



Shri Vaishnav Vidyapeeth Vishwavidyalaya

B. Tech. (CSE with specialization in Information and Cyber Security)

Choice Based Credit System (CBCS) 2018-19

SEMESTER V

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*					
BTCS511	-	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.

UNIT-V

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

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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 Practical's)

LIST OF PRACTICALS:

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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							THEORY		PRACTICAL		
							END SEM University Exam	Two Term Exam	Teachers Assessment *	END SEM University Exam	Teachers Assessment *
BTCS504	UG	Software Engineering and Project Management	3	0	2	4	60	20	20	30	20

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. 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 domains.
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

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.



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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", Willey India

Reference:

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:

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
 - 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



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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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BTICS501	=	Network Security And Cryptography	3	0	2	4	60	20	20	30	20

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

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

Course Objectives:

The student will have ability:

1. To understand the different aspects of Network Security.
2. To learn about different Cryptography Encryption and Decryption Technique.

Course Outcomes:

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

1. Understand Need of Security in and Type of threats.
2. Understand Security mechanism and basic and Advance Ciphers.
3. Understand Advance encryption Techniques.
4. Understand the Key exchange protocols used in Public Key Cryptography.
5. Understand the Authentication and Steganography concept.

Syllabus:

UNIT I Introduction to Network Security:

Introduction, Need for Security, Security in Networks : Threats in networks, Network Security Controls – Architecture, Attacks on Computers & Computer Security, Content Integrity, Strong Authentication, Access Controls, Wireless Security, Honey pots.

UNIT II Security Mechanism:

Proxy Servers and Anonymizers, Firewall, Types of firewall, Password Cracking Techniques.

Cryptography: Concepts & Techniques:

Introduction, Plaintext & Cipher text, Caesar Cipher, Substitution Techniques, Substitution Boxes (S-Boxes), Permutation Cipher, Transposition Techniques, Encryption & Decryption, Symmetric & Asymmetric key Cryptography, Key Range & Key Size.

UNIT III Symmetric Key Algorithm:

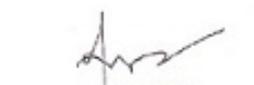
Introduction of Block Ciphers, Overview of Symmetric Key Cryptography, DES(Data Encryption Standard) algorithm, Double DES Triple DES, AES,IDEA(International Data Encryption Algorithm) algorithm.

UNIT IV Asymmetric Key Algorithm:

Overview of Asymmetric key Cryptography, RSA algorithm, Symmetric & Asymmetric key Cryptography together, Diffie-Hellman Key Exchange, Digital Signature, Basic concepts of Message Digest and Hash Function. Man in Middle Attack,DoS and DDoS Attacks.



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UNIT V Internet Security Protocols:

User Authentication Basic Concepts, SSL protocol, Authentication Basics, Password, Authentication Token, Certificate based Authentication, Biometric Authentication. Steganography its importance. Basics of mail security, Pretty Good Privacy, S/MIME.

Text Books:

1. "Cryptography and Network Security", William Stallings, 2nd Edition, Pearson Education Asia
2. "Network Security private communication in a public world", C. Kaufman, R. Perlman and M. Speciner, Pearson
3. Cryptography & Network Security: Atul Kahate, TMH

References:

1. Cryptography And Network Security Principles And Practice Fourth Edition, William Stallings, Pearson Education
2. Modern Cryptography: Theory and Practice, by Wenbo Mao, Prentice Hall PTR
3. Network Security Essentials: Applications and Standards, by William Stallings. Prentice Hall
4. Cryptography: Theory and Practice by Douglas R. Stinson, CRC press.
5. "Building Internet Firewalls", Elizabeth D. Zwicky, Simon Cooper, D. Brent Chapman, 2nd Edition, Oreilly.
6. <http://nptel.ac.in/>

List of Practical:

1. Write a Program to implement Ceaser Cipher
2. Write a Program to implement Substitution Cipher with equation $c=3x+12$
3. Write a Program to implement polyalphabetic Cipher
4. Write a Program to implement Rail fence technique
5. Write a Program to implement Simple Columner Transposition technique
6. Write a Program to implement Advanced Columner Transposition technique
7. Write a Program to implement Rotation Cipher
8. Create a Virtual Private Network.
9. Write a Program to implement Simple RSA Algorithm with small numbers.
10. Write a Program to implement Simple Diffie- Hellman Key Exchange Algorithms with small numbers.

