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| COURSE CODE | CATEGORY | COURSE NAME  | ENDSEM<br>University Exam | Two Term Exam | Teachers<br>Assessment* | ENDSEM<br>University Exam | Teachers<br>Assessment* | L    | Т   | Р   | CREDITS |
| ML307       | BS       | Environmental<br>Management<br>and<br>Sustainability | 60                        | 20            | 20                      | 0                         | 0                       | 4    | 0   | 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.

#### **Course Objectives:**

#### The student will have ability to:

- 1. To create awareness towards various environmental problems.
- 2. To create awareness among students towards issues of sustainable development.
- 3. To expose students towards environment friendly practices of organizations.
- 4. To sensitize students to act responsibly towards environment.

#### **Course Outcomes:**

The students will be able to:

- 1. The course will give students an overview of various environmental concerns and practical Challenges in environmental management and sustainability.
- 2. Emphasis is given to make students practice environment friendly behavior in day-to-day Activities.

#### Unit I: Introduction to Environment Pollution and Control

- 1. Pollution and its types (Air, Water, and Soil): Causes, Effects and Control measures
- 2. Municipal Solid Waste: Definition, Composition, Effects
- 3. Electronic Waste: Definition, Composition, Effects
- 4. Plastic Pollution: Causes, Effects and Control Measures



|             |          | Semester 1                         |                           |               |                         | )                         |                         |      |     |     |         |
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| ML307       | BS       | Environmental<br>Management<br>and | 60                        | 20            | 20                      | 0                         | 0                       | 4    | 0   | 0   | 4       |
|             |          | Sustainability                     | 00                        | 20            | 20                      | U                         | U                       | -    | -   | Ĵ   | -       |

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#### Unit II: Climate Change and Environmental Challenges

- 1. Global Warming and Green House Effect
- 2. Depletion of the Ozone Layer
- 3. Acid Rain
- 4. Nuclear Hazards

#### Unit III: Environmental Management and Sustainable Development

- 1. Environmental Management and Sustainable Development: An overview
- 2. Sustainable Development Goals (17 SDGs)
- 3. Significance of Sustainable Development

4. Environment Friendly Practices At Workplace and Home (Three Rs' of Waste Management,

Water Conservation, Energy Conservation)

#### **Unit IV: Environmental Acts**

1. The Water (Prevention and Control of Pollution) Act, 1974: Objectives, Definition of Pollution under this act, Powers and Functions of Boards

2. The Air (Prevention and Control of Pollution) Act, 1981: Objectives, Definition of Pollution under this act, Powers and Functions of Böards

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#### 7HRS

## 9HRS



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|             |          | Sustainability                     | 00                        | 20            | 20                      | U                         | U                       |      | -   |     | -       |

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3. The Environment (Protection) Act, 1986: Objectives, Definition of important terms used in this Act, Details about the act.

4. Environmental Impact Assessment: Concept and Benefits

#### Unit V: Role of Individuals, Corporate and Society

#### 1. Environmental Values

2. Positive and Adverse Impact of Technological Developments on Society and Environment

3. Role of an individual/ Corporate/ Society in environmental conservation

4. Case Studies: The Bhopal Gas Tragedy, New Delhi's Air Pollution, Arsenic Pollution in Ground Water (West Bengal), Narmada Valley Project, Cauvery Water Dispute, Fukushima Daiichi Disaster (Japan), Ozone Hole over Antarctica, Ganga Pollution, Deterioration of Taj Mahal. Uttarakhand flash floods

#### **TEXTBOOKS:**

- 1. Rogers, P.P., Jalal, K.F., Boyd, I.A.(Latest Edition) . An Introduction to Sustainable Development. Earthscan
- 2. Kalam, A.P.J. (Latest Edition). Target 3 Billon: Innovative Solutions Towards Sustainable Development. Penguin Books



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**\*Teacher Assessment** shall be based following components: Quiz/Assignment/ Project/Participation in Class, given that no component shall exceed more than 10 marks.

- 3. Kaushik, A. and Kaushik (Latest Edition). Perspectives in Environmeniaf Studies. New Delhi: New Age International Publishers.
- 4. Dhameja, S.K. (Latest Edition). Environmental Studies. S.K. Kataria and Sons.New Delhi
- 5. Bharucha, E. (Latest Edition). Environmental Studies for Undergraduate Courses. New Delhi: University Grants Commission.
- 6. Wright, R. T. (Latest Edition). Environmental Science: towards a sustainable future. New Delhi: PHL Learning Private Ltd.
- 7. Rajagopalan, R. (Latest Edition). Environmental Studies. New York: Oxford University Press.

#### **REFERENCES:**

- 1. R. Rajagopalan(2006). Environmental Studies. Oxford University Press.
- 2. M. AnjiReddy(2006).Textbook of Environmental Sciences and Technology. BS Publication.
- 3. Richard T. Wright (2008).Environmental Science: towards a sustainable future PHL Learning Private Ltd. New Delhi.
- 4. Gilbert M. Masters and Wendell P. Ela.(2008).Environmental Engineering and science. PHI Learning Pvt Ltd.



