graph, General Graph, File System Mounting, File Sharing, Path Name, Directory Operations, Overview Of File System in Linux & Windows.

Input/output Subsystems- Concepts, Functions/Goals, Input/ Output devices- Block and Character, Spooling, Disk Structure & Operation, Disk Attachment, Disk Storage Capacity, Disk Scheduling Algorithm- FCFS, SSTF, Scan Scheduling, C-Scan Schedule.

TEXTBOOKS:

1. Silberschatz, *Operating System Concepts*, 10th ed. Hoboken, NJ, USA: John Wiley & Sons, Inc., 2018.
2. S. Tanenbaum, *Modern Operating Systems*, 4th ed. Harlow, U.K.: Pearson Education, 2014.

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1. A. S. Godbole, Operating Systems, 3rd ed. New Delhi, India: Tata McGraw-Hill Education, 2017.
2. W. Stallings, Operating Systems: Internals and Design Principles, 8th ed. Harlow, U.K.: Pearson Education, 2014.
3. V. Shukla, Operating Systems, 3rd ed. Indore, India: Kataria & Sons, 2013.
4. M. Singhal and N. G. Shivaratri, Advanced Concepts in Operating Systems. New Delhi, India: Tata McGraw-Hill Education, 2017.

LIST OF PRACTICALS

1. Implement and update the BIOS settings of your PC.
2. Suppose there are five printers connected to a system. Each printing process requires a different amount of time to complete. The CPU allocates a fixed time slice to each process. After the time slice expires, the next process enters the CPU. If a process is not completed within its time slice, it is re-entered into the queue based on First-Come, First-Served (FCFS) scheduling in a rotational manner. Apply scheduling to this scenario.
3. Implement Non-Preemptive Priority CPU Scheduling.
4. Implement Non-Preemptive Shortest Job First (SJF) CPU Scheduling.
5. Suppose there are five different resources connected to a system (e.g., three printers and two scanners), each requiring different times to complete their tasks. Identify which scheduling algorithm provides the best CPU performance.
6. Implement scheduling where the CPU executes the process that arrives first (FCFS Scheduling).
7. Implement Round-Robin CPU Scheduling.
8. Write a program to implement Semaphore.
9. Consider a situation where five faculty members are seated around a table with four ballpoint pens placed on it. At any time, only one pen can be picked up by one faculty member for writing. What happens if all attempt to pick up a pen simultaneously? Find the solution.
10. Consider a dentist's clinic with one dentist and one treatment chair, along with n waiting chairs for patients:
 - If no patient is present, the dentist sleeps in the chair.
 - When a patient arrives, they wake up the dentist.
 - If multiple patients arrive while the dentist is treating one, the remaining patients wait if chairs are available; otherwise, they leave if no chairs are free. Find the solution for this scenario.
11. Write a program to implement Memory Management Algorithms such as *First Fit*, *Best Fit*, and *Worst Fit*.
12. Demonstrate Virtual Memory Techniques such as *LRU* (Least Recently Used) and *FIFO* (First-In, First-Out).

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13. Implement Shortest Seek Time First (SSTF) Disk Scheduling Algorithm.
14. Implement SCAN Disk Scheduling Algorithm.
15. Implement Circular SCAN (C-SCAN) Disk Scheduling Algorithm.
16. Implement LOOK Disk Scheduling Algorithm.

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Choice Based Credit System (CBCS) in the light of NEP-2020

B.Tech – CSE(ICS)

SEMESTER-III (2025-29)

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BTDSE541M	DSE	Cyber Law, Ethics, and Social Media Analysis	60	20	20	30	20	2	0	2	3

Legends: L - Lecture; T - Tutorial/Teacher Guided Student Activity; P – Practical; C - Credit; *Teacher Assessment shall be based following components: Quiz/Assignment/ Project/Participation in Class, given that no component shall exceed more than 10 marks.

COURSE OBJECTIVES:

The student will have ability:

1. Understand the fundamentals of Cyber Law
2. Understand the social impact of Cyber Law.
3. Understand the security parameters of Cyber Crimes.
4. Understand various techniques used to provide security in Cyber Law.

COURSE OUTCOMES:

Upon completion of the subject, students will be able to:

1. To understand the basics of Cyber Law.
2. To understand the basics of Cyber Security.
3. To understand the basics of Copyright law.
4. To understand the security policies in Cyber Law.
5. To understand the impact of Cyber Law Services in the Virtual World.

