



Shri Vaishnav Vidyapeeth Vishwavidyalaya, Indore

Shri Vaishnav Institute of Information Technology

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

B. Tech (CSE/ IT) - All Programs

SEMESTER-V (2024-28)

COURSE CODE	CATEGORY	COURSE NAME	TEACHING & EVALUATION SCHEME					L	T	P	CREDITS
			THEORY			PRACTICAL					
			END SEM University Exam	Two Term Exam	Teachers Assessment*	END SEM University Exam	Teachers Assessment*				
BTCS501N	DCC	Theory of Computation	60	20	20	-	-	3	1	-	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. Introduce concepts in automata theory and theory of computation.
2. Identify different formal language classes and their relationships.
3. Design grammar and recognizers for different formal languages.

COURSE OUTCOMES:

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

1. Relate practical problems to languages, automata, and computability.
2. Demonstrate an increased level of mathematical sophistication.
3. Apply mathematical and formal techniques for solving problems.

SYLLABUS

UNIT I

10 HOURS

Introduction: Alphabets, Strings and Languages; Automata and Grammars, Deterministic finite Automata (DFA)- Formal Definition, Simplified notation: State transition graph, Transition table, Language of DFA, Nondeterministic finite Automata (NFA), NFA with epsilon transition, Language of NFA, Equivalence of NFA and DFA, Minimization of Finite Automata, Distinguishing one string from other, Myhill- Nerode Theorem.

UNIT II

8 HOURS

Regular Expression (RE): Definition, Operators of regular expression and their precedence, Algebraic laws for Regular expressions, Kleene's Theorem, Regular expression to FA, DFA to Regular expression, Arden's Theorem, Non Regular Languages, Pumping Lemma for regular Languages. Application of Pumping Lemma, Closure properties of Regular Languages, Decision properties of Regular Languages, FA with output: Moore and Mealy machine, Equivalence of Moore and Mealy Machine, Applications and Limitation of FA.

UNIT III

9 HOURS

Context Free Grammar (CFG) and Context Free Languages (CFL): Definition, Examples, Derivation, Derivation trees, Ambiguity in Grammar, Inherent ambiguity, Ambiguous to Unambiguous CFG, Useless symbols, Simplification



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of CFGs, Normal forms for CFGs: CNF and GNF, Closure properties of CFLs, Decision Properties of CFLs: Emptiness, Finiteness and Membership, Pumping lemma for CFLs.

UNIT IV

9 HOURS

Push Down Automata (PDA): Description and definition, Instantaneous Description, Language of PDA, Acceptance by Final state, Acceptance by empty stack, Deterministic PDA, Equivalence of PDA and CFG, CFG to PDA and PDA to CFG.

UNIT V

9 HOURS

Turing machines (TM): Basic model, definition and representation, Instantaneous Description, Language acceptance by TM, Variants of Turing Machine, TM as Computer of Integer functions, Universal TM, Church's Thesis, Recursive and recursively enumerable languages, Halting problem, Introduction to undecidability, undecidable problems about TM, NP hard and NP complete problem, Post correspondence problem (PCP), Modified PCP, Introduction to recursive function theory.

TEXTBOOKS:

1. J. E. Hopcraft, R. Motwani and J. D. Ullman, *Introduction to Automata Theory, Languages, and Computation*, 3rd Ed., Pearson, 2013.
2. P. Linz, S. H. Rodger, *An Introduction to Formal Languages and Automata*, 7th Ed., Jones & Bartlett Learning, 2023.

REFERENCE:

1. J. C. Martin, *Introduction to Languages and Theory of Computations*, 4th Ed., Tata McGraw Hill, 2010.
2. C. Papadimitriou, and C. L. Lewis, *Elements of the Theory of Computation*, PHI, 1997.
3. M. Sipser, *Introduction to Theory of Computation*, 3rd Ed., Cengage Learning, 2013.
4. https://onlinecourses.nptel.ac.in/noc26_cs85/preview
5. https://www.youtube.com/watch?v=_2w9UX17m_k&list=PLbRMhDVUMngcwWkzVTm_kFH6JW4JCtAUM (NPTEL)



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BTMLCC5 11	DCC	Google Cloud GenAI	60	20	20	30	20	3	0	2	4

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

COURSE OBJECTIVES:

The student will have ability to:

1. Understand the fundamental architecture of Generative AI and Large Language Models (LLMs), differentiating them from traditional machine learning.
2. Develop proficiency in Prompt Engineering and Multimodal AI using Google Vertex AI and Gemini to control and guide model outputs effectively.
3. Evaluate and Implement Google's Responsible AI principles to mitigate bias, ensure privacy, and maintain ethical governance in enterprise AI solutions.