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| ML307       | BS       | Environmental<br>Management |                           |               |                         |                           |                         |      |     |     |         |
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- 5. Daniel B. Botkin& Edwards A. Keller (2008). Environmental Science Wiley INDIA edition.
- 6. AnubhaKaushik(2009).EnviromentalStudies. New age international publishers.

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| BTCS401N    | DCC      | Data Base<br>Management<br>Systems | 60                        | 20            | 20                      | 30                        | 20                      | 3    | 0   | 2   | 4       |

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#### **Course Objectives:**

#### The student will have ability to:

- 1. To differentiate among the various database system according to their function.
- 2. To understand the process to develop database model and database design.
- 3. To understand managing a database using Structured Query Language.
- 4. To expand an understanding of necessary DBMS concepts such as: Database Transactions, Database Security, Integrity, Concurrency.
- 5. To understand and build a straightforward database system and show competence with the fundamental tasks involved with modeling, designing, and implementing a DBMS.

#### **Course Outcomes:**

After completion of this course the students are expected to be able to demonstrate following knowledge, skills and attitudes. The students will be able to:

- 1. Construct conceptual data models by identifying the entities and relationships.
- 2. Evaluate the normality of a logical data model and correct any anomalies.
- 3. Develop physical data models for relational database management systems.
- 4. Implement relational databases using a RDBMS
- 5. Work as a valuable member of a database design and implementation team.



|             |          | Semester 1                         |                           |               |                         | - /                       |                         |      |     |     |         |
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#### Syllabus:

#### UNIT I

**Introduction:** Concept & Overview of DBMS, Three Schema Architecture of DBMS, Database Approach v/s Traditional File Accessing Approach, Advantages of Database Systems, Data Models, Schema and Instances, Data Independence, Data Base Language and Interfaces, Functions of DBA and Designer, Database Users. **Entity-Relationship Model:** Basic concepts, Design Issues, Mapping Constraints, Keys, Entity- Relationship Diagram, Weak Entity Sets and Extended E-R features. ER Diagram to Relational Table conversion.

#### UNIT II

**Relational Model:** Structure of Relational Databases, Relational Algebra, Relational Calculus, Extended Relational Algebra Operations, Joins and its type. Integrity Constraints. Referential Integrity, Intension and Extension.

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#### **10HRS**

|             |          | Semester 1                         | <u> </u>                  |               |                         | - /                       |                         |      |     |     |         |
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#### UNIT III

**SQL and PL/SQL:** SQL commands, Set operations, Aggregate Functions, Null Values, Domain Constraints, Assertions, Views, Nested Sub Queries, Stored Procedures and Triggers, Database Security, Application development using PLSQL.**Relational Database Design:** Functional Dependency, Database Anomalies, Normalization and its forms, Multi-Valued Dependencies, 4NF, Join Dependency, 5NF.

#### UNIT IV

**Transaction and Concurrency Control:** Physical Data Structures, Query Optimization, Transaction Model properties, State Serializability, Concurrency control protocols, Multiple Granularities, Granularity of Data Item. Multi version schemes, Database Recovery Methods, Recovery in Multi-Database System and Database Backup and Recovery from Catastrophic Failure

#### UNIT V

**File Organization and Index Structure:** File & Record Concept, Placing file records on Disk, Types of Records, Types of Single-Level Index, Multilevel Indexes, Dynamic Multilevel Indexes using B tree and B+ tree . Mongo DB, NoSQL types, Features and tools.

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#### 7HRS

8HRS



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#### **Textbooks:**

- 1. Henry F. Korth and Silberschatz Abraham, "Database System Concepts", Mc.GrawHill, 6<sup>th</sup> Edition,2015.
- 2. Elmasri, Navathe, "Fundamentals of Database Systems", Pearson Educations 7th Edition, 2016.
- 3. SeemaKedar, Database Management System, Technical Publications, 2009.
- 4. Rajiv Chopra, Database Management System (DBMS) A Practical Approach. Kindle Edition, S Chand (December 1, 2010), 2017.

#### **References:**

- 1. Raghu Ramakrishnan and Johannes Gehrke "Database Management Systems" McGraw- Hill Education, 2003.
- 2. Kahate, Atul "Introduction to Database Management Systems" Pearson Education India, 2006.
- 3. C J Date, "An Introduction to Database System", Pearson Educations, 8th Edition, 2004
- 4. Ivan Bayross, "SQL, PL/SQL The Programming Language of Oracle", BPB Publications 4<sup>th</sup> Revised Edition, 2010.

#### List of Practical:

- 1. Design a Database and create required tables. For e.g. Bank, College Database.
- 2. Apply the constraints like Primary Key, Foreign key, NOT NULL to the tables.

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3. Write a SQL statement for table and record handling like implementing INSERT statement, using SELECT and INSERT together, DELETE, UPDATE, TRUNCATE statements, and DROP, ALTER statements.

4. Write the queries for Retrieving Data from a Database Using the WHERE clause, using Logical Operators in the WHERE clause, Using IN, BETWEEN, LIKE, ORDER BY, GROUP BY and HAVING Clause, Using Aggregate Functions and Combining Tables Using JOINS.

5. Write the query for implementing the following functions: MAX (), MIN(), AVG (), COUNT ().

6. Write the query to implement the concept of Integrity constrains.

7. Write the query to create the views.

8. Perform the queries for triggers.

9. Perform the following operation for demonstrating the insertion, updating and deletion using the referential integrity constraints.