SYLLABUS

UNIT I

9 HOURS

Introduction Computers and its Impact in Society, Overview of Computer and Web Technology, Need for Cyber Law, Cyber Jurisprudence at International and Indian Level, Cyber Law - International Perspectives UN & International Telecommunication Union (ITU) Initiatives Council of Europe - Budapest Convention on Cybercrime, Asia-Pacific Economic Cooperation (APEC), Organization for Economic Co-operation and Development (OECD), World Bank, Commonwealth of Nations.

UNIT II

9 HOURS

Constitutional & Human Rights Issues in Cyberspace Freedom of Speech and Expression in Cyberspace, Right to Access Cyberspace – Access to Internet, Right to Privacy, Right to Data Protection, Cyber Crimes & Legal Framework Cyber Crimes against Individuals, Institution and State, Hacking, Digital Forgery, Cyber Stalking/Harassment, Cyber Pornography, Identity Theft & Fraud Cyber terrorism, Cyber Defamation.

UNIT III

9 HOURS

Cyber Ethics and Cyber-Crime Case Study: Ethics, Legal Developments, Cyber security in Society, Security in cyber laws case studies, General Law and Cyber Law-a Swift Analysis. Social media and Network Analysis: Phenomenology of Social Media, Network Analysis Types of Networks: General Random Networks, Small World Networks, Scale-Free Networks; Examples of Information Networks; Network Centrality Measures; Strong and

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Choice Based Credit System (CBCS) in the light of NEP-2020

B.Tech – CSE(ICS)

SEMESTER-III (2025-29)

COURSE CODE	CATEGORY	COURSE NAME	TEACHING & EVALUATION SCHEME					L	T	P	CREDITS
			THEORY			PRACTICAL					
			END SEM University Exam	Two Term Exam	Teachers Assessment*	END SEM University Exam	Teachers Assessment*				
BTDSE541M	DSE	Cyber Law, Ethics, and Social Media Analysis	60	20	20	30	20	2	0	2	3

Legends: L - Lecture; T - Tutorial/Teacher Guided Student Activity; P – Practical; C - Credit; *Teacher Assessment shall be based following components: Quiz/Assignment/ Project/Participation in Class, given that no component shall exceed more than 10 marks.

Weak ties. Influence and Centrality in Social Networks.

UNIT IV

9 HOURS

E-commerce concept, E-commerce-Salient Features, Online approaches like B2B, B2C & C2C Online contracts, Click Wrap Contracts, Applicability of Indian Contract Act, 1872.

UNIT V

9 HOURS

Dispute Resolution in Cyberspace, Concept of Jurisdiction, Indian Context of Jurisdiction and IT Act, 2000. International Law and Jurisdictional Issues in Cyberspace, Dispute Resolutions

TEXTBOOKS:

- 1 Chris Reed & John Angel, Computer Law, OUP, New York.
- 2 Justice Yatindra Singh, Cyber Laws, Universal Law Publishing Co, New Delhi.
- 3 Verma S, K, Mittal Raman, Legal Dimensions of Cyber Space, Indian Law Institute
- 4 Jonthan Rosenoer, Cyber Law, Springer, New York.
- 5 Sudhir Naib, The Information Technology Act, 2005: A Handbook, OUP, New York.

REFERENCE:

1. S. R. Bhansali, Information Technology Act, 2000, University Book House Pvt. Ltd.

LIST OF PRACTICALS

Title

1. **Case study of Data Protection and Privacy Laws**
 - o GDPR (General Data Protection Regulation)
 - o CCPA (California Consumer Privacy Act)
 - HIPAA (Health Insurance Portability and Accountability Act)
2. **Case study of Intellectual Property Rights**
 - o Copyright, trademarks, and patents in the digital space
 - o DMCA (Digital Millennium Copyright Act)
3. **Case study of Cybercrime Regulations**
 - o Laws against hacking, identity theft, and online fraud
 - o Computer Fraud and Abuse Act (CFAA)
4. **Case study of E-Commerce Regulations**
 - o Laws governing online transactions and consumer protection
 - o Electronic Signatures in Global and National Commerce Act (ESIGN)

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BTDSE541M	DSE	Cyber Law, Ethics, and Social Media Analysis	60	20	20	30	20	2	0	2	3

