



Shri Vaishnav Vidyapeeth Vishwavidyalaya
Bachelor of Technology (CSE with Specialization in Enterprise System (Red Hat))
Choice Based Credit System (CBCS)-2018-19

SEMESTER - V

COURSE CODE	CATEGORY	COURSE NAME	TEACHING & EVALUATION SCHEME								
			THEORY			PRACTICAL		L	T	P	CREDITS
			END SEM University Exam	Two Term Exam Teachers Assessment	END SEM University Exam	Teachers Assessment ^{4*}					
BTCS511	UG	Artificial Intelligence	60	20	20	30	20	3	1	2	5

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. Know how computer system adapts, evolves and learns.
2. To gain expertise in one of fastest growing areas of Computer Science that covers topics related to human intelligence and its applications in industry, defense, healthcare, agriculture and many other areas.
3. Provides a rigorous, advanced and professional graduate-level foundation in Artificial Intelligence

COURSE OUTCOMES

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

1. Build intelligent agents for search and games
2. Solve AI problems through programming with Python
3. Learning optimization and inference algorithms for model learning
4. Design and develop programs for an agent to learn and act in a structured environment.

SYLLABUS

UNIT-I

Introduction: Concept of AI, history, current status, scope, agents, environments, Problem Formulations, Review of tree and graph structures, State space representation, Search graph and Search tree.

UNIT-II

Search Algorithms: Random search, Search with closed and open list, Depth first and Breadth first search, Heuristic search, Best first search, A* algorithm, Game Search.

UNIT-III

Probabilistic Reasoning: Probability, conditional probability, Bayes Rule, Bayesian Networks-representation, construction and inference, temporal model, hidden Markov model.

UNIT-IV

Markov Decision process: MDP formulation, utility theory, utility functions, value iteration, policy iteration and partially observable MDPs.



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UNIT-V

Reinforcement Learning: Passive reinforcement learning, direct utility estimation, adaptive dynamic programming, temporal difference learning, active reinforcement learning- Q learning.

TEXT BOOKS:

1. Stuart Russell and Peter Norvig, “Artificial Intelligence: A Modern Approach” , 3rd Edition, Prentice Hall.
2. Elaine Rich and Kevin Knight, “Artificial Intelligence”, Tata McGraw Hill.
3. Trivedi, M.C., “A Classical Approach to Artificial Intelligence”, Khanna Publishing House, Delhi.
4. Saroj Kaushik, “Artificial Intelligence”, Cengage Learning India, 2011.
5. David Poole and Alan Mackworth, “Artificial Intelligence: Foundations for Computational Agents”, Cambridge University Press 2010.

WEBSITES FOR REFERENCE:

1. <https://nptel.ac.in/courses/106105077>
2. <https://nptel.ac.in/courses/106106126>
3. <https://aima.cs.berkeley.edu>
4. https://ai.berkeley.edu/project_overview.html (for Practicals)

List of Practical's:

1. Write a programme to conduct uninformed and informed search.
2. Write a programme to conduct game search.
3. Write a programme to construct a Bayesian network from given data.
4. Write a programme to infer from the Bayesian network.
5. Write a programme to run value and policy iteration in a grid world.
6. Write a programme to do reinforcement learning in a grid world.
7. Mini Project work.



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BTCS504	UG	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;

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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

On 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

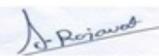
UNIT-I

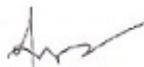
Nature of Software: Software Engineering, Software Process, A Generic Process Model, Process Assessment and Improvement, Prescriptive Process Models- Waterfall Model, Incremental Models, Evolutionary Models, Concurrent Models, Specialized Process Model, Unified Process, Personal and Team process Models, Process technology, Agile development.

UNIT-II

Functional and Non-functional Requirements: Requirement Sources and Elicitation Techniques, Analysis Modeling for Function-oriented and Object-oriented Software Development, Use case Modeling, System and Software Requirement Specifications, Requirement Validation, Traceability.

UNIT-III


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The Software Design Process: Design Concepts and Principles, Software Modeling and UML, Architectural Design, Architectural Views and Styles, User Interface Design, Function-oriented Design, SA/SD Component Based Design, Design Metrics.