10. Write the query for creating the users and their role. Using GRANT and REVOKE operations.

11. Develop a small application for a patient admitted in a hospital which has capability of inserting, deleting, updating, the patient record. The application should also be able to search

the patients record by its id..

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| BTCS402N    | DCC      | Software Engineering<br>and Project<br>Management | 60  | 20            | 20                      | 30                        | 20                      | 3    | 0   | 2   | 4       |

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#### **Course Objectives:**

#### The student will have ability to:

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

#### **Course Outcomes:**

The 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.



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#### Syllabus:

#### UNIT I

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, unified process. Agile development-Agile Process, Extreme Programming.

#### UNIT II

**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.

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

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#### 9HRS



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#### UNIT III

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 modelling, Use Case Diagrams, Class Diagrams, Interaction Diagrams, State chart Diagrams, Activity Diagrams, Package Diagrams, Component Diagrams, Deployment Diagrams

#### UNIT IV

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, the art of debugging.

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## 8HRS



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| BTCS402N    | DCC      | Software Engineering<br>and Project<br>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.

#### UNIT V

#### 8HRS

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, the 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:**

- 1. Software Engineering, A practitioner's Approach- Roger S. Pressman, 6th edition, Mc Graw Hill International Edition.
- 2. Software Engineering- Sommerville, 7th edition, Pearson Education.
- 3. The unified modeling language user guide Grady Booch, James Rambaugh, Ivar Jacobson, Pearson Education.
- 4. Pankaj Jalote, "An Integrated Approach to Software Engineering", Narosa Pub, 2005.

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| BTCS402N    | DCC      | Software Engineering<br>and Project<br>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.

5. Richard H.Thayer,"SoftwareEnginerring& Project Managements", Willey India

#### **References:**

- 1. Software Engineering, an Engineering approach- James F. Peters, Witold Pedrycz, John Wiley.
- 2. Software Engineering principles and practice- Waman S Jawadekar, The Mc Graw-Hill Companies.
- 3. Fundamentals of object-oriented design using UML Meiler page-Jones: Pearson Education.
- 4. Rajib Mall, "Fundamentals of Software Engineering" Second Edition, PHI Learning.

#### List of Practical:

- 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.

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| BTCS402N    | DCC      | Software Engineering<br>and Project<br>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.

- 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 argo UML.
- 8. Draw activity diagram in argo UML.
- 9. Draw class diagram in argo UML.
- 10. Draw the component diagram in argo UML.
- 11. Draw sequence diagram in argo UML.
- 12. Draw collaboration diagram in argo uml.
- 13. Use testing tool such as junit.
- 14. Using configuration management tool-libra.

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| BTCS403N    | SEC      | Fundamentals of<br>Design Thinking | 60                        | 20            | 20                      | 30                        | 20                      | 1    | 0    | 2   | 2       |

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 learn the concepts of Business Process Management.
- 2. To emphasizing the concepts of reuse, ease of maintenance, and high-quality development strategies.
- 3. To create a simple case and a business process definition (BPD) from business requirements.

#### **Course Outcomes:**

The students will be able to:

- 1. To implement business process management (BPM).
- 2. List and describe the phases in the BPM lifecycle Procedure.
- 3. Explore process modeling and creating applications.
- 4. Understand what came before Design Thinking
- 5. Learn how design thinking is introduced in an organization
- 6. Learn how it built upon previous approaches
- 7. Understand the whole overview of the whole approach to design thinking
- 8. Understand the principles, loop, and keys

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| BTCS403N    | SEC      | Fundamentals of<br>Design Thinking | 60                        | 20            | 20                      | 30                        | 20                      | 1    | 0    | 2   | 2       |

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.

#### Syllabus:

#### UNIT I

### INTRODUCTION TO BUSINESS PROCESS & AS-IS BUSINESS PROCESS

Define business process management (BPM), List and describe the phases in the BPM lifecycle procedure, Define process modelling., Describe how to use IBM Business Process Manager to accomplish process modelling goals, Explain how to create and modify process applications in the Process Centre, Create a process application, Explain case management, Describe the purpose and function of Blue works Live, Create a business process definition (BPD) from the process and nested process tasks and responsible.

### UNIT II

#### **MODELING PROCESS**

List and describe gateways as they are used in Process Designer, List and describe intermediate event types in Process Designer, model a business process escalation path with an attached timer intermediate event, Describe the Playback 0 validation goals and requirements, validate that a process model meets Playback 0 goals and Requirements.

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#### 9HRS

**10HRS** 

tasks and responsible.



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| BTCS403N    | SEC      | Fundamentals of<br>Design Thinking | 60                        | 20            | 20                      | 30                        | 20                      | 1    | 0    | 2   | 2       |

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 III

#### ENTERPRISE DESIGN THINKING

Understand what came before Design Thinking, identify who did what to bring it about, learn how it built upon previous approaches, get an overview of the whole approach to design thinking, Understand the principles, loop, and keys, determine what is most important.