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5. **Case study of Content Regulation**
 - o Laws concerning hate speech, misinformation, and online defamation
 - o Section 230 of the Communications Decency Act
6. **Case study of Cybersecurity Compliance**
 - o NIST Cybersecurity Framework
 - o ISO/IEC 27001 standards
7. **Case study of International Cyber Law**
 - o Treaties and agreements governing cross-border cyber issues
 - o United Nations' initiatives on cyber norms

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Choice Based Credit System (CBCS) in the light of NEP-2020

B. Tech CSE (GenAI - IBM)

SEMESTER III (2025-2029)

COURSE CODE	CATEGORY	COURSE NAME	TEACHING & EVALUATION SCHEME					L	T	P	CREDITS
			THEORY			PRACTICAL					
			END SEM University Exam	Two Term Exam	Teachers Assessment*	END SEM University Exam	Teachers Assessment*				
BTDSE321 M	DSE	Fundamentals of Information Theory and Coding	60	20	20	30	20	2	0	2	3

Legends: L - Lecture; T - Tutorial/Teacher Guided Student Activity; P – Practical; C - Credit; *Teacher Assessment shall be based following components: Quiz/Assignment/ Project/Participation in Class, given that no component shall exceed more than 10 marks.

COURSE OBJECTIVES:

The student will have ability to:

1. To provide an insight into the concept of information in the context of communication theory and its significance in the design of communication receivers.
2. To explore in detail, the calculations of channel capacity to support error-free transmission and, commonly used source coding and channel coding algorithms.
3. To encourage and train to design coding schemes for data compression and error correction, and they will also get an overall perspective of how this impacts the design of an optimum communication receiver.
4. To give a detailed study about the cryptography and their algorithms.

COURSE OUTCOMES:

Upon completion of the subject, students will be able to:

1. Overview of Probability Theory, significance of “Information” with respect to Information Theory.
2. Derive equations for entropy, mutual information, and channel capacity for all kinds of channels.
3. Implement the various types of source coding algorithms and analyse their performance.
4. Explain various methods of generating and detecting different types of error correcting codes.
5. Design linear block codes and cyclic codes (encoding and decoding).
6. Implement and decode a sequence at the receiver using Trellis decoder and Viterbi decoder.
7. understand and implement the concept of cryptography and various Algorithms.

SYLLABUS

UNIT I

6 HOURS

Introduction of Information Theory: Introduction, Measure of information, Mark off statistical model for information source, Entropy, and information rate of mark off source. Mutual Information, Conditional and Joint Entropy.

UNIT II

6 HOURS

Source Coding: Encoding of the source output, Shannon’s encoding algorithm, Communication Channels, Discrete communication channels, Continuous channels. Fundamental Limits on Performance: Source coding theorem, Huffman coding, Discrete memory less Channels, Channel Capacity.

UNIT III

6 HOURS

Channel: Channel coding theorem, Differential entropy and mutual information for continuous ensembles, Channel capacity Theorem Introduction. Introduction to Error Control Coding: Types of errors, examples, Types of codes Linear Block Codes: Matrix description, Error detection and correction, Standard arrays and table look up for decoding.

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SEMESTER III (2025-2029)

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BTDSE321 M	DSE	Fundamentals of Information Theory and Coding	60	20	20	30	20	2	0	2	3

Legends: L - Lecture; T - Tutorial/Teacher Guided Student Activity; P – Practical; C - Credit; *Teacher Assessment shall be based following components: Quiz/Assignment/ Project/Participation in Class, given that no component shall exceed more than 10 marks.

UNIT IV

6 HOURS

Cyclic Codes: Binary Cycle Codes, Algebraic structures of cyclic codes, Encoding using an (n-k) bit shift register, Syndrome calculation. BCH codes. RS codes, Golay codes, shortened cyclic codes, Burst error correcting codes. Burst and Random Error correcting codes. Convolution Codes: Convolution Codes, Time domain approach. Transform domain approach.

UNIT V

Introduction to Cryptography: Symmetric Key and Asymmetric Key Cryptography, DES, IDEA, PGP, RSA.

TEXTBOOKS: 6 HOURS

1. R. Bose, *Information theory, coding and cryptography*, McGraw-Hill, 3rd Edition, 2016.

REFERENCE:

1. W. Stallings, *Cryptography and Network Security: Principles and Practice*, 4th Edition, Prentice Hall, 2006.
2. B. Schneier, *Applied Cryptography: Protocols, Algorithms and Source Code in C*, John Wiley & Sons, 2nd Edition, 1995.