COURSE OUTCOMES:

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

1. Explain the mechanics of Generative AI, Transformers, and LLMs, and identify their strategic advantages over traditional AI.
2. Design and tune effective prompts for various modalities (text, image) using Vertex AI and Gemini.
3. Assess AI systems for fairness, transparency, and bias, applying Google Cloud's AI Principles to real-world scenarios.
4. Build and automate business workflows using GenAI productivity tools and techniques.
5. Design, govern, and scale custom AI Agents to transform organizational workflows and enterprise decision-making.

SYLLABUS

UNIT I

9 HOURS

Fundamentals of Generative AI & LLMs: What is Generative AI?; How it works; Applications vs. Traditional ML.LLM Deep Dive: Architecture of Large Language Models; The role of Transformers. The Landscape: Overview of the GenAI Ecosystem; Key Players; Strategic Adoption and Evaluating Tools. Google Stack: Introduction to Google Tools for GenAI and LLMs (Model Garden, Generative AI Studio).

UNIT II

9 HOURS

Prompt Engineering & Vertex AI: Prompt Design: Introduction to Prompt Engineering; Zero-shot, One-shot, and Few-shot prompting. Effective Output: Controlling and Guiding AI output; Prompt Tuning techniques. Multimodal

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AI: Exploring Gemini in Vertex AI for Text, Image, and Video processing. Contextualization: Introduction to Grounding and providing context to AI applications.

UNIT III

9 HOURS

Responsible AI & Ethical Governance: Principles: Defining Responsible AI; Importance in the Enterprise; Google's AI Principles. Challenges: Risks, Bias, and Transparency in AI systems; Privacy and Security considerations. Implementation: Foundations of Responsible AI in Enterprises; Ethical AI governance and implementation frameworks. Practice: Applying AI Principles with Google Cloud tools to identify and mitigate model risks.

UNIT IV

9 HOURS

GenAI for Business Productivity: Beyond Chatbots: Limitations of traditional bots; Expanding use cases to Business Applications. Productivity Apps: Using Gemini in Google Workspace; Data analysis with NotebookLM. Automation: Prompting techniques for work automation; Best practices for using GenAI apps in a professional setting. Case Studies: Real-world use cases for transforming business productivity.

UNIT V

9 HOURS

Building & Scaling AI Agents: AI Agents: Introduction to GenAI Agents (Goal-oriented vs. Task-oriented). Design & Automation: Designing Custom AI Agents; Automating complex business workflows. Enterprise Integration: Integrating AI agents into existing organizational structures. Control & Governance: Managing and controlling agent behavior; Scaling AI solutions for global enterprise needs.

TEXTBOOKS:

1. K. J. Murthy, *Introduction to Generative AI*, 1st ed. New York, NY, USA: Springer Nature, 2023.
2. A. Williams, *Prompt Engineering for LLMs: Architecture and Design*, 1st ed. Sebastopol, CA, USA: O'Reilly Media, 2024.

REFERENCE:

1. Google Cloud Education, *Generative AI Fundamentals*, 1st ed. Mountain View, CA, USA: Google Press, 2023.
2. I. Goodfellow, Y. Bengio, and A. Courville, *Deep Learning (Adaptive Computation and Machine Learning series)*, 1st ed. Cambridge, MA, USA: MIT Press, 2016.

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- Google Cloud, “Cloud Skills Boost – Path 118,” [Online]. Available: <https://www.cloudskillsboost.google/paths/118>.
- Google Cloud, “Vertex AI Documentation,” [Online]. <https://cloud.google.com/vertex-ai/docs>.
- Google AI, “AI Principles,” [Online]. <https://ai.google/responsibility/principles/>.

