ShriVaishnavVidyapeethVishwavidyalaya
Bachelor of Technology (Computer Science and Engineering)
Choice Based Credit System (CBCS)

COURSE CODE	Category	COURSE NAME	TEACHING & EVALUATION SCHEME								
			THEORY			PRACTICAL					
			END SEM University Exam	Two Term Exam	Teachers Assessment*	END SEM University Exam	Teachers Assessment*	Th	T	P	CREDITS
ML301		Environment and Energy Studies	60	20	20	-	-	4	-	-	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 students will be able to:
1. To understand sources of information required for addressing environmental challenges.
2. To identify a suite of contemporary tools and techniques in environmental informatics.
3. To apply literacy, numeracy and critical thinking skills to environmental problem-solving.

COURSE OUTCOMES
The students should be able to:
1. Apply the principles of ecology and environmental issues that apply to air, land and water issues on a global scale.
2. Develop critical thinking and/or observation skills, and apply them to the analysis of a problem or question related to the environment.
3. Demonstrate ecology knowledge of a complex relationship between predators, prey, and the plant community.

SYLLABUS

UNIT–I

Environmental Pollution and Control Technologies: Environmental Pollution & Control: Classification of pollution, Air Pollution: Primary and secondary pollutants, Automobile and industrial pollution, Ambient air quality standards. Water pollution: Sources and types, Impacts of modern agriculture, degradation of soil. Noise Pollution: Sources and Health hazards, standards, Solid Waste management composition and characteristics of e - Waste and its management. Pollution control technologies: Wastewater Treatment methods: Primary, Secondary and Tertiary.

UNIT–II

Natural Resources: Classification of Resources: Living and Non - Living resources, water resources: use and over utilization of surface and ground water, floods and droughts, Dams: benefits and problem, Mineral resources: use and exploitation, environmental effects of extracting and using mineral

Chairperson
Board of Studies
(Computer Science & Engineering, Information Technology & Computer Applications)
Shri Vaishnav Vidyapeeth Vishwavidyalaya
Indore

Deputy Registrar
Shri Vaishnav Vidyapeeth Vishwavidyalaya
Indore

resouces, Land resources: Forest resources, Energy resources: growing energy needs, renewable energy source, case studies.

UNIT–III

Ecosystems: Definition, Scope and Importance ecosystem. Classification, Structure and function of an ecosystem, Food chains, food webs and ecological pyramids. Energy flow in the ecosystem, Biogeochemical cycles, Bioaccumulation, ecosystem value, devices and carrying capacity, Field visits.

UNIT–IV

Biodiversity and its Conservation: Introduction - Definition: genetic, species and ecosystem diversity. Bio-geographical classification of India - Value of biodiversity: consumptive use, productive use, social, ethical, aesthetic and option values - . Biodiversity at global, National and local levels. - . India as a megadiversity nation - Hot-sports of biodiversity - Threats to biodiversity: habitat loss, poaching of wildlife, manwildlife conflicts; Conservation of biodiversity: In-situ and Exsitu conservation. National biodiversity act.

UNIT–V

Environmental Policy, Legislation & EIA: Environmental Protection act, Legal aspects Air Act-1981, Water Act, Forest Act, Municipal solid waste management and handling rules, biomedical waste management and handling rules, hazardous waste management and handling rules. EIA: EIA structure, methods of baseline data acquisition. Overview on Impacts of air, water, biological and Socio-economical aspects. Strategies for risk assessment, Concepts of Environmental Management Plan(EMP).

TEXT BOOKS/ REFERENCES:

1. Agarwal, K.C.,(latest edition).**Environmental Biology**, Bikaner :Nidi Pub. Ltd.,
2. Brunner R.C.(latest edition) **Hazardous Waste Incineration**, McGraw Hill Inc.
3. Clank R.S. .,(latest edition. **Marine Pollution**, Clanderson Press Oxford (TB).
4. **Environmental Encyclopedia**, Jaico Pub. Mumbai,
5. De A.K(latest edition) **Environmental Chemistry**, Wiley Wastern Ltd.
6. ErachBharucha(2005).**Environmental Studies for Undergraduate Courses** by for University Grants Commission.
7. R. Rajagopalan(2006).**Environmental Studies**. Oxford University Press.
8. M. AnjiReddy(2006).**Textbook of Environmental Sciences and Technology**. BS Publication.
9. Richard T. Wright(2008).**Enviromental Science: towards a sustainable future** PHL Learning Private Ltd. New Delhi.
10. Gilbert M. Masters and Wendell P. Ela.(2008).**Environmental Engineering and science**. PHI Learning Pvt Ltd.
11. Daniel B. Botkin& Edwards A. Keller(2008).**Environmental Science** Wiley INDIA edition.
12. AnubhaKaushik(2009).**EnviromentalStudies**. New age international publishers.