#### UNIT IV

#### ENTERPRISE DESIGN THINKING -7 KEY HABITS, THE LOOP, USER RESEARCH

Learn 7 key habits of effective thinker's design, avoid common anti-patterns, optimize for success with these habits, Understand the importance of iteration, learn how to observe, reflect, & make, get ready to drill down & do tomorrow, Understand the importance of user research, appreciate empathy through listening, Learn key methods of user research.

#### UNIT V

#### ENTERPRISE DESIGN THINKING – MAKE, USER FEEDBACK: -

Understand how Make fits into the Loop, learn how to leverage Observe information, Learn Ideation, Storyboarding, & Prototyping, understand user feedback and the Loop, Learn the different types of user feedback, learn how to carry out getting feedback.

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#### 8HRS

7HRS



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| BTCS403N    | SEC      | Fundamentals of<br>Design Thinking | 60                        | 20            | 20                      | 30                        | 20                      | 1    | 0    | 2   | 2       |

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.

#### **Textbooks:**

- 1. <u>Kathryn Christopher</u>, Design Thinking in Engineering, Kendall/Hunt Publishing Co ,U.S. 2019.
- 2. <u>David West</u> and <u>Rebecca Rinker</u> Design Thinking: The Key to Enterprise Agility, Innovation, and Sustainability Author's Press International, 2017.

#### **References:**

- 1. Design Thinking for Dummies 1st Edition, Writing is designing: Words and the User.
- **2.** Experience, The Design Thinking Toolbox: A Guide to Mastering the Most Popular and Valuable, Innovation Methods, 1st Edition, Design Thinking in Play: An Action Guide for Educators
- **3.** Roger L. Martin Design of Business: Why Design Thinking is the Next Competitive Advantage, Harvard Business Review Press (26 October 2009)

#### **List of Practical:**

- 1. Design your first discovery map in blueworks live study of process life cycle.
- 2. Designing process model in blueworks live.



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| BTCS403N    | SEC      | Fundamentals of<br>Design Thinking | 60                        | 20            | 20                      | 30                        | 20                      | 1    | 0    | 2   | 2       |

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.

- 3. Explore adding and viewing process details in blueworks live
- **4.** Design enterprise thinking listening.
- **5.** Design enterprise thinking hmw
- 6. Design enterprise thinking user research
- 7. Design enterprise thinking reflect
- 8. Design enterprise thinking ideation
- 9. Design enterprise thinking storyboarding
- 10. Design enterprise thinking crafting hills
- **11.** Design enterprise thinking prototyping.

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| BTDSE411N   | DSE      | Principles of<br>Distributed Systems | 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. Observe the principles, architectures, algorithms, and programming models used in distributed system.
- 2. Analyze state-of-the-art distributed system, such as Google File System.
- 3. Model and implement sample distributed system.
- 4. Summarize the functionality of Distributed System.

#### **Course Outcomes:**

The students will be able to:

- 1. Understand architecture and communication systems in Distributed Systems.
- 2. Understand synchronization and various election algorithms in Distributed Systems.
- 3. Discuss different Distributed File System.
- 4. Evaluate Distributed Shared Memory.
- 5. Analyze various consistency and replication protocols and methods.
- 6. Understand various types of Distributed Systems.
- 7. Determine performance evaluation of various types of Distributed System.

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| BTDSE411N   | DSE      | Principles of<br>Distributed Systems | 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.

#### Syllabus:

#### **UNIT I**

Characterization of Distributed System: Introduction, Examples of Distributed Systems, Resource Sharing and the Web, Challenges.

System Models: Introduction, Architectural Models, Fundamental Models.

#### **UNIT II**

Time and Global States: Introduction, Clocks Events and Process States, Synchronizing Physical Clocks, Logical Time and Logical Clocks, Global States, Distributed Debugging. Coordination and Agreement: Introduction, Distributed Mutual Exclusion, Elections, Multicast Communication, Consensus and Related Problems

#### **UNIT III**

**Inter Process Communication:** Introduction, the API for the Internet Protocols, External Data Representation and Marshalling, Client-Server Communication

Distributed Computing Paradigms: Basic Message Passing Model – The Client Server, Message Passing, RPC basics, RPC implementation, RPC communication and issues, Remote Procedure Call Model - RPC in conventional languages and in Java - The Distributed Objects -The Collaborative Application

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#### 9HRS



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| BTDSE411N   | DSE      | Principles of<br>Distributed Systems | 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.

#### UNIT IV

**Distributed File Systems:** File system, DFS- definition, Characteristics, Goals, File Service Architecture.

**Name Services:** Introduction, Name Services and the Domain Name System, Directory Services, Case Study of the Global Name Services.

**Distributed Shared Memory:** Introduction, Design and Implementation Issues, Sequential Consistency, Release Consistency, Other Consistency Models.

#### UNIT V

**Transactions and Concurrency Control**: Introduction, Transactions, Nested Transactions, Locks, Optimistic Concurrency Control, Timestamp Ordering, Comparison of Methods for Concurrency Control.

**Distributed Transactions:** Introduction, Flat and Nested Distributed Transactions, Atomic Commit Protocols, Concurrency Control in Distributed Transactions, Distributed Deadlocks, Transaction Recovery.

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#### 8HRS



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| BTDSE411N   | DSE      | Principles of<br>Distributed Systems | 60                        | 20            | 20                      | 0                         | 0                       | 3    | 0   | 0   | 3       |

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**\*Teacher Assessment** shall be based following components: Quiz/Assignment/ Project/Participation in Class, given that no component shall exceed more than 10 marks.