UNIT-IV

Software Testing Strategies-Approach: Issues, Validation Testing and Their Criteria, System Testing, Alpha-Beta Testing, Debugging, Testing Conventional Applications, Testing Object Oriented Applications, Testing Web Applications.

UNIT-V

Need and Types of Maintenance: Software Configuration Management (SCM), Software Change Management, Version Control, Change control and Reporting, Program Comprehension Techniques, Re-engineering, Reverse Engineering, Tool Support. Project Management Concepts, Feasibility Analysis, Project and Process Planning, Resources Allocations, Software efforts, Schedule, and Cost estimations, Project Scheduling and Tracking, Risk Assessment and Mitigation, Software Quality Assurance(SQA). Project Metrics.

TEXT BOOKS:

1. Roger S. Pressman, "Software Engineering – A Practitioner's Approach", Tata McGraw-Hill, Seventh edition, 2009.
2. Richard Fairley, "Software Engineering Concepts" –, Tata McGraw Hill, 2008.
3. Pankaj Jalote, "An Integrated Approach to Software Engineering", Narosa Pub, 2005.
4. Richard H. Thayer, "Software Engineering & Project Managements", Wiley India

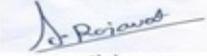
REFERENCES:

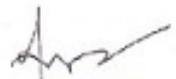
1. Bernd Bruegge, Allen H. Dutoit, "Object-Oriented Software Engineering" Using UML, Patterns, and Java, PEARSON Third Edition, 2017.
2. Waman S. Jawadkar, "Software Engineering", TMH
3. Ian Sommerville, "Software Engineering", Seventh Edition, Pearson Education Asia, 2007.
4. Rajib Mall, "Fundamentals of Software Engineering" Second Edition, PHI Learning.

List of Practical's:

Select a topic of the project, then make the report on following points

1. System Analysis
 - 1.1. Identification of Need
 - 1.2. Preliminary Investigation
2. Feasibility Study
 - 2.1. Technical Feasibility
 - 2.2. Economical Feasibility
 - 2.3. Operational Feasibility
3. Literature Survey
 - 3.1. Work done by other
 - 3.2. Benefits
 - 3.3. Proposed Solution
 - 3.4. Technology used
4. Software Engineering Approach
 - 4.1. Software Engineering paradigm Applied
 - 4.1.1. Description
 - 4.1.2. Advantage & Disadvantages
 - 4.1.3. Reasons for use
 - 4.2 Requirement Analysis


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- 4.2.1 Software Requirement Specification
 - 4.2.1.1 Glossary
 - 4.2.1.2 Supplementary Specifications
 - 4.2.1.3 Use Case Model
 - 4.2.1.4 Comparative analysis documents
- 4.2.2 Conceptual Level Activity Diagram
- 4.3 Planning Managerial Issues
 - 4.3.1 Planning Scope
 - 4.3.2 Project Resources
 - 4.3.3 Team Organization
 - 4.3.4 Project Scheduling
 - 4.3.5 Estimation
 - 4.3.6 Risk Analysis
 - 4.3.7 Security Plan
- 4.4 Design
 - 4.4.1. Design Concept
 - 4.4.2. Design Technique
 - 4.4.3. Modeling
 - 4.4.3.1. ER Model
 - 4.4.3.2. DFD Model
 - 4.4.3.2.1. DFD Model Level-0 and 1
 - 4.4.3.2.2. DFD Model Level 2 and 3
 - 4.4.3.3. Data Dictionary
 - 4.4.3.4. Activity Diagram
 - 4.4.3.5. Software Architecture
- 4.5 Implementation Phase
 - 4.5.1. Language Used Characteristics
 - 4.5.2. Coding
- 4.6 Testing
 - 4.6.1. Testing Objectives
 - 4.6.2. Testing Methods & Strategies used along with test data and the error listed for each test case for each function provided by the system.