LIST OF PRACTICALS

- Getting Started with Generative AI Studio on Vertex AI
- Comparing Traditional ML vs. GenAI for Image Classification and Generation
- Text Generation and Prompt Tuning with Gemini Pro
- Multimodal Analysis: Processing Images and Video using Gemini API
- Implementing Responsible AI: Using Safety Settings in Vertex AI
- Testing for Bias and Fairness in LLM responses
- Enhancing productivity with Gemini for Google Workspace
- Grounding LLM responses using specific document datasets in NotebookLM
- Designing a custom Customer Service AI Agent using Vertex AI Agent Builder
- Capstone Project: Building a Scalable Enterprise AI Agent with built-in Governance

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BTCS503M	DCC	Network Security & Cryptography	60	20	20	30	20	3	0	2	4

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COURSE OBJECTIVES:

The student will have ability to:

1. Understand the different aspects of Network Security.
2. 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

10 HOURS

Introduction to Network Security: Computer Security Concept, Need for Security, Security in Networks: Threats in networks, Network Security Controls – The OSI Security Architecture, Fundamental Security Design Principle, Security Attacks, Security Services, Security mechanism, Attack Surface and Attack trees, A Model of Network Security Content Integrity, Strong Authentication, Access Controls, Wireless Security, Honey pots. Proxy Servers and Anonymizers, Firewall, Types of firewall, Password Cracking Techniques.

UNIT II

8 HOURS

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, Cryptographic Attacks.

UNIT III

9 HOURS



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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

9 HOURS

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

UNIT V

9 HOURS

Internet Security Protocols: User Authentication Basic Concepts, SSL Architecture, SSL protocol Authentication Basics, Password, Authentication Token, Certificate based Authentication, Biometric Authentication. Steganography it's importance. Basics of mail security, Pretty Good Privacy, S/MIME, ISAKMP.

TEXTBOOKS:

1. W. Stallings, *Cryptography and Network Security*, 2nd ed. Singapore: Pearson Education Asia, 2000.
2. C. Kaufman, R. Perlman, and M. Speciner, *Network Security: Private Communication in a Public World*. Upper Saddle River, NJ, USA: Pearson, 2002.

REFERENCE:

1. A. Kahate, *Cryptography and Network Security*. New Delhi, India: Tata McGraw-Hill, 2003.
2. W. Stallings, *Cryptography and Network Security: Principles and Practice*, 4th ed. Upper Saddle River, NJ, USA: Pearson Education, 2006.
3. W. Mao, *Modern Cryptography: Theory and Practice*. Upper Saddle River, NJ, USA: Prentice Hall PTR, 2004.
4. W. Stallings, *Network Security Essentials: Applications and Standards*. Upper Saddle River, NJ, USA: Prentice Hall, 2000.
5. D. R. Stinson, *Cryptography: Theory and Practice*. Boca Raton, FL, USA: CRC Press, 2006.



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- E. D. Zwicky, S. Cooper, and D. B. Chapman, *Building Internet Firewalls*, 2nd ed. Sebastopol, CA, USA: O'Reilly Media, 2000.

LIST OF PRACTICALS

- Write a Program to implement Ceaser Cipher.
- Write a Program to implement Substitution Cipher with equation $c=3x+12$.
- Write a Program to implement polyalphabetic Cipher.
- Write a Program to implement Rail fence technique.
- Write a Program to implement Simple Columnar Transposition technique
- Write a Program to implement Advanced Columnar Transposition technique.
- Write a Program to implement Rotation Cipher
- Create a Virtual Private Network.
- Write a Program to implement Simple RSA Algorithm with small numbers.
- Write a Program to implement Simple Diffie- Hellman Key Exchange Algorithms with small numbers.



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BTIT507N	SEC	Programming with Python	0	0	0	60	40	0	0	4	2

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COURSE OBJECTIVES:

The student will have ability to:

1. To develop proficiency in creating based applications using 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 to 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 Python programming language.
3. Ability to create applications for solving computational problems using the Python Programming Language.