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			END SEM University Exam	Two Term Exam	Teachers Assessment*	END SEM University Exam	Teachers Assessment*				
BTCS503	-	Computer Graphics & Multimedia	60	20	20	30	20	3	0	2	4

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

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

COURSE OBJECTIVES:

The student will have ability to:

1. Understood basic concepts of computer graphics.
2. Acquire knowledge about drawing basic shapes such as lines, circle ellipse, polygon.
3. Shall be able to perform processing of basic shapes by various processing algorithms /techniques.
4. Acquire knowledge about two and three dimensional transformations.
5. Shall be able to apply the transformation algorithms to the basic shapes.
6. Shall be able to perform Multimedia Operation.

COURSE OUTCOMES:

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

1. Understood basic concepts of computer graphics
2. Acquire knowledge about drawing basic shapes such as lines, circle ellipse, polygon and shall be able to perform processing of basic shapes by various processing algorithms /techniques.
3. Acquire knowledge about two and three dimensional transformations and shall be able to apply the transformation algorithms to the basic shapes.
4. Shall have the basic knowledge of windowing and clipping and shall be able to apply various algorithms of clipping.
5. Acquire knowledge about Visible Surface Detection methods, Illumination Models and Surface Rendering
6. Acquire knowledge to apply advanced techniques such as fractals, introduction to open GL and Multimedia Systems.

UNIT I

Introduction to Computer Graphics:- What is Computer Graphics?, Where Computer Generated pictures are used, Elements of Pictures created in Computer Graphics display devices, Graphics input primitives and Devices. **Introduction to open GL: -** Getting started Making pictures, Drawing basic primitives Simple interaction with mouse and keyboard

UNIT II

Points and Lines, Anti-aliasing **Line Drawing Algorithm:-**DDA line drawing algorithm, parallel drawing algorithm Bresenham's drawing algorithm with example. **Circle and Ellipse generating algorithms:-**Mid-point Circle algorithm with example Mid-point Ellipse algorithm Mid-point Ellipse algorithm with example **Parametric Cubic Curves:-**Bezier curves B-Spline curves **Filled Area Primitives:-**Scan line polygon fill algorithm, Pattern fill algorithm Inside-Outside Tests, Boundary fill algorithms, Flood fill algorithms



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SEMESTER V

UNIT III

2D Geometric Transformations

Basic transformation, Matrix representation and Homogeneous Coordinates Composite transformation Other transformations. Transformation between coordinated systems. Window to Viewport coordinate transformation, **Clipping operations** – Point clipping, Line clipping:-Cohen – Sutherland line clipping Liang – Barsky line clipping Midpoint subdivision

Polygon Clipping-Sutherland – Hodgeman polygon clipping Weiler – Atherton polygon clipping.3D object representation methods B-REP , sweep representations , CSG

Basic transformations-Translation, Rotation, Scaling

Other transformations-Reflection, Rotation about arbitrary axis Composite transformations Projections – Parallel and Perspective 3D clipping

UNIT IV

3D Geometric Transformations and 3D Viewing Classification of Visible Surface Detection algorithm:-

Translation, Rotation, Scaling

Other transformations:-Reflection, Rotation about an arbitrary axis Composite transformations Projections, Back Surface detection method Depth Buffer method Scan line method BSP tree method, Area Subdivision method.

UNIT V

Multimedia System: An Introduction, Multimedia hardware, Multimedia System Architecture. Data & File Format standards.i.e RTF, TIFF, MIDI, JPEG, DIB, MPEG,Audio: digital audio, MIDI, processing sound, sampling, compression. Video: Avi, 3GP,MOV, MPEG , compression standards, compression through spatial and temporal redundancy. Multimedia Authoring.

TEXT BOOKS:

1. Sinha and Udai , "Computer Graphics", Tata McGraw Hill
2. Parekh "Principles of Multimedia" Tata McGraw Hill
3. Prabhat k Andleigh, KiranThakral , "Multimedia System Design " PHI Pub.
4. Donald Hearn and M.P. Becker "Computer Graphics" Pearson Pub.

REFERENCES:

1. Computer Graphics, C Version, 2e Paperback – 2002
2. Foley, Vandam, Feiner, Huges, "Computer Graphics: Principles & Practice", Pearson Education, second edition 2003.
3. Judith Jeffcoate, "Multimedia in practice technology and Applications", PHI, 1998.
4. David F Rogers, "Procedural elements for Computer Graphics", Tata McGraw Hill, Second Edition.
5. Foley, VanDam, Feiner and Hughes, "Computer Graphics Principles & Practice in C", Second edition, Pearson Education.
6. David Hillmaa, "Multimedia Technology & Applications, Delmar, 1998.