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BTCS701	UG	Cloud Computing	60	20	20	30	20	3	0	2	4

Legends: L - Lecture; T - Tutorial/Teacher Guided Student Activity; P - Practical; C - Credit;

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COURSE OBJECTIVES

The student will have ability to:

1. Analyze the SAAS, PAAS IAAS services of Cloud Computing to represent how engineering agility in an organization can be created.
2. Assess the exploitation of web services from cloud computing.
3. Configure essential infrastructural components used for implementing Cloud.
4. Significantly study case studies to derive the most excellent practice model to be appropriate when deploying cloud based applications.

COURSE OUTCOMES

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

1. Investigate the trade-offs among deploying applications in the cloud and over the local infrastructure.
2. Compute the real-world problems security, privacy issues using cloud computing through group collaboration.
3. Development and Deployment applications over commercial cloud computing infrastructures.
4. Analyze and investigation of application & hardware performance, scalability, and availability of the underlying cloud technologies and software.

SYLLABUS

UNIT-I: Overview of Cloud Computing

Introduction- Evolution, Shift from distributed computing to cloud computing; principles and characteristics of cloud computing- IaaS, PaaS, SaaS; service oriented computing and cloud environment, Advantages, Service & Deployment Models, Infrastructure, and Consumer View, Functioning of Cloud Computing, Cloud Architecture, Cloud Storage, Cloud Services, Industrial Applications.

UNIT-II :Cloud Computing Technology-

Client systems, Networks, server systems and security from services perspectives, security and privacy issues; accessing the cloud with platforms and applications; Cloud storage

UNIT-III: Working with Cloud

Infrastructure as a Service – conceptual model and working, Platform as a Service – conceptual model and functionalities. Software as a Service –conceptual model and working. Trends in Service provisioning with clouds. Working on Microsoft Azure & IBM Smart Cloud.



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UNIT–IV: Using Cloud Services-

Cloud collaborative applications and services – case studies with calendars, schedulers and event management; cloud applications in project management. Amazon Web Services & applications, AWS EC2, S3, Cloud Analytics, Cloud Open Stack

UNIT–V: Case studies- Microsoft Azure, Google App Engine, IBM Smart Cloud and Open source clouds, -Open-Nebula, Sales force and Eucalyptus, Cloud Simulation

TEXT BOOKS:

1. Cloud Computing: A Practical Approach by Anthony T. Velte Toby J. Velte, RobertElsenpeter, 2010 by The McGraw-Hill.
2. Buyya, Selvi ,” Mastering Cloud Computing “,TMH Pub.
3. Michael Miller, Cloud computing – Web based Applications, Pearson Publishing, 2011

REFERENCES:

1. Kumar Saurabh, “Cloud Computing”, Wiley Pub,2012.
2. Krutz , Vines, “Cloud Security , Wiley Pub,2013.
3. Sosinsky, “ Cloud Computing”, Wiley Pub,2012.
4. Murray Woodside; John Chinneck ; Marin Litiou on “Adaptive Cloud Deployment Using Persistence Strategies and Application Awareness”IEEEExplore, Year: 2017, Page(s):277 – 290.

LIST OF EXPERIMENTS:

1. Service deployment & Usage over cloud using Virtual Box.
2. Performance evaluation of services over cloud using VMware tool.
3. Working of Goggle Drive to make spreadsheet.
4. Working on Heroku for Cloud application deployment.
5. Working on Aekasevices for Cloud application.
6. Working on services of Google App Engine.
7. Working on Application deployment & services of Microsoft Azure.
8. Working on Application deployment & services of IBM Smart Cloud.
9. Working and configuration of Euceliptus.
10. Deployment & Services of Amazon Web Services.



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			THEORY			PRACTICAL		L	T	P	CREDITS
			END SEM University Exam	Two Term Exam	Teachers Assessment	END SEM University Exam	Teachers Assessment				
BTCS509	UG	Computer Architecture and Microprocessor	60	20	20	30	20	3	0	2	4

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COURSE OBJECTIVES

The student will have ability to:

1. Understand the architecture of a modern computer as well as traditional computer systems.
2. Impart knowledge on processing, memory, I/O and other units of computer systems.
3. Understand basic of Microprocessor and interfacing with real world.
4. Basics of Graphical Processing Units (GPU).