SYLLABUS

UNIT I

6 HOURS

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

6 HOURS

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

6 HOURS

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

6 HOURS

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NumPy and Pandas: Python list vs NumPy arrays, creating a NumPy Array, Basic ndarray, Shape of NumPy array, Size of NumPy array, Random numbers in ndarray, The Shape and Reshaping of NumPy Array, Dimensions of NumPy array, Reshaping a NumPy array, Flattening a NumPy array, Transpose of a NumPy array, Indexing and Slicing of NumPy Array.

Pandas Series, Pandas Data Frames, Common Operations in Pandas, How to Deal With Missing Data in Pandas, How To Merge Data Frames in Pandas, How To Join Data Frames in Pandas, How to Concatenate Data Frames in Pandas. Data Input and Output in Pandas, How to Save Pandas Data Frames. Data visualization

UNIT V

6 HOURS

Matplotlib: Matplotlib Introduction, Line Chart, Scatter Plot, Bar Graph, Histogram, Subplots, Pie Chart, Pyplot, Matplotlib with Pandas and Numpy. Specify Color, Markings and Line Styles, Adjust Thickness, Label Tilt, and Legend.

TEXTBOOKS:

1. E. Matthes, *Python Crash Course*, 3rd ed. San Francisco, CA, USA: No Starch Press, 2023.
2. Sweigart, *Automate the Boring Stuff with Python*, 3rd ed. San Francisco, CA, USA: No Starch Press, 2025.

REFERENCE:

1. L. Ramalho, *Fluent Python*, 2nd ed. Sebastopol, CA, USA: O'Reilly Media, 2022.
2. B. Slatkin, *Effective Python: 125 Specific Ways to Write Better Python*, 3rd ed. Boston, MA, USA: Addison-Wesley, 2024.
3. W. McKinney, *Python for Data Analysis*, 3rd ed. Sebastopol, CA, USA: O'Reilly Media, 2022.
4. D. Beazley and B. K. Jones, *Python Cookbook*, 3rd ed. Sebastopol, CA, USA: O'Reilly Media, 2013.

LIST OF PRACTICALS

1. Write a Python Program to Print Hello world!
2. Write a program to demonstrate different number data types in Python.
3. Write a program to perform different Arithmetic Operations on numbers in Python.
4. Write a Program to Swap Two Variables.
5. Write a Program to Convert Celsius to Fahrenheit.
6. Write a Program to Find the Largest Among Three Numbers.

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7. Write a Program to Check Prime Number.
8. Write a Program to Find the Factorial of a Number.
9. Write a Program to Print the Fibonacci sequence.
10. Write a program to create, append, and remove lists in python.
11. Write a program to demonstrate working with tuples in python.
12. Write a program to demonstrate working with set in python.
13. Write a program to demonstrate working with dictionaries in python.
14. Write a program to find reverse of given number using function.
15. Write a python Program to call data member and function using classes and objects
16. Write a program to read 3 subject marks and display pass or failed using class and object.
17. Write a program in Python to handle user defined exception for given problem
18. Write a program using a Numpy module to create an array and check the following:
 - a. Type of array b. Axes of array c. Shape of array c. Type of elements in array
19. Write a python program to concatenate the data frames with two different objects
20. Write a Python program to Demonstrate how to Draw a Scatter Plot, Bar Graph and Pie Chart using Matplotlib.

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COURSE CODE	CATEGORY	COURSE NAME	TEACHING & EVALUATION SCHEME					L	T	P	CREDITS
			THEORY			PRACTICAL					
			END SEM University Exam	Two Term Exam	Teachers Assessment*	END SEM University Exam	Teachers Assessment*				
BTIT508M	SEC	No SQL and MongDB	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 NoSQL
2. Analyze the MongoDB Architecture
3. Understand the working of Atlas Search

COURSE OUTCOMES:

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

1. Understanding NoSQL Database Concepts
2. Demonstrate Proficiency in MongoDB Operations
3. Investigate Advanced MongoDB Features
4. Design Database and Data Modelling Skills
5. Apply NoSQL development tools on Real-World Scenarios

SYLLABUS

UNIT I

6 HOURS

NoSQL Database: Types of NoSQL Database, Brief History of NoSQL Databases, NoSQL Database Features, Relational database vs NoSQL database example, Differences between RDBMS and NoSQL databases, NoSQL use cases, NoSQL Database Misconceptions.