LIST OF PRACTICALS

1. Source Coding Theorem -Lempel-Ziv etc.
2. Shannon's Encoding Algorithm.
3. Huffman Coding Algorithms.
4. channel coding theorem.
5. Error Control Coding.
6. Error Detection and Correction code.
7. Linear Code and Block Code.
8. Binary Cyclic code.
9. BCH, RH, Cyclic Codes.
10. Apply cryptography concept to implement program to convert plain text to another form.
11. Implement various Algorithms DES, RSA, IDEA etc.

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Choice Based Credit System (CBCS) in the light of NEP-2020
B.Tech(CSE/IT), B.Tech+MBA(CSE/IT) and B.Tech+M.Tech(CSE/IT)
SEMESTER-V(2023-2027)

COURSE CODE	CATEGORY	COURSE NAME	TEACHING & EVALUATION SCHEME					L	T	P	CREDITS
			THEORY			PRACTICAL					
			END SEM University Exam	Two Term Exam	Teachers Assessment*	END SEM University Exam	Teachers Assessment*				
BTCS501N	DCC	Third Subject	60	20	20	-	-	3	1	0	4

Legends: L - Lecture; T - Tutorial/Teacher Guided Student Activity; P – Practical; C - Credit; *Teacher Assessment shall be based following components: Quiz/Assignment/ Project/Participation in Class, given that no component shall exceed more than 10 marks.

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Choice Based Credit System (CBCS) in the light of NEP-2020

B. Tech (CSE/IT) – All Programs

SEMESTER III (2025-2020)

COURSE CODE	CATEGORY	COURSE NAME	TEACHING & EVALUATION SCHEME					L	T	P	CREDITS
			THEORY			PRACTICAL					
			END SEM University Exam	Two Term Exam	Teachers Assessment*	END SEM University Exam	Teachers Assessment*				
BTDSE323	DSE	Go Lang	60	20	20	30	20	2	0	2	3

Legends: L - Lecture; T - Tutorial/Teacher Guided Student Activity; P – Practical; C - Credit; *Teacher Assessment shall be based following components: Quiz/Assignment/ Project/Participation in Class, given that no component shall exceed more than 10 marks.

COURSE OBJECTIVES:

The student will have ability:

1. To introduce the design philosophy of Go: Simplicity, Safety, and Concurrency.
2. To master Go's type system, focusing on composition over class-based inheritance.
3. To develop highly concurrent systems using Go routines and Channels.
4. To build production-grade web services and high-performance APIs.
5. To understand the integration of Go with modern DevOps and Cloud tools.

COURSE OUTCOMES:

Upon completion of the subject, students will be able to:

1. Apply Go syntax and memory management concepts to solve computational problems.
2. Design modular software using Structs, Methods, and Implicit Interfaces.
3. Implement concurrent algorithms using Go routines and synchronization primitives (Channels, Wait Groups).
4. Build and test RESTful web services using Go's standard library and middleware logic.
5. Evaluate and optimize Go code performance for cloud-native software development.

SYLLABUS

UNIT I

6 HOURS

The Go Environment & Foundations: History and Motivation; Installing Go; The go tool chain; Creating the first module; Compilation vs. Interpretation. Primitive Types, Variables, and Zero-values; Constants and iota; Scope rules. Control Structures: if, switch, and the versatile for loop; Logical operators and Bitwise operations.

UNIT II

6 HOURS

Data Structures & Functional Logic: Arrays vs. Slices: Under-the-hood mechanics of slice headers, dynamic growth, and append logic. Maps (Hash tables) and String manipulation; Pointers: Stack vs. Heap allocation and Garbage Collection basics. Functions: Multiple returns, Variadic parameters, Anonymous functions, and Closures.

UNIT III

6 HOURS

structs' & The Interface System: Struts': Initialization and Nesting; Methods: Value vs. Pointer receivers; The equivalent in Go. Interfaces: The "Implicit" implementation philosophy; Interface values and the Empty interface (interface {}). Composition: Embedding structs and interfaces to achieve reusability without class-based inheritance.