COURSE OUTCOMES

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

1. Provide the knowledge for architecture of modern computer.
2. Demonstrate information of processing, memory, I/O and other units of computer systems.
3. Give descriptions of Microprocessor and interfacing with real world.
4. Define the importance of Graphical Processing Units (GPU).
5. Write the programs to implements the basic concepts of Microprocessors.

SYLLABUS

UNIT-I

Introduction for basic model of computer:

Von Newman architecture, Computer components, CPU, Memory, I/O, System Bus, registers, Program Counter, Accumulator, Register Transfer Language, Instruction Cycle, Instruction formats and addressing modes of basic computer. Basic arithmetic operations: addition, subtraction, multiplication, division, floating point arithmetic.

UNIT-II

Control Unit Organization:

Control unit operations - Address Sequencing & Micro operations, Hardwired control unit, Micro and Nano programmed control unit, Control Memory, Micro Instruction formats, Micro program sequencer, Microprogramming.

UNIT-III

Multiprocessors:

Multiprocessor organization, Instruction level pipelining, Instruction and arithmetic pipelines, Vector and



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array processors, GPU. **Memory organization:** Characteristics of Memory systems, Internal and External memories, Memory Hierarchy, High speed Memories: Cache Memory - Organization and mappings, Associative memory,

UNIT-IV

Introduction of 8085 Microprocessor:

Introduction to microprocessor, 8085 microprocessor, 8085 Pin Functions, Architecture, Register Set, Flag Classification, ALU and control & timing unit, Memory Interfacing, Interfacing Input Output Devices, Memory-Mapped I/O. Timing diagram for I/O and memory read/write cycle. **8086 Microprocessor** Architecture of 8086 Microprocessor, pin diagram, registers organization, memory organization, Segments, Interrupts of 8086.

UNIT-V

Addressing Modes and Instruction set:

Addressing Modes of 8085 Microprocessor, Instruction Format, Opcode and operand, Classification of Instructions: Data transfer, Arithmetic, Logical, Rotate, Branch and machine Control instructions. Concept of stack and Instruction related to stack. 8085 interrupts, RST, RIM, SIM instructions, Subroutines and conditional call instruction, 8085 assembly language programming.

TEXT BOOKS:

1. Morris Mano, Computer System Architecture, Fourth edition, PHI, 2015.
2. Ramesh Gaonkar, Microprocessor Architecture, Programming, Applications with 8085, fifth Edition, Prentice Hall, 2015.
3. William Stallings, Computer Organization and Architecture, Seventh Edition, PHI, 2009.
4. A. K. Ray and K. M. Burchandi, "Intel Microprocessors Architecture Programming and Interfacing", 3rd Edition, McGraw Hill International Edition, 2012.

REFERENCES:

1. B. Ram, "Fundamentals of Microprocessors And Microcontrollers", Dhanpat Rai Publications, 2010.
2. Douglas V. Hall, "Microprocessors and Interfacing: Programming and Hardware", 3rd Edition, Tata McGraw Hill Publishers, 2012.
3. Tanenbaum, Structured Computer Organization, First Edition, Pearson Education, 2016.
4. J P Hayes, Computer Architecture and Organizations, Third edition, Mc- Graw Hills, New Delhi, 2017.

LIST OF EXPERIMENTS (Suggested):

1. Write a program to move data from one register to the other.
2. Demonstrate the data transfer between different registers.
3. Write a program for addition and subtraction
4. Write a program for multiplication and division.
5. Write a program to add two 32-bit numbers.
6. Write a program to add 2 decimal numbers in BCD format.
7. Write a program to convert data from binary code to grey code.
8. Write an Assembly language program to sum integers from 0 to 9.
9. Write a program to find the smallest number from an array of N numbers.
10. Write a Subroutine to find the square of given integer.



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			THEORY			PRACTICAL		L	T	P	CREDITS
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BTCS407	UG	Programming with Python	-	-	-	60	40	-	-	4	2

Legends: L - Lecture; T - Tutorial/Teacher Guided Student Activity; P - Practical; C - Credit;

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COURSE OBJECTIVES

1. To develop proficiency in creating based applications using the Python Programming Language.
2. To be able to understand the various data structures available in Python programming language and apply them in solving computational problems.
3. To be able to do testing and debugging of code written in Python.
4. To be able to draw various kinds of plots using PyLab.
5. To be able to use generators for generating series like fibonacci.