UNIT II

6 HOURS

Introduction to MongoDB: MongoDB Atlas, MongoDB and Document Object Model, CRUD Operation, MongoDB Aggregation, Using \$match and \$group Stages in a MongoDB Aggregation Pipeline, Using \$sort and \$limit Stages in a MongoDB Aggregation Pipeline, Using \$project, \$count, and \$set Stages in a MongoDB Aggregation Pipeline, Using \$out Stage in a MongoDB Aggregation Pipeline.

UNIT III

6 HOURS

MongoDB Indexes: Using MongoDB Indexes in Collections, Creating a Single Field Index in MongoDB, Creating a Multikey Index in MongoDB, Working with Compound Indexes in MongoDB, Deleting MongoDB Indexes.

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SEMESTER-V (2024-2028)

COURSE CODE	CATEGORY	COURSE NAME	TEACHING & EVALUATION SCHEME					L	T	P	CREDITS
			THEORY			PRACTICAL					
			END SEM University Exam	Two Term Exam	Teachers Assessment*	END SEM University Exam	Teachers Assessment*				
BTIT508M	SEC	No SQL and MongDB	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

6 HOURS

Atlas Search: Using Relevance-Based Search and Search Indexes, creating a Search Index with Dynamic Field Mapping, Creating a Search Index with Static Field Mapping, Using \$search and Compound Operators, Grouping Search Results by Using Facets.

UNIT V

6 HOURS

MongoDB Data Modeling: Types of data relationships, modelling, embedding data in documents, referencing data in documents, scaling data model, Using Atlas Tools for Schema Help, MongoDB transactions.

List of Mini Projects

- Build a Mini-Application:** Create a sample application (e.g., a task manager, blog platform, or e-commerce site) using MongoDB as the database backend. Implement all CRUD functionalities and data modeling techniques learned in class.
- Performance Benchmarking:** Conduct performance tests comparing the execution time of queries on indexed versus non-indexed collections to understand the importance of indexing in MongoDB

TEXTBOOKS:

- M. Aleksendric, A. Borucki, and L. Domingues, *Mastering MongoDB 7.0 – Fourth Edition: Achieve Data Excellence by Unlocking the Full Potential of MongoDB*, 4th ed. New York, NY, USA: MongoDB Press, 2024.
- R. Palmer, B. Perlmutter, A. Gangadhar, N. Larew, S. Narváez, T. Rueckstiehs, H. Weller, R. Alake, and S. Ranjan, *Building AI-Intensive Python Applications: Create Intelligent Apps with LLMs and Vector Databases*, 1st ed. New York, NY, USA: MongoDB Press, 2025.

REFERENCE:

- MongoDB University, <https://learn.mongodb.com/>

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BTDSE511M	DSE	Image Processing	60	20	20	30	20	3	0	2	4

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

COURSE OBJECTIVES:

The student will have ability to:

1. Understand the image processing system.
2. Analyze different transformation and segmentation techniques
3. Apply feature extractions from images.

COURSE OUTCOMES:

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

1. Define key concepts and terminologies related to image processing systems and their applications
2. Apply intensity transformations for image enhancement
3. Develop a comprehensive understanding of image processing theories and techniques
4. Demonstrate an understanding of transform and similarity measures

SYLLABUS

UNIT I

8 HOURS

Introduction: Image processing systems and its applications. Basic image file formats. **Image formation:** Geometric and photometric models; Digitization - sampling, quantization; Image definition and its representation, neighborhood metrics.

UNIT II

8 HOURS

Intensity transformations and spatial filtering: Enhancement, contrast stretching, histogram specification, local contrast enhancement; Smoothing, linear and order statistic filtering, sharpening, spatial convolution, Gaussian smoothing, DoG, LoG.