UNIT IV

6 HOURS

Mastering Concurrency: Go routines: The M: N scheduler; Lightweight vs. OS threads; sync. Wait Group for

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Choice Based Credit System (CBCS) in the light of NEP-2020

B. Tech (CSE/IT) – All Programs

SEMESTER III (2025-2020)

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			THEORY			PRACTICAL					
			END SEM University Exam	Two Term Exam	Teachers Assessment*	END SEM University Exam	Teachers Assessment*				
BTDSE323	DSE	Go Lang	60	20	20	30	20	2	0	2	3

Legends: L - Lecture; T - Tutorial/Teacher Guided Student Activity; P – Practical; C - Credit; *Teacher Assessment shall be based following components: Quiz/Assignment/ Project/Participation in Class, given that no component shall exceed more than 10 marks.

task synchronization. Channels: Directional channels, Buffered vs. Buffered; The select statement for non-blocking I/O. Advanced Patterns: Worker Pools, Fan-in/Fan-out, Murexes (sync. Mutex), and Context cancellation for API timeouts.

UNIT V

6 HOURS

Web Services & Production Readiness (9 hours): Error Handling: The Go idiom (error interface, Defer, Panic, Recover); Writing idiomatic Go code. Web Development: net/http package; JSON Marshaling/ Unmarshaling; Middleware design and Routing. Tooling & Testing: Unit testing with go test; Benchmarking; Compilation and Cross-platform builds.

TEXTBOOKS:

1. A. A. A. Donovan and B. W. Kernighan, *The Go Programming Language*. Boston, MA, USA: Addison-Wesley, 2015.
2. W. Kennedy, B. Ketelsen, and E. St. Martin, *Go in Action*. Shelter Island, NY, USA: Manning Publications, 2016.

REFERENCE:

1. K. Bodner, *Learning Go: An Idiomatic Approach to Real-World Go Programming*. Sebastopol, CA, USA: O'Reilly Media, 2021.
2. M. Ryer, *Go Programming Blueprints: Build real-world, high-performance, and robust Go applications*, 2nd ed. Birmingham, UK: Packt Publishing, 2016.
3. T. Tsoukalos, *Mastering Go: Create high-performance concurrent applications and micro services with Go*, 3rd ed. Birmingham, UK: Packt Publishing, 2021.

LIST OF PRACTICALS

1. Workspace setup and implementing a basic CLI tool for mathematical series generation.
2. Implement a "Student Record Search" using Slices and Binary Search logic.
3. Build a "Company Directory" using Maps with functions to add, delete, and list entries.
4. Implement a "Geometry Library" using Interfaces to calculate area/perimeter for different shapes.
5. Simulation of an "Order Processing System" using multiple Goroutines and Wait Groups.
6. Create a "Concurrent Web Scraper" that fetches multiple URLs simultaneously via Channels.
7. Build a basic REST API for a "Sajag" Cyber-Alert system where users can submit alerts via JSON.
8. Writing Unit Tests and Benchmarking performance for the API developed in Lab 7.

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B. Tech (CSE/ IT) - All Programs

SEMESTER- III (2025-29)

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			THEORY			PRACTICAL					
			END SEM University Exam	Two Term Exam	Teachers Assessment*	END SEM University Exam	Teachers Assessment*				
BTCS402N	DCC	Software Engineering and Project Management	60	20	20	30	20	3	0	2	4

Legends: L - Lecture; T - Tutorial/Teacher Guided Student Activity; P – Practical; C - Credit; *Teacher Assessment shall be based following components: Quiz/Assignment/ Project/Participation in Class, given that no component shall exceed more than 10 marks.

COURSE OBJECTIVES:

The student will have ability to:

1. Get knowledge of basic software engineering methods and practices.
2. Define software requirements and requirement engineering.
3. Apply approaches for various designs and their principles.
4. Explore testing in various domains.
5. Development of significant teamwork and project-based experience.

COURSE OUTCOMES:

Upon completion of the subject, students will be able to:

1. Compare various software process models and identify where these models are applicable.
2. Define and analyze software project management, the framework and the dimensions of software project management.
3. Comprehend System modeling using UML.
4. Identify software testing strategies by using testing tools.
5. Analyze software risks and risk management strategies.

SYLLABUS

UNIT I

10 HOURS

Introduction to Software Engineering: The evolving role of software, changing nature of software, software myths.

A Generic view of process: Software engineering- a layered technology, a process framework, the capability maturity model integration (CMMI), process patterns, process assessment, personal and team process models.

Process models: The waterfall model, incremental process models, evolutionary process models, the unified process. Agile development-Agile Process, Extreme Programming

UNIT II

9 HOURS

Software Requirements: Functional and non-functional requirements, user requirements, system requirements, interface specification, the software requirements document.