COURSE OUTCOMES

Upon completion of this course, the student will be able apply technical knowledge and perform specific technical skills, including:

1. Ability to create robust applications using the Python programming language.
2. Ability to test and debug applications written using the Python programming language.
3. Ability to create applications for solving computational problems using the Python Programming Language.

SYLLABUS

UNIT-I

Introduction to Python: The basic elements of Python, Branching programs, Strings and Input, Iteration. Functions, Scoping and Abstraction: Functions and Scoping, Specifications, Recursion, Global variables, Modules, Files.

UNIT-II

Testing and Debugging: Testing, Debugging. Structured Types, Mutability and Higher order Functions: Tuples, Lists and Mutability, Functions as Objects, Strings, Tuples and Lists, Dictionaries.

UNIT-III

Exceptions and assertions: Handling exceptions, Exceptions as a control flow mechanism, Assertions. Classes and Object oriented Programming: Abstract Data Types and Classes, Inheritance, Encapsulation and information hiding.

UNIT-IV

Some simple Algorithms and Data Structures: Search Algorithms, Sorting Algorithms, Hashtables. Plotting and more about Classes: Plotting using PyLab, Plotting mortgages and extended examples.



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UNIT-V

Dynamic Programming: Fibonacci sequence revisited, Dynamic programming and the 0/1 Knapsack algorithm, Dynamic programming and divide and conquer.

TEXT BOOKS:

1. John V Guttag. "Introduction to Computation and Programming Using Python", Prentice Hall of India
2. Allen Downey, Jeffrey Elkner and Chris Meyers "How to think like a Computer Scientist, Learning with Python", Green Tea Press.
3. Mark Lutz "Learning Python" O'Reilly Media; 5 edition.
4. David Beazley "Python Cookbook, Third edition" O'Reilly Media

REFERENCES:

1. Python Essential Reference, 4th Edition Addison-Wesley Professional.
2. Mark Lutz "Programming Python: Powerful Object-Oriented Programming "David Beazley "Python Cookbook" Third edition, O'Reilly Media

List of Practical's:

1. Write a Python Program to Print Hello world!
2. Write a Program to Add Two Numbers.
3. Write a Program to Find the Square Root.
4. Write a Program to Calculate the Area of a Triangle.
5. Write a Program to Solve Quadratic Equation.
6. Write a Program to Swap Two Variables.
7. Write a Program to Generate a Random Number.
8. Write a Program to Convert Kilometers to Miles.
9. Write a Program to Convert Celsius To Fahrenheit.
10. Write a Program to check if a number is positive, negative or zero.
11. Write a Program to Check if a Number is Odd or Even.
12. Write a Program to Check Leap Year.
13. Write a Program to Find the Largest Among Three Numbers.
14. Write a Program to Check Prime Number.
15. Write a Program to Print all Prime Numbers in an Interval.
16. Write a Program to Find the Factorial of a Number.
17. Write a Program to Display the multiplication Table.
18. Write a Program to Print the Fibonacci sequence.
19. Write an English sentence with understandable semantics but incorrect syntax. Write another English sentence which has correct syntax but has semantic errors.
20. Create a program that prompts the user for a number of gallons of gasoline. Reprint that value along with its conversion equivalent number of liters.
21. Write a program that allows a user to enter his or her two favorite foods. The program should then print out the name of a new food by joining the original food names together.
22. Write a Tipper program where the user enters a restaurant bill total. The program should then display two amounts: a 15 percent tip and a 20 percent tip.
23. Write a Car Salesman program where the user enters the base price of a car. The program should add on a bunch of extra fees such as tax, license, dealer prep, and destination charge. Make tax and license a percent of the base price. The other fees should be set values. Display the actual price of the car once all the extras are applied.
24. Create a program with a function that calculates the area of a circle by taking a radius from the user.
25. Write your own sum function called mySum that takes a list as a parameter and returns the accumulated sum.