UNIT III

10 HOURS

Segmentation: Pixel classification; Grey level thresholding, global/local thresholding; Optimum thresholding - Bayes analysis, Otsu method; Derivative based edge detection operators, edge detection/linking, Canny edge detector; Region growing, split/merge techniques, line detection, Hough transform.

UNIT IV

10 HOURS

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Image/Object features extraction: Textural features - gray level co-occurrence matrix; Moments; Connected component analysis; Convex hull; Distance transform, medial axis transforms, skeletonization/ thinning, shape properties.

Registration: Mono-modal/multimodal image registration; Global/local registration; Transform and similarity measures for registration; Intensity/pixel interpolation.

UNIT V

9 HOURS

Colour image processing: Fundamentals of different colour models - RGB, CMY, HSI, YCbCr, Lab; False colour; Pseudocolour; Enhancement; Segmentation. **Morphological Filtering Basics:** Dilation and Erosion Operators, Top Hat Filters.

TEXTBOOKS:

1. R. C. Gonzalez and R. E. Woods, Digital Image Processing. Upper Saddle River, NJ, USA: Prentice Hall, 2008.

REFERENCE:

1. M. Petrou and P. Bosdogianni, *Image Processing: The Fundamentals*. Chichester, U.K.: John Wiley & Sons, Ltd., 1999.
2. K. R. Castleman, *Digital Image Processing*. Englewood Cliffs, NJ, USA: Prentice Hall, 1996.
3. A. Blake and A. Zisserman, *Visual Reconstruction*. Cambridge, MA, USA: MIT Press, 1987.
4. A. N. Netravali and B. G. Haskell, *Digital Pictures: Representation, Compression, and Standards*. New York, NY, USA: Plenum Press, 1995.
5. A. B. Watson, *Digital Images and Human Vision*. Cambridge, MA, USA: MIT Press, 1993.

LIST OF PRACTICALS

1. Image File Format Comparison Load, display, and save images in different formats (JPEG, PNG, BMP) using a programming library. Analyze and compare the compression quality and file size.
2. Histogram Equalization Implement histogram equalization to enhance the contrast of a given image. Visualize the original and equalized histograms to show the effect of the transformation.
3. Spatial Filtering: Smoothing and Sharpening Apply various spatial filters (mean, median, Gaussian) for

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BTDSE511M	DSE	Image Processing	60	20	20	30	20	3	0	2	4

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smoothing and different sharpen filters (Laplacian, Sobel) to an image. Compare and analyze the results.

- Image Segmentation Using Thresholding Implement global and adaptive thresholding to segment an image. Use Otsu's method to determine the optimal threshold and evaluate the effectiveness of the segmentation.
- Edge Detection Techniques Implement several edge detection operators (e.g., Sobel, Prewitt, Canny) on the same image. Compare their performance visually and quantitatively (e.g., using precision and recall).
- Texture Feature Extraction Use the gray level co-occurrence matrix to extract texture features from an image (contrast, correlation). Compare textures from different regions of the same image.
- Image Registration Perform mono-modal image registration by aligning two images of the same scene taken at different times. Implement a technique to measure similarity (SSD, correlation) using transformations.
- Color Space Conversion Convert a color image from RGB to different color spaces (HSV, YCbCr, Lab). Visualize the changes and select one space to perform color-based segmentation.
- Morphological Operations: Dilation and Erosion Apply morphological operations (dilation and erosion) on binary images. Analyze how these operations affect the structure of the objects in the images.
- Canny Edge Detector Implementation Implement the Canny edge detection algorithm from scratch. Break down the steps involved.

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			THEORY			PRACTICAL					
			END SEM University Exam	Two Term Exam	Teachers Assessment*	END SEM University Exam	Teachers Assessment*				
BTDSE512N	DSE	Software Testing and Quality Assurance	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. Develop a skill in developing good quality in the software product.
2. Develop methods and procedures for software development that can scale up large systems and that can be used to consistently produce high-quality software at low cost and with a small cycle time.
3. Learn systematic approach to the operation, maintenance, and retirement of software.
4. Learn how to use available resources to develop software, reduce cost of software and how to maintain quality of software.
5. Methods and tools of testing and maintenance of software.