Requirements engineering process: Feasibility studies, requirements elicitation and analysis, requirements validation, requirements management.

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BTCS402N	DCC	Software Engineering and Project Management	60	20	20	30	20	3	0	2	4

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System models: Context models, behavioral models, data models, object models, structured methods.

UNIT III

10 HOURS

Design Engineering: Design Process- Design concepts: Abstraction, Architecture, patterns, Separation of Concerns, Modularity, Information Hiding, Functional Independence, Refinement, Aspects, Refactoring, Object Oriented Design Concepts, Design Classes- Design Model: Data, Architectural, Interface, Component, Deployment Level Design Elements

Creating an architectural design: software architecture, data design, architectural styles and patterns, architectural design, conceptual model of UML, basic structural modeling, Use Case Diagrams, Class Diagrams, Interaction Diagrams, State chart Diagrams, Activity Diagrams, Package Diagrams, Component Diagrams, Deployment Diagrams

UNIT IV

7 HOURS

Software Implementation: - Structured coding Techniques, Coding Styles, Standards and Guidelines, Documentation Guidelines-Modern Programming Language Features: Type Checking-User defined data types-Data Abstraction-Exception Handling, Concurrency Mechanism.

Testing Strategies: A strategic approach to software testing, test strategies for conventional software, black-box and white-box testing, Object oriented software, Web Apps-validation testing, system testing, and the art of debugging.

UNIT V

9 HOURS

Metrics for Process and Products: Software measurement, metrics for software quality. Quality Management: Quality concepts, software quality assurance, software reviews, formal technical reviews, statistical software quality assurance, software reliability, ISO 9000 quality standards.

Risk management: Reactive Vs proactive risk strategies, software risks, risk identification, risk projection, risk refinement, RMMM, RMMM plan.

Maintenance: Software Maintenance, Software Supportability, Reengineering, Business Process Reengineering, Software Reengineering, Reverse Engineering, Restructuring, Forward Engineering, Economics of Reengineering

TEXTBOOKS:

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1. R. S. Pressman, *Software Engineering: A Practitioner's Approach*, 6th ed. New York, NY, USA: McGraw-Hill International Edition, 2005.
2. P. Jalote, *An Integrated Approach to Software Engineering*. New Delhi, India: Narosa Publishing House, 2005.

REFERENCE:

1. R. Mall, *Fundamentals of Software Engineering*, 2nd ed. New Delhi, India: PHI Learning, 2004.
2. I. Sommerville, *Software Engineering*, 7th ed. Harlow, U.K.: Pearson Education, 2004.
3. G. Booch, J. Rumbaugh, and I. Jacobson, *The Unified Modeling Language User Guide*. Upper Saddle River, NJ, USA: Pearson Education, 1999.
4. R. C. Martin, *Clean Code: A Handbook of Agile Software Craftsmanship*. Upper Saddle River, NJ, USA: Prentice Hall, 2025.
5. A. Hunt and D. Thomas, *The Pragmatic Programmer: Your Journey to Mastery*, 20th Anniversary ed. Boston, MA, USA: Addison-Wesley, 2019.
6. T. Winters, T. Manshreck, and H. Wright, *Software Engineering at Google: Lessons Learned from Programming Over Time*. Sebastopol, CA, USA: O'Reilly Media, 2020.

LIST OF PRACTICALS

1. Study and compare the SDLC models.
2. Prepare a SRS document in line with the IEEE recommended standards.
3. Study Requirement Engineering of project.
4. Study the UML drawing tools.
5. Draw the Entity relationship diagram of a project.
6. Draw the data flow diagrams at level 0 and level 1.
7. Draw use case diagram in UML.
8. Draw activity diagram in UML.
9. Draw class diagram in UML.
10. Draw the component diagram in UML.
11. Draw sequence diagram in UML.
12. Draw collaboration diagram in UML.
13. Use testing tools such as JUnit.

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BTCS402N	DCC	Software Engineering and Project Management	60	20	20	30	20	3	0	2	4

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B. Tech CSE/IT, CSE (ES, MA, AI-IBM, DS, GenAI, MLCC, ICS, BDCE)

SEMESTER-III (2025-2029)

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			THEORY			PRACTICAL					
			END SEM University Exam	Two Term Exam	Teachers Assessment*	END SEM University Exam	Teachers Assessment*				
BTIT301N	DCC	Computer Networks	60	20	20	30	20	3	0	2	4

Legends: L - Lecture; T - Tutorial/Teacher Guided Student Activity; P – Practical; C - Credit; *Teacher Assessment shall be based following components: Quiz/Assignment/ Project/Participation in Class, given that no component shall exceed more than 10 marks.