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CLDO507	UG	RedHat Open Stack and Ansible	-	-	-	-	100	-	-	4	2

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Description: Introduction to Red Hat OpenStack Platform and the deployment of virtual cloud servers and applications and automate Linux system administration tasks with Ansible.

Course Objectives:

- To launch an instance.
- To create and manage block and object storage in the OpenStack framework.
- To customize instances with cloud-init and deploy scalable stacks.
- To install Ansible/Red Hat Ansible Engine on control nodes
- To write effective Ansible playbooks at scale

Course Outcomes:

- Manage projects, quotas, and users, networks, subnets, routers, and floating IP addresses
- Deploy Red Hat OpenStack Platform using RHOSP director
- Create and update inventories of managed hosts and manage connections to them.
- Automate administration tasks with Ansible playbooks and ad hoc commands
- Reuse code and simplify playbook development with Ansible roles

Syllabus

Introduce launching an instance

Launch an instance and describe the OpenStack architecture and use cases.

Organize people and resources

Manage projects, users, roles, and quotas.

Describe cloud computing

Describe the changes in technology and processes for cloud computing.

Manage Linux networks

Administer Linux networks and bridges.

Prepare to deploy an instance with public access

Manage images, flavors, and private networks in preparation for launching an instance.

Deploy an instance

Launch and verify an instance.

Manage block storage



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Manage ephemeral and persistent block storage.

Manage object storage

Administer object storage.

Prepare to deploy an external instance

Manage external networks and security in preparation for launching an instance with public access.

Deploy an instance with public access

Launch and verify an instance with public access.

Customize instances

Customize an instance with cloud-init.

Deploy scalable stacks

Deploy a stack and configure autoscaling.

Install an OpenStack overcloud

Install an OpenStack proof of concept using the director UI and provisioning service templates.

Lab: Comprehensive review of CL110

Review tasks in the Red Hat OpenStack Administration I: Core Operations for Cloud Operators course.

Introduction to Ansible

Describe Ansible concepts and install Red Hat Ansible Engine.

Deploy Ansible

Configure Ansible to manage hosts and run ad hoc Ansible commands.

Implement playbooks

Write a simple Ansible playbook and run it to automate tasks on multiple managed hosts.

Manage variables and facts

Write playbooks that use variables to simplify management of the playbook and facts to reference information about managed hosts.

Implement task control

Manage task control, handlers, and task errors in Ansible playbooks.

Deploy files to managed hosts

Deploy, manage, and adjust files on hosts managed by Ansible.

Manage large projects

Write playbooks that are optimized for larger, more complex projects.

Simplify playbooks with roles

Use Ansible roles to develop playbooks more quickly and to reuse Ansible code.

Troubleshoot Ansible

Troubleshoot playbooks and managed hosts.

Automate Linux administration tasks

Automate common Linux system administration tasks with Ansible.

Comprehensive review

Demonstrate skills learned in this course by installing, optimizing, and configuring Ansible for the management of managed hosts.



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COURSE CODE	CATEGORY	COURSE NAME	TEACHING & EVALUATION SCHEME								
			THEORY			PRACTICAL		L	T	P	CREDITS
			SEM	Two	Term	SEM	Univ				
BTIT712	UG	ENTERPRISE RESOURCE PLANNING	60	20	20	-	-	2	1	0	3

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

COURSE OBJECTIVES:

The objective of this course is to help students to understand the basics of ERP, its uses and its application.

COURSE OUTCOMES:

Students to understand the basics of ERP, its uses and its application in present business scenario.

Syllabus

Unit I: Introduction to ERP

1. Enterprise Resource Planning –Introduction
2. Need of ERP
3. Advantages of ERP
4. Growth of ERP

Unit II: ERP and Related Technologies

1. Business process Reengineering (BPR)
2. Management Information System (MIS)
3. Decision Support Systems (DSS) Executive Support Systems (ESS)
4. Data Warehousing
5. Data Mining
6. Online Analytical Processing (OLTP)
7. Supply Chain Management (SCM)
8. Customer Relationship Management (CRM)

Unit III: Modules of ERP

1. ERP modules & Vendors Finance Production planning, control & maintenance Sales & Distribution Human Resource Management (HRM)
2. Inventory Control System.
3. Quality Management ERP Market

Unit IV: ERP Implementation

1. ERP Implementation Life Cycles Evaluation and selection of ERP package
2. Project planning Implementation
3. Team training & testing



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4. End user training & Going Live
5. Post Evaluation & Maintenance.