#### **Textbooks:**

1. Distributed Systems, Principles and Paradigms, Andrew S. Tanenbaum, Maarten Van Steen, 3rd Edition 2017, PHI.

#### **References:**

- 1. Distributed Systems, Concepts and Design, George Coulouris, J Dollimore and Tim Kindberg, Pearson Education, 5<sup>th</sup> Edition. 2017.
- 2. Distributed Systems, An Algorithm Approach, Sukumar Ghosh, hapman&Hall/CRC, Taylor & Fransis Group, 2014.
- 3. P. K. Sinha, Distributed Operating Systems: Concepts and Design, IEEE press 3<sup>rd</sup> Edition, 2009
- 4. M. Singhal and N. G. Shivaratri, Advanced Concepts in Operating Systems, McGraw-Hill, 2011.



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| BTDSE412N   | DSE      | Information<br>Storage and<br>Management | 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:**

- 1. An ability to understand various storage architecture & technologies.
- 2. An ability to understand various technologies used to provide backup & recovery.
- 3. An ability to understand various techniques used to provide security.
- 4. Ability to identify information storage system requirements.
- 5. An ability to develop policy for information storage system.
- 6. An ability to develop policy for backup& recovery.

#### **Course Outcomes:**

On completion of the course students will be able to:

- 1. Describe & apply storage technologies.
- 2. Identify storage technologies that provide cost effective IT solution for medium to large scale businesses & data centers.
- 3. Manage Virtual Server & Storage between Remote locations.
- 4. Design analysis and manage clusters of resources

#### Syllabus:

**UNIT-I Introduction:** Digital data and its types, Information storage, Key characteristics of data center, Evolution of computing platforms. Introduction to storage technology: Data Proliferation,



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| BTDSE412N   | DSE      | Information<br>Storage and<br>Management | 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.

evolution of various storage technologies, Overview of storage infrastructure components, Information life Cycle Management, Data categorization.

#### UNIT II

**Storage System Architecture:** Intelligent disk subsystems overview, Contrast of integrands modular array, Component Architecture of Intelligent disk subsystems, Disk physical structure components, properties, performance, and specifications, RAID levels & parity algorithms, hot sparing, Front end to host storage provisioning, mapping and operation.

#### UNIT III

**Introduction to network storage:** JBOD, DAS, NAS, SAN & CAS evolution and comparison, Applications, Elements, Connectivity, standards, management, security and limitations of DAS, NAS, CAS & SAN

#### UNIT IV

**Hybrid storage solutions and virtualization:** memory, network, server, storage & appliances. Data centre concepts & requirements, Backup and disaster recovery. Industry Management standards, standard framework applications, Key management metrics

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| COURSE CODE | CATEGORY | COURSE NAME                              | ENDSEM<br>University Exam |      | Teachers<br>Assessment* | ENDSEM<br>University Exam | Teachers<br>Assessment* | L    | Т    | Р  | CREDITS |
| BTDSE412N   | DSE      | Information<br>Storage and<br>Management | 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.

#### UNIT-V

**Information storage on clouds:** concept of cloud, cloud computing, storage on cloud, Cloud benefits, Cloud computing evolution. Application & services on cloud, cloud service providers, cloud deployment models, Essential characteristics of cloud computing.

#### **Text Books:**

1. G.Somasundaram & Alok Shrivastava editors, ISM: Storing, Managing, and Protecting Digital Information; Wiley India

#### **Reference Books:**

- 1. Saurabh; Cloud Computing: Insight into New era Infrastructure; Wiley India.
- 2. Ulf Troppens, Wolfgang Mueller-Friedt, Rainer Erkens, Rainer Wolafka, Nils Haustein; Storage Network explained: Basic and application of fiber channels, SAN, NAS, ISESI, INFINIBAND and FCOE, Wiley India.
- 3. Sosinsky, Cloud Computing Bible, Wiley India.

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|             |          | Semester 1        | · (- ·                    |               |                         | )                         |                         |      |      |     |         |
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| COURSE CODE | CATEGORY | COURSE NAME       | ENDSEM<br>University Exam | Two Term Exam | Teachers<br>Assessment* | ENDSEM<br>University Exam | Teachers<br>Assessment* | L    | Т    | Р   | CREDITS |
| BTDSE413N   | DSE      | Wireless networks | 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. Understand the fundamental of wireless communication system.
- 2. Describes wireless channel effects.
- 3. Able how to model different wireless communication scenarios.
- 4. An ability to explain multiple access techniques for Wireless Communication.
- 5. Evaluate the performance of various schemes for wireless communications.
- 6. Analyze fundamental concept of cellular radio concepts.
- 7. Apply various wireless communication network systems, standards, and applications.

#### **Course Outcomes:**

The students will be able to:

- 1. Demonstrates wireless communication systems design and working.
- 2. Determine various advanced techniques for wireless communications.
- 3. Develop models to understand various characteristics of wireless communications.
- 4. Analyze design architectures for different Wireless Systems.
- 5. Evaluates the emerging trends in Wireless communication.
- 6. Able to Apply concepts of radio communications
- 7. Understands the applications of wireless communications tools.