COURSE OBJECTIVES:

The student will have ability to:

1. Understand the general overview of the concepts and fundamentals of computer networks.
2. Understand the various components required to build different networks.
3. Familiarize the students with the standard models for the layered approach to communication between machines in a network and the protocols of the various layers.

COURSE OUTCOMES:

Upon completion of the subject, students will be able to:

1. Understanding basic computer network technology.
2. Understand the functions of each layer in the OSI and TCP/IP reference model.
3. Obtain the skills of subnetting and routing mechanisms.
4. Familiarity with the essential protocols of computer networks, and how they can be applied in network design and implementation.

SYLLABUS

UNIT I

9 HOURS

Introduction: Importance of Computer Networks, Classifications & Types. Layered Architecture: Protocol hierarchy, Interfaces and Services, Connection Oriented & Connection less Services, ISO- OSI Reference Model, TCP/IP model overview, comparison of TCP/IP and ISO-OSI reference model.

UNIT II

9 HOURS

Data Link Layer & MAC Sublayer: Need, Services Provided, Design issues, Elementary data link protocols: simplex protocol, A simplex stop and wait protocol for an error-free channel, A simplex stop and wait protocol for noisy channel. Sliding Window protocols: A one-bit sliding window protocol, A protocol using Go-Back-N, A protocol using Selective Repeat, MAC Addressing, Binary Exponential Back-off (BEB) Algorithm, Distributed Random Access Schemes/Contention Schemes: for Data Services (ALOHA and Slotted- ALOHA), CSMA, CSMA/CA, CSMA/CD.

UNIT III

9 HOURS

Network Layer: Need, Services Provided, Design Issues, Routing Algorithms and types of Routing Algorithm, IPv4, IPv6, Classful and classless Addressing, Subnetting, Supernetting.

UNIT IV

10 HOURS

Transport Layer: Need, Design Issues, Multiplexing and Demultiplexing, transport layer services, UDP, UDP Header Format, Principles of reliable data transfer, TCP, Connection Management, TCP Flow Control, TCP

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Choice Based Credit System (CBCS) in the light of NEP-2020

B. Tech CSE/IT, CSE (ES, MA, AI-IBM, DS, GenAI, MLCC, ICS, BDCE)

SEMESTER-III (2025-2029)

COURSE CODE	CATEGORY	COURSE NAME	TEACHING & EVALUATION SCHEME					L	T	P	CREDITS
			THEORY			PRACTICAL					
			END SEM University Exam	Two Term Exam	Teachers Assessment*	END SEM University Exam	Teachers Assessment*				
BTIT301N	DCC	Computer Networks	60	20	20	30	20	3	0	2	4

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Congestion Control, TCP Header Format, TCP Timer Management, SCTP.

UNIT V

8 HOURS

Session layer: Overview, Authentication, Session layer protocols.

Presentation layer: Overview, Data conversion, Encryption and Decryption, Presentation layer protocols (LPP, Telnet, X.25 packet Assembler/Disassembler).

Application Layer: Domain name system, SNMP, Electronic Mail; the World WEB, HTTP, FTP.

TEXTBOOKS:

1. Andrew S Tanenbaum, *Computer Networks*, 6thEd., Pearson Education, 2016.
2. Behrouz A. Forouzan, *TCP/IP-Protocol suite*, 4th Ed., McGraw-Hill, 2010.

REFERENCE:

1. William Stallings, *Data and Computer Communication*, 10th Ed., Pearson, 2014.
2. Comer, *Internet working with TCP/IP Volume one*, Addison-Wesley, 2015.
3. W. Richard Stevens, *TCP/IP Illustrated, Volume 1*, 2nd Ed., Addison-Wesley Professional Computing Series.

LIST OF PRACTICALS

1. Demonstrate Different Types of Network Equipment's.
2. Color coding standard of CAT 5, 6, 7 and crimping of cable in RJ-45.
3. LAN installations and Configurations.
4. Experiment with basic Network configuration commands.
5. Write a program for error detection and correction technique.
6. Write a program for framing.
7. Write a program for routing algorithm.
8. Socket Programming.
9. Study about different network simulators.
10. Establish and simulate peer to peer network using packet tracer.
11. Simulate LAN using hub and switch and discuss pros and cons of hub.
12. Router configuration using packet tracer.