Unit V: Post implementation of ERP

5. ERP Case Studies Post implementation review of ERP Packages in Manufacturing Services

REFERENCES:

1. Leon, A. (2008). Enterprise Resource Planning. New Delhi; Tata McGraw-Hil Education
2. Kumar, V., Venkitakrishna, N. K. (1998). ERP - Concepts and Practice. New Delhi; PHI
3. Garg, Venkitakrishnan (2003). ERP Concepts and Planning. New Delhi; PHI Learning.

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COURSE CODE	CATEGORY	COURSE NAME	TEACHING & EVALUATION SCHEME								
			THEORY			PRACTICAL		L	T	P	CREDITS
			SEM University	Two Term	Teachers Assessment	SEM University	Teachers Assessment				
BTIT513	UG	MANAGEMENT INFORMATION SYSTEM	60	20	20	0	0	2	1	0	3

Legends: L - Lecture; T - Tutorial/Teacher Guided Student Activity; P - Practical; C - Credit;

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

COURSE OBJECTIVES:

1. To Understand types of MIS applications in organizations
2. To Discuss the development of management information systems in organizations.
3. To Select and design MIS systems appropriate to meet management requirements.
4. To Critically evaluate MIS contributions to the strategic management of organizations

COURSE OUTCOMES:

1. To understand MIS in both the wider managerial context and in the narrower confines of the selection, support, design and development of computer applications
2. To focus on the concepts a manager's needs to understand, in order to make effective use of, computerized information systems

SYLLABUS

UNIT-I

Organizations and Computing: Introduction, Modern Organization-IT enabled- Networked-Dispersed-Knowledge Organization, Information Systems in Organizations- what are information systems?, Brief history of computing- ENIAC: Way to commercial computers- Advent of artificial intelligence- advent of personal computing-Free Software Movement- Advent of Internet, The role of internet- Internet and Web: they are different-the internet changes everything

UNIT-II

Managing Information Systems in Organizations: Introduction, Managing in the Internet Era, Managing Information Systems in Organization-the IT interaction model, Challenges for the manager-what information to build?-how much to spend on information systems?-what level of capabilities should be created with information systems?-how centralized should the services be?-what security levels are required?-what is technology road map for the organization?

UNIT-III

Data and Information: Introduction, data and information- measuring data, information as a resource, information in organizational functions, types of information technology, types of information systems-transaction processing systems-management information system.

UNIT-IV

Decision making and communication: Introduction, Decision making with MIS-Tactical decisions-operational decisions-strategic decisions, communication in organizations- types of communication-examples of communications in organizations- decision making with communication technology



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UNIT-V

Strategy: Introduction, Information goods-properties-technology lock-in and switching costs-network externalities-positive feedback-tippy markets, information systems and competitive strategy- value chain, the Role of CIO-information system's plan-vendor coordination-technology updates-return on investment on technology.

TEXT BOOKS:

1. Kenneth C. Laudon & Jane P. Laudon, Essentials of Management Information Systems, Tenth Edition, Pearson Prentice, Hall, 2012
2. Terry Lucey, Management Information Systems, Ninth Edition, 2005, Thompson.



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COURSE CODE	CATEGORY	COURSE NAME	TEACHING & EVALUATION SCHEME								
			THEORY			PRACTICAL		Th	T	P	CREDITS
			END SEM University Exam	Two Term Exam	Teachers Assessment	END SEM University Exam	Teachers Assessment*				
BTIT611	UG	INFORMATION STORAGE AND MANAGEMENT	60	20	20	-	-	2	1	0	3

Legends: L-Lecture; T-Tutorial/Teacher Guided Student Activity; P-Practical; C-Credit; Q/A – Quiz/Assignment/Attendance, MST Mid Semester Test.