COURSE OUTCOMES:

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

1. Apply approach to Software Testing & QA concepts.
2. Apply modern software testing processes in relation to software development and project management.
3. Create test strategies and plans, design test cases prioritize and execute them.
4. Manage defects within a project.
5. Contribute to efficient delivery of software solutions and implement improvements in the software development processes.

SYLLABUS

UNIT I

10 HOURS

BASIC CONCEPTS: Basic Testing Vocabulary, Quality Assurance versus Quality Control, The Cost of Quality, Software Quality Factors, Software Defect, The Multiple Roles of the Software Tester(People Relationships), Scope of Testing, Testing Constraints, Various software development Life cycles (SDLC), Independent Testing, QA Process, Levels of Testing, The “V” Concept of Testing.

UNIT II

9 HOURS

WHITE BOX TESTING: White box testing techniques - Statement coverage - Branch Coverage - Condition coverage - Decision/Condition coverage - Multiple condition coverage - Dataflow coverage - Mutation testing - Automated code coverage analysis.

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BTDSE512N	DSE	Software Testing and Quality Assurance	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 III

8 HOURS

BLACK BOX TESTING: Black box testing techniques - Boundary value analysis - Robustness testing - Equivalence partitioning -Syntax testing - Finite state testing - Levels of testing – Unit testing- Integration Testing.

UNIT IV

9 HOURS

SYSTEM TESTING - Functional testing-non-Functional testing-acceptance testing-performance testing –Factors and Methodology for Performance testing, Regression testing-Methodology for Regression-testing. Five Views of Software Quality, McCall’s Quality Factors and Criteria, Quality Factors, Quality Criteria, Relationship between Quality Factors and Criteria, Quality Metrics, Quality Characteristics, Software Quality Standard.

UNIT V

9 HOURS

ADVANCE SOFTWARE TESTING METHOD (OBJECT ORIENTED TESTING): Syntax testing - Finite State testing - Levels of testing - Unit, Integration and System Testing. Challenges - Differences from testing non-OO Software - Class testing strategies - State-based Testing Software quality Assurance: ISO 9000; CMM and Test Management Issues; Quality Assurance personnel Issues.

TEXTBOOKS:

1. K. Naik and P. Tripathy, *Software Testing and Quality Assurance: Theory and Practice*. Hoboken, NJ, USA: John Wiley & Sons, Inc., 2008.
2. D. Meiraj, *Software Testing and Quality Assurance: A Comprehensive Guide to Strategies, Techniques, and Best Practices*. Peacock Books, 2023.

REFERENCE:

1. M. P. Navale, S. S. Mane, and S. C. Sethi, *Software Testing and Quality Assurance (SPPU Curriculum Edition)*. Nirali Prakashan, 2022.
2. Mathur, *Foundations of Software Testing and Quality Assurance*. Springer, 2024.
3. R. Black, *Advanced Software Testing – Vol. 3: Guide to the ISTQB Advanced Certification as Test Manager*. Rocky Nook, 2025.
4. Springer Editors, *Software Quality Journal – Special Issues on AI-driven QA*. Springer Nature, 2025.

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BTDSE512N	DSE	Software Testing and Quality Assurance	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.

LIST OF PRACTICALS

1. Design test cases using Boundary value analysis by taking quadratic equation problem.
2. Design test cases using Equivalence class partitioning taking triangle problem.
3. Design test cases using Decision table taking triangle problem.
4. Design independent paths by calculating cyclometer complexity using date problem.
5. Design independent paths by taking DD path using date problem.
6. Design the test cases for login page of AMIZONE.
7. Manual Testing for PAN card verification.
8. Generate test case for ATM machines.
9. Overview of Testing process using Rational Robot.
10. Write a script to record verification points using Rational Robot (For GUI testing of single click on Windows).
11. Write a script to record verification points for Clip Board and alphanumeric values using Rational Robot.