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|             |          | Semester 1        | . (                       |               |                         | )                         |                         |      |     |     |         |
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| COURSE CODE | CATEGORY | COURSE NAME       | ENDSEM<br>University Exam | Two Term Exam | Teachers<br>Assessment* | ENDSEM<br>University Exam | Teachers<br>Assessment* | L    | Т   | Р   | CREDITS |
| BTDSE413N   | DSE      | Wireless networks | 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.

#### Syllabus:

#### UNIT I

Introduction to Wireless Communication System: Evolution of mobile communications, Types of Wireless communication System, Comparison of Common wireless system, Third Generation (3G) Wireless Networks, Wireless Local Loop (WLL), Wireless Local Area network (WLAN),

#### UNIT II

The Cellular Concept- Cellular system, Hexagonal geometry cell and concept of frequency reuse Distance to frequency reuse ratio, Channel & co-channel interference reduction factor, Umbrella Cell Concept, Cell sectorization, Repeaters, Micro cell zone concept, Channel antenna system

#### UNIT III

Mobile Radio Propagation Model, Small Scale Fading and diversity: Large scale path loss:- Free Space Propagation loss equation, Reflection, Ray ground reflection model, Diffraction, Scattering, Link budget design, Indoor and outdoor propagation models, Small scale multipath propagation, Impulse model for multipath channel, Delay spread, Feher<sup>\*\*</sup>s delay spread.

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## 9HRS

**10HRS** 



|             |          |                   | . (=                      |               |                         | )                         |                         |      |     |     |         |
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| COURSE CODE | CATEGORY | COURSE NAME       | ENDSEM<br>University Exam | Two Term Exam | Teachers<br>Assessment* | ENDSEM<br>University Exam | Teachers<br>Assessment* | L    | Т   | Р   | CREDITS |
| BTDSE413N   | DSE      | Wireless networks | 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.

#### **UNIT IV**

#### 7HRS Mobile Network And Transport Layers : Mobile IP, Dynamic Host Configuration Protocol, Mobile Ad Hoc Routing Protocols, Multicast routing, TCP over Wireless Networks , Indirect TCP , Snooping TCP, Mobile TCP .Wireless Systems: GSM system architecture, Protocols, Authentication and security in GSM, GSM speech coding, GPRS system architecture.

#### UNIT V

Introduction to Wi-Fi, WiMAX, Zig-Bee Networks, Software Defined Radio, UWB Radio, Wireless Adhoc Network and Mobile Portability, Security issues and challenges in a Wireless network. Application Layer :WAP Model, Mobile Location based services ,WAP Gateway ,WAP protocols wireless bearers for WAP, WML, WMLScripts

#### **Textbooks:**

- 1. Jochen Schiller, "Mobile Communications", Second Edition, Pearson Education,
- 2. William Stallings, "Wireless Communications and Networks", Pearson Education.

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**Controller of Examination** ShriVaishnavVidyapeeth Vishwavidyalaya, Indore

Joint Registrar ShriVaishnavVidyapeeth Vishwavidyalaya, Indore



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| COURSE CODE | CATEGORY | COURSE NAME       | ENDSEM<br>University Exam | Two Term Exam | Teachers<br>Assessment* | ENDSEM<br>University Exam | Teachers<br>Assessment* | L    | Т   | Р   | CREDITS |
| BTDSE413N   | DSE      | Wireless networks | 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.

#### **References:**

- 1. Kaveh Pahlavan, Prasanth Krishnamoorthy, "Principles of Wireless Networks", First Edition, Pearson Education,
- 2. Uwe Hansmann, Lothar Merk, Martin S. Nicklons and Thomas Stober, "Principles of Mobile Computing", Springer,
- 3. C.K.Toh, "AdHoc Mobile Wireless Networks", First Edition, Pearson Education, 2002.
- 4. Wireless digital communication, KamiloFeher, PH.
- 5. William D Stanley : Network Analysis with Applications, Pearson Education.
- 6. Roy Choudhary D: Network and systems, New Age Publication.
- 7. Wireless Communication, Theodore S. Rappaport, Prentice hall

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|             |          | Semester 1                   | · (- °                    |               |                         | )                         |                         |      |     |     |         |
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| COURSE CODE | CATEGORY | COURSE NAME                  | ENDSEM<br>University Exam | Two Term Exam | Teachers<br>Assessment* | ENDSEM<br>University Exam | Teachers<br>Assessment* | L    | Т   | Р   | CREDITS |
| BTIT407N    | DCC      | Advanced Java<br>Programming | 0                         | 0             | 0                       | 30                        | 20                      | 0    | 0   | 2   | 1       |

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 HTML Tags.
- 2. Understand Database connectivity and sql queries in java.
- 3. Design and develop Web applications using servlet and JSP.
- 4. Understand how to work with JavaBeans.
- 5. Designing applications using pre-built frameworks.

#### **Course Outcomes:**

The students will be able to:

- 1. learn to access database through Java programs, using Java Data Base Connectivity (JDBC)
- 2. Design new applications using object-oriented methodologies.
- 3. Create dynamic web pages, using Servlets and JSP.
- 4. Make a reusable software component, using Java Bean.
- 5. Design Data base connectivity program for simple problems.