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B.Tech – CSE(ICS)

SEMESTER-III (2025-29)

COURSE CODE	CATEGORY	COURSE NAME	TEACHING & EVALUATION SCHEME					L	T	P	CREDITS
			THEORY			PRACTICAL					
			END SEM University Exam	Two Term Exam	Teachers Assessment*	END SEM University Exam	Teachers Assessment*				
BTICS401M	SEC	Ethical Hacking Lab - I	0	0	0	30	20	0	0	2	1

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COURSE OBJECTIVES:

The student will have ability:

1. To understand the different Vulnerabilities in network and system
2. To learn different Tools and Technique to Hack into the System.

COURSE OUTCOMES:

Upon completion of the subject, students will be able to:

1. Understand Security Architecture.
2. Understand Vulnerability assessment Technique.
3. Summarize tools and techniques to carry out a penetration testing
4. Interpretation of intruders escalating privileges.
5. Apply the techniques for real world problems in the domain.

SYLLABUS

UNIT I

9 HOURS

Security Architecture: Computer Security Concepts, The OSI Security Architecture, Security Attacks, Security services, Security mechanism, Fundamental Security Design Principles, Attack Surface and Attack trees, A Model for Network Security. Introduction to Cybercrime, Cybercrime and Information Security, Classification of Cybercrimes.

UNIT II

9 HOURS

Vulnerability Assessment: Casing the Establishment: What is foot printing, Internet Foot printing, Scanning, Enumeration, basic banner grabbing, Enumerating Common Network services .Use of NMAP Tool. Case study: Network Security Monitoring. Securing permission: Securing file and folder permission, Using the encrypting file system, Securing registry permissions. Securing service: Managing service permission, Default services in windows 2000 and windows XP. UNIX: The Quest for Root, Remote Access vs Local access, Remote access, Local access, after hacking root

UNIT III

9 HOURS

Attack Plan: Introduction to Cyber offence, How Criminal plan the attack, Social Engineering, Cyber stalking, Cybercafé and cybercrime, Botnets: The fuel of cybercrime, Attack vector, cloud computing. Cybercrime: Mobile and Wireless devices, Proliferation of Mobile and Wireless Devices, Trends in Mobility, Security Challenges Posed by Mobile Devices, Registry Setting for Mobile Devices, Authentication Service Security, Attack on Mobile Phones

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Legends: L - Lecture; T - Tutorial/Teacher Guided Student Activity; P – Practical; C - Credit; *Teacher Assessment shall be based following components: Quiz/Assignment/ Project/Participation in Class, given that no component shall exceed more than 10 marks.

UNIT IV

9 HOURS

Penetration Testing: Malware threats, penetration testing by creating backdoors Tools and Methods Used in Cybercrime, Proxy Server and Anonymizers, Phishing and Identity Theft, Password Cracking, Keylogger and Spyware, Virus and Worms, Trojan Horse and Backdoors, Steganography DoS and DDoS Attacks, SQL Injection, Buffer Overflow, Attack on Wireless Networks. Use of Tool Nessus

UNIT V

9 HOURS

Hacking Techniques: Dial-up, PBX, Voicemail and VPN hacking, Preparing to dial up, War-Dialing, BruteForce Scripting PBX hacking, Voice mail hacking, VPN hacking, Network Devices: Discovery Autonomous System Lookup, Public Newsgroups, Service Detection, Network Vulnerability, Detecting Layer 2 Media.

TEXTBOOKS:

- 1 “Cryptography and Network Security”, William Stallings, 2nd Edition, Pearson Education Asia
- 2 Stuart McClure, Joel Scambray and Goerge Kurtz, Hacking Exposed
- 3 Network Security Secrets & Solutions, Tata McGraw Hill Publishers, 2010.

REFERENCE:

1. Bensmith, and Brian Komer, Microsoft Windows Security Resource Kit, Prentice Hall of India, 2010.

LIST OF PRACTICALS

1. Installation of Kali Linux.
2. Introduction to NMAP Tool.
3. Basic NMAP Feature
4. Host discovery using NMAP.
5. Vulnerability assessment: Using Nessus
6. Malware threats, penetration testing by creating backdoors.
7. Study of tools for Packet sniffing
8. Creating Virus for different systems.
9. Study of Password cracking tools.

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