LIST OF EXPERIMENTS:

1. Implement DDA Line Drawing algorithm
2. Implement Bresenham's line drawing algorithm.
3. Implement Mid-Point circle drawing algorithm.
4. Implement Mid-Point ellipse drawing algorithm.
5. Implement cubic Bezier curve.
6. Implement a menu-driven program for 2D transformations.
7. Implement Line clipping algorithm using Cohen-Sutherland.
8. Implement Polygon Clipping using Sutherland Hodgeman.
9. Implement Scan line fill algorithm.
10. Study of Multimedia and Program for Flash.



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			END SEM University Exam	Two Term Exam	Teachers Assessment*	END SEM University Exam	Teachers Assessment*				
BTIT611	UG	INFORMATION STORAGE AND MANAGEMENT	60	20	20	0	0	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:

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, 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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SEMESTER V

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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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;

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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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SEMESTER 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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			END SEM University Exam	Two Term Exam	Teachers Assessment*	END SEM University Exam	Teachers Assessment*				
BTIT712	UG	ENTERPRISE RESOURCE PLANNING	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:

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



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SEMESTER V

Unit V: Post implementation of ERP

1. ERP Case Studies Post implementation review of ERP Packages in Manufacturing
2. 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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SEMESTER V

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*					
BTIT511	UG	WIRELESS COMMUNICATION NETWORKS	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:

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.

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,



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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, 200UNIT III.
2. Uwe Hansmann,Lothar Merk, Martin S. Nicklons and Thomas Stober, "Principles of Mobile Computing", Springer, 200UNIT III.
3. C.K.Toh, "AdHoc Mobile Wireless Networks", First Edition, Pearson Education, 2002.
4. Wireless digital communication, Kamilo Feher, PH.

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SEMESTER V

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*				
BTCS407	-	Programming with Python	0	0	0	60	40	0	0	4	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

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.

UNIT-V

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



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SEMESTER V

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 EXPERIMENTS:

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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SEMESTER V

COURSE CODE	CATEGORY	COURSE NAME	L	T	P	CREDITS	TEACHING & EVALUATION SCHEME				
							THEORY		PRACTICAL		
							END SEM University Exam	Two Term Exam	Teachers Assessment*	END SEM University Exam	Teachers Assessment*
BTICS502	-	Ethical Hacking Lab-1	0	0	4	2	0	0	0	60	40

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

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

Course Objectives:

The student will have ability:

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

Course Outcomes:

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

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

Syllabus:

UNIT I Security Architecture:

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

UNIT II Vulnerability Assessment:

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

UNIT III Attack Plan:

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

UNIT IV Penetration Testing:

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



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UNIT V Hacking Techniques:

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

Text Books:

1. "Cryptography and Network Security", William Stallings, 2nd Edition, Pearson Education Asia
2. Stuart McClure, Joel Scambray and Goerge Kurtz, Hacking Exposed 7: Network Security Secrets & Solutions, Tata McGraw Hill Publishers, 2010.
3. Bensmith, and Brian Komer, Microsoft Windows Security Resource Kit, Prentice Hall of India, 2010.

References:

1. Cryptography And Network Security Principles And Practice Fourth Edition, William Stallings, Pearson Education
2. Modern Cryptography: Theory and Practice, by Wenbo Mao, Prentice Hall PTR
3. Network Security Essentials: Applications and Standards, by William Stallings. Prentice Hall
4. Cryptography: Theory and Practice by Douglas R. Stinson, CRC press.
5. "Building Internet Firewalls", Elizabeth D. Zwicky, Simon Cooper, D. Brent Chapman, 2nd Edition, Oreilly.
6. <http://nptel.ac.in/>
7. Stuart McClure, Joel Scambray and Goerge Kurtz, —Hacking Exposed Network Security Secrets & Solutions, 5th Edition, Tata McGraw Hill Publishers, 2010.
8. RafayBaloch, —A Beginners Guide to Ethical Hacking..
9. Allen Harper, Shon Harris, Jonathan Ness, Chris Eagle, —Gray Hat Hacking The Ethical Hackers Handbook, 3rd Edition, McGraw-Hill Osborne Media paperback (January 27, 2011)

List of Practical:

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

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