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| COURSE CODE | CATEGORY | COURSE NAME                  | ENDSEM<br>University Exam | Two Term Exam | Teachers<br>Assessment* | ENDSEM<br>University Exam | Teachers<br>Assessment* | L    | Т   | Р   | CREDITS |
| BTIT407N    | DCC      | Advanced Java<br>Programming | 0                         | 0             | 0                       | 30                        | 20                      | 0    | 0   | 2   | 1       |

**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.

#### Syllabus:

#### UNIT I

Designing Graphical User Interfaces in Java, Components and Containers, Basics of Components, Using Containers, Layout Managers, AWT Components, Adding a Menu to Window, Extending GUI Features Using Swing Components, Java Utilities (java.util Package) Event-Driven Programming in Java, Event- Handling Process, Event Handling Mechanism, The Delegation Model of Event Handling, Event Classes, Event Sources, Event Listeners, Adapter Classes as Helper Classes in Event Handling.

#### UNIT-II

**Servlets:** Basics of Web, MVC in Server-side Programming, Servlet API, Servlet Interface, Generic Servlet, HTTP Servlet, Servlet Life Cycle, Working with Apache Tomcat Server, Steps to create a servlet in Tomcat, Deployment descriptor. Servlet Request: Various Servlet Request methods for form data and HTTP header data.

#### UNIT-III

**Session Tracking:** Purpose and need of Session Tracing. Approaches to session tracking: Cookies, Hidden Form Field, URL Rewriting, Session tracking with JAVA servlet API.

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#### 10HRS

**6HRS** 



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| COURSE CODE | CATEGORY | COURSE NAME                  | ENDSEM<br>University Exam | Two Tern Exam | Teachers<br>Assessment* | ENDSEM<br>University Exam | Teachers<br>Assessment* | L    | Т   | Р   | CREDITS |
| BTIT407N    | DCC      | Advanced Java<br>Programming | 0                         | 0             | 0                       | 30                        | 20                      | 0    | 0   | 2   | 1       |

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

**Database Connectivity and Servlet Collaboration:** Database drivers, JDBC, API for Querying with database, API for updating the database. Servlet collaboration: Methods of Request Dispatcher interface: forward, Include. Send redirect.

#### UNIT-V

**Java Server Pages:** Basic of JSP: Life Cycle of JSP, JSP API. Scripting Elements: - Scrip let Tag, expression tag, declaration tag. 9 Implicit Object: out, request, response, config, application, session, page context, page, and Exception. Directives: - page directive, include directive, taglib; Exception Handling, Action Elements, JSTL, Custom tags.

#### **Textbooks:**

1. Herbert Schildt, "J2EE The Complete Reference Java", Ninth Edition, McGraw Hill, 2017

#### **References:**

- 1. Bert Bates, Kathy Sierra, "Headfirst Java", 2nd Edition, O' Reilly, 2005
- 2. Advanced Java 2 Plateform, How to program, 2<sup>nd</sup> edition, Harvey.M.Dietel, Prentice Hall.

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## 8HRS



|             |          | Semester 1                   | . (                       |               |                         | )                         |                         |      |     |     |         |
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| COURSE CODE | CATEGORY | COURSE NAME                  | ENDSEM<br>University Exam | Two Term Exam | Teachers<br>Assessment* | ENDSEM<br>University Exam | Teachers<br>Assessment* | L    | Т   | Р   | CREDITS |
| BTIT407N    | DCC      | Advanced Java<br>Programming | 0                         | 0             | 0                       | 30                        | 20                      | 0    | 0   | 2   | 1       |

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.

#### **List of Practical:**

- 1. A html program for creating text box, check box, radio button, list, submit button.
- 2. A html program for Student registration page.
- 3. WAP in Servlets to get and display value from an HTML page.
- 4. A program to execute select query using JDBC.
- 5. A program to update customer information.
- 6. A simple servlet that just generates plain text.
- 7. A program to display cookie id.
- 8. A program for session tracking.
- 9. Write a program showing Database connectivity.
- 10. Write a program showing Simple database Operation (CRUD).
- 11. WAP in JSP to get and display value from an HTML page
- 12. A program for display student result by JSP page

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|             |          | Semester 1                                | · (                       |               |                         | )                         |                         |      |      |     |         |
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| COURSE CODE | CATEGORY | COURSE NAME                               | ENDSEM<br>University Exam | Two Term Exam | Teachers<br>Assessment* | ENDSEM<br>University Exam | Teachers<br>Assessment* | L    | Т    | Р   | CREDITS |
| BTCSMOB401N | SEC      | Mobile App<br>Development IV -<br>Android |                           |               |                         | -                         | 50                      | 0    | 0    | 2   | 1       |

**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 describe the basic tools and techniques to develop an Android application.
- 2. To illustrate the fundamental concepts of application development for Android with Java.
- 3. To design the user interface (UI) and user's interaction for Android application.

#### **Course Outcomes:**

The students will be able to:

- 1. Define key programming terms relevant to Android.
- 2. Describe the process of creating an Android application.
- 3. Demonstrate programming best practices in Android.
- 4. Program mobile applications for the Android operating system that use basic and advanced phone features
- 5. Select the appropriate UI, user interactions, to develop the working Android application from the concept.