***Teacher Assessment** shall be based on 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:

6. Describe & apply storage technologies.
7. Identify storage technologies that provide cost effective IT solution for medium to large scale businesses & data centers.
8. Manage Virtual Server & Storage between Remote locations.
9. 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, 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



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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.

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 BOOK:

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

REFERENCES:

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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COURSE CODE	CATEGORY	COURSE NAME	TEACHING & EVALUATION SCHEME								
			THEORY			PRACTICAL		Th	T	P	CREDITS
			END SEM University	Two Term Exams	Teachers Assessment	END SEM University Exam	Teachers Assessment				
BTIT511	UG	WIRELESS COMMUNICATION NETWORKS	60	20	20	-	-	2	1	-	3

Legends: L - Lecture; T - Tutorial/Teacher Guided Student Activity; P - Practical; C - Credit;

*Teacher Assessment shall be based on 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 radio propagation models and wireless channel effects.
3. Knows fundamental concept of cellular radio concepts.
4. Explains various wireless communication network systems, standards and applications.

COURSE OUTCOMES:

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

1. Demonstrate wireless communication systems design and working.
2. Investigate various advanced techniques for wireless communications.
3. Constructs design architectures for different Wireless Systems.
4. Evaluates the emerging trends in Wireless communication.

SYLLABUS

UNIT-I

Introduction to Wireless Communication System: Evolution of mobile communications, Mobile Radio System around the world, Types of Wireless communication System, Comparison of Common wireless system, Trend in Cellular radio and personal communication. Second generation Cellular Networks, Third Generation (3G) Wireless Networks ,Wireless Local Loop(WLL),Wireless Local Area network(WLAN),

UNIT-II

The Cellular Concept- System Design Fundamentals: Cellular system, Hexagonal geometry cell and concept of frequency reuse, Channel Assignment Strategies Distance to frequency reuse ratio, Channel &co-channel interference reduction factor, S/I ratio consideration and calculation for Minimum Co-channel and adjacent interference, Hand off Strategies, Umbrella Cell Concept, Trunking and Grade of Service, Improving Coverage & Capacity in Cellular System-cell splitting, Cell sectorization, Repeaters, Micro cell zone concept, Channel antenna system design considerations.



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UNIT-III

Mobile Radio Propagation Model, Small Scale Fading and diversity: Large scale path loss:-Free Space Propagation loss equation, Path-loss of NLOS and LOS systems, Reflection, Ray ground reflection model, Diffraction, Scattering, Link budget design, Max. Distance Coverage formula, Empirical formula for path loss, Indoor and outdoor propagation models, Small scale multipath propagation, Impulse model for multipath channel, Delay spread, Feher's delay spread, Types of small scale Fading, Rayleigh and rician distribution.

UNIT-IV

Multiple Access Techniques: Introduction, Comparisons of multiple Access Strategies TDMA, CDMA, FDMA, OFDM, CSMA Protocols.

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, Radio interface, Protocols, Localization and calling, Handover, Authentication and security in GSM, GSM speech coding, Concept of spread spectrum, CDMA forward channels, CDMA reverse channels, Soft hand off, CDMA features, Power control in CDMA, Performance of CDMA System, 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.

TEXT BOOKS:

1. Jochen Schiller, "Mobile Communications", Second Edition, Pearson Education,
2. William Stallings, "Wireless Communications and Networks", Pearson Education.
3. William D Stanley : Network Analysis with Applications, Pearson Education.
4. Roy Choudhary D: Network and systems, New Age Publication.
5. Wireless Communication, Theodore S. Rappaport, Prentice hall

REFERENCES:

1. Kaveh Pahlavan, Prasanth Krishnamoorthy, "Principles of Wireless Networks", First Edition, Pearson Education, 2000 UNIT III.
2. Uwe Hansmann, Lothar Merk, Martin S. Nicklons and Thomas Stober, "Principles of Mobile Computing", Springer, 2000 UNIT III.
3. C.K. Toh, "AdHoc Mobile Wireless Networks", First Edition, Pearson Education, 2002.
4. Wireless digital communication, Kamilo Feher, PH.