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BTDSE513N	DSE	Next Generation Telecommunication Networks	60	20	20	30	20	3	0	2	4

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

COURSE OBJECTIVES:

The student will have ability to:

1. Understand the importance of QoS and resource management in next generation wireless networks.
2. Describe and compare the network and protocol architectures of GPRS and EDGE and the two principle 3G cellular based wireless standards: UMTS and cdma2000.
3. List and provide a high-level discussion on the key enabling technologies for next generation wireless networks.
4. Identify the relationship between WiFi, WiMAX, and 3G cellular-based wireless networks. In addition, the student will be able to outline and discuss the potential impact of these technologies upon wireless network evolution.

COURSE OUTCOMES:

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

1. Outline the main architectural elements of a Next Generation Network and explain the logic behind it.
2. Understand the concept of Voice over IP (VoIP) and explain how full featured telephony can be provisioned over an IP network.
3. Understand the portfolio of broadband access mechanisms in a fixed network and be able to explain the relative merits of each type.
4. Understand the principles of connection-orientated and connectionless packet switching and the protocols available to enable such networks.
5. Understand the principles of mobile networks and they relate to NGN.

SYLLABUS

UNIT I

10 HOURS

Introduction: Basic history of Mobile Computing Architecture for mobile computing, Three tier architecture, design considerations for mobile computing, mobile computing through internet, Wireless network architecture, Applications, Security, Concerns and Standards, Benefits, Future. Evolution of mobile computing.

UNIT II

9 HOURS

Next Generation Networks (NGN): Principles and definition of an NGN, The NGN architecture, Outline of

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B. Tech CSE/IT- All Programs

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technology choices, Network and implementation issues with NGN, Numbering & Addressing.

UNIT III

8 HOURS

Wireless Networks and Technologies: Introduction, Different generations. Introduction to 1G, 2G, 3G and 4G, Bluetooth, Radio frequency identification(Rfid),Wireless Broadband, Mobile IP: Introduction, Advertisement, Registration, TCP connections, two level addressing, abstract mobility management model, performance issue, routing in mobile host, Adhoc networks, Mobile transport layer: Indirect TCP, Snooping TCP, Mobile TCP, Time out freezing, Selective retransmission, transaction oriented TCP, IPv6.

UNIT IV

9 HOURS

Next Generation Core Network: The role of the core network, Enabling Control and Reconfigurability, Packet Switching (ATM, IP, MPLS, Ethernet), IP Multi-Media System (IMS), Principles of control for IP networks, Concept of IMS.

UNIT V

9 HOURS

NGN Service Aspects: Services on an NGN, Service compatibility with PSTN and IN, Use of APIs and service provider interfaces, Brief review of the principles of mobile networks, Relationship of mobile developments to NGN.

TEXTBOOKS:

1. R. Valdar, *Understanding Telecommunications Networks*. London, U.K.: IET Telecommunications Series 52, 2006.
2. J. Bannister, P. Mather, and S. Coope, *Convergence Technologies for 3G Networks: IP, UMTS, EGPRS and ATM*. Chichester, U.K.: John Wiley & Sons, Ltd., 2004.

REFERENCE:

1. K. Telukder and R. R. Yavagal, *Mobile Computing*. New Delhi, India: Tata McGraw-Hill, 2005.
2. T. SahaMisra, *Wireless Communications and Networks: 3G and Beyond*. New Delhi, India: Tata McGraw-Hill, 2009.
3. M. Carugi, "Introduction to the ITU-T NGN focus group release 1: target environment, services, and capabilities," *IEEE Communications Magazine*, vol. 43, no. 10, pp. 42–48, Oct. 2005.

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- C.-S. Lee and D. Knight, "Realization of the next-generation networks," *IEEE Communications Magazine*, vol. 43, no. 10, pp. 34-41, Oct. 2005.

LIST OF PRACTICALS

- Selection and study of various PN code (MLS, GOLD, BARKER).
- Generate (spreading) DS-SS modulated signal.
- To demodulate (dispreading) DS-SS modulated signal.
- Selection & comparative study of various code modulation techniques: BPSK/QPSK/OQPSK.
- Modulation and Demodulation using internal generation of 2047 bit PN sequence as modulator Input and Unpopulated carrier.
- Spreading and Dispreading using Additive white Gaussian Noise Generator and frequency offset.
- Voice communication using DSSS.

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Vishwavidyalaya, Indore