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| COURSE CODE | CATEGORY | COURSE NAME                               | ENDSEM<br>University Exam | Two Term Exam    | Teachers<br>Assessment* | ENDSEM<br>University Exam | Teachers<br>Assessment* | L | Т | Р   | CREDITS |
| BTCSMOB401N | SEC      | Mobile App<br>Development IV -<br>Android |                           |                  |                         | -                         | 50                      | 0 | 0 | 2   | 1       |

**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.

#### Syllabus:

#### UNIT-I

**Introduction:** Android overview, features, history and versions, API levels, Installation of Android Studio, configuring Android studio and Create Virtual Device, Dalvik Virtual Machine.

#### UNIT-II

Getting Started: Android Resources, Activities, Activity Life Cycle, Services, Intent, Types of Intent,

layouts, Building a basic app, Android Studio folder structure and Useful files, Edit code, Creating an Android Virtual Device, Run the app in the emulator.

#### UNIT-III

**Android Widget:** UI Widgets, Working with Button class and methods, Button with Listener, Toast ,Toast Class and methods, Custom Toast, ToggleButton, ToggleButton Class and methods,

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|             |          |   | TEACHING&EVALUATION SCHEME |               |                         |                           |                         |   |   |   |         |
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| COURSE CODE | CATEGORY | COURSE NAME                               | ENDSEM<br>University Exam  | Two Term Exam | Teachers<br>Assessment* | ENDSEM<br>University Exam | Teachers<br>Assessment* | L | Т | Р | CREDITS |
| BTCSMOB401N | SEC      | Mobile App<br>Development IV -<br>Android |                            |               |                         | -                         | 50                      | 0 | 0 | 2 | 1       |

**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.

checkbox class and methods, custom Checkbox, Radio Button, RadioGroup, Dynamic RadioButton, Custom RadioButton, AlertDailog class and methods, Spinner.

#### UNIT-IV

Advanced Widget: AutoCompleteTextView, ListView RatingBar, WebView, SeekBar, DatePicker, TimePicker analog and Digital,ProgressBar, ScrollView Vertical and Horizontal, ImageSwitcher,ImageSlider, TabLayout, Tablayout with FrameLayout, SearchView, SearchView on Toolbar, EditText with TextWatcher.

#### UNIT-V

Android Storage and SQLite: Storage:Preferences, Internal Storage and External Storage. SQLite: SQLiteOpenHelper class and methods, SQLiteDatabase class and methods. Mathematical expressions. Conditional statements: If-else-elif, Test command, Logical operators - AND, OR, NOT, Case –esac. Loops: While, For, Until Break & continue.

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|             |          |   | TEACHING&EVALUATION SCHE  |               |                         |                           |                         |   |   | EME |         |
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| COURSE CODE | CATEGORY | COURSE NAME                               | ENDSEM<br>University Exam | Two Term Exam | Teachers<br>Assessment* | ENDSEM<br>University Exam | Teachers<br>Assessment* | L | Т | Р   | CREDITS |
| BTCSMOB401N | SEC      | Mobile App<br>Development IV -<br>Android |                           |               |                         | -                         | 50                      | 0 | 0 | 2   | 1       |

**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.

#### **Text Books:**

- 1. Android Programming: The Big Nerd Ranch Guide (Big Nerd Ranch Guides)
- 2. Android User Interface Design: Turning Ideas and Sketches into Beautifully Designed Apps

#### **References:**

- 1. http://www.tutorialspoint.com/android/
- 2. http://www.programiz.com/android
- 3. Head First Android Development: Dawn Griffiths, 2015, O'Reilly

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|             |          |   | TEACHING&EVALUATION SCHEME THEORY PRACTICAL |               |                         |                           |                         |   |   |   |         |
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| COURSE CODE | CATEGORY | COURSE NAME                               | ENDSEM<br>University Exam                   | Two Term Exam | Teachers<br>Assessment* | ENDSEM<br>University Exam | Teachers<br>Assessment* | L | Т | Р | CREDITS |
| BTCSMOB401N | SEC      | Mobile App<br>Development IV -<br>Android |   |               |                         | -                         | 50                      | 0 | 0 | 2 | 1       |

**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.

#### List of Practical:

- 1. Perform Experiments on each Topic at least 20 Experiments are suggest to Cover the Syllabus.
- 2. Create a Hello world App.
- 3. Create an App Using Labels and Buttons.
- 4. Create an Calculator App using Textviews, Labels and Buttons to perform different mathematical operations (using action listner).
- 5. Create an App to demonstrate Lifecycle of an App.
- 6. Create an App to demonstrate ImageViwer.
- 7. Create an App to demonstrate Toast.
- 8. Create an App to demonstrate Checkbox.
- 9. Create an App to demonstrate Radiobutton.
- 10. Create an App to demonstrate AlertDialog.
- 11. Create an App to demonstrate AutocompleteTextview.
- 12. Create an App to demonstrate Listview.
- 13. Create an App Using Datepicker and Timepicker.
- 14. Create an App Using Constraints.
- 15. Create different apps for each Layout.
- 16. Create an app to demonstrate searchview.
- 17. Create an App to demonstrate database connectivity using SQLite.

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