Chairperson
Board of Studies
(Computer Science & Engineering,
Information Technology & Computer Applications)
Shri Vaishnav Vidyapeeth Vishwavidyalaya
Indore

Deputy Registrar
Shri Vaishnav Vidyapeeth Vishwavidyalaya
Indore

ShriVaishnavVidyapeethVishwavidyalaya
Bachelor of Technology (Computer Science and Engineering)
Choice Based Credit System (CBCS)

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*				
BTIT502		Computer Networks	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 should be made to:
1. Build an understanding of the fundamental concepts of computer networking.
2. Familiarize the student with the basic taxonomy and terminology of the computer networking area.
3. Introduce the student to advanced networking concepts, preparing the student for entry Advanced courses in computer networking.

COURSE OUTCOMES
Upon completion of the subject, students will be able to:
1. Independently understand basic computer network technology.
2. Understand and explain Data Communications System and its components.
3. Identify the different types of network topologies and protocols.
4. Enumerate the layers of the OSI model and TCP/IP. Explain the function(s) of each layer.
5. Identify the different types of network devices and their functions within a network
6. Understand and building the skills of sub netting and routing mechanisms.

SYLLABUS

UNIT–I
Computer Network: Definitions, goals, components, Architecture, Classifications & Types. Layered Architecture: Protocol hierarchy, Design Issues, Interfaces and Services, Connection Oriented & Connectionless Services, Service primitives, Design issues & its functionality. ISO- OSI Reference

Chairperson
Board of Studies
(Computer Science & Engineering, Information Technology & Computer Applications)
Shri Vaishnav Vidyapeeth Vishwavidyalaya
Indore

Deputy Registrar
Shri Vaishnav Vidyapeeth Vishwavidyalaya
Indore

Model: Principle, Model, Descriptions of various layers and its comparison with TCP/IP. Network standardization.

UNIT–II

Data Link Layer: Need, Services Provided, Framing, Flow Control, Error control. Data Link Layer Protocol: Elementary & Sliding Window protocol: 1-bit, Go-Back-N, Selective Repeat, Hybrid ARQ. Bit oriented protocols: SDLC, HDLC, BISYNC, LAP and LAPB.

UNIT–III

MAC Sublayer: MAC Addressing, Binary Exponential Back-off (BEB) Algorithm, Distributed Random Access Schemes/Contention Schemes: for Data Services (ALOHA and Slotted- ALOHA), CSMA/CA, CSMA/CD Ethernet, token bus, token ring, (IEEE 802.3, IEEE 802.4, IEEE 802.5)

UNIT–IV

Network Layer: Need, Services Provided , Design issues, Routing and congestion in network layer, Routing algorithms: Least Cost Routing algorithm, Dijkstra's algorithm, Bellman-ford algorithm, Hierarchical Routing, Broadcast Routing, Multi cast Routing. IP protocol, IP Addresses, Subneeting, Comparative study of IPv4 & IPv6, Mobile IP.

UNIT–V

Transport Layer: Design Issues, UDP: Header Format, Per-Segment Checksum, Carrying Unicast/Multicast Real-Time Traffic, TCP: Connection Management, Reliability of Data Transfers, TCP Flow Control, TCP Congestion Control, TCP Header Format, TCP Timer Management.**Session layer:** Authentication, Authorisation, Session layer protocol. **Presentation layer:** Data conversion, Encryption and Decryption, Presentation layer protocol (LPP, Telnet, X.25 packet Assembler/Disassembler).**Application Layer:** WWW and HTTP, FTP, SSH, Email (SMTP, MIME, IMAP), DNS, Network Management (SNMP).

TEXT BOOKS:

1. Computer Networks - Andrew S Tanenbaum, 4th Edition, Pearson Education.

REFERENCES:

1. Data Communications and Networking - Behrouz A. Forouzan, Fifth Edition TMH, 2013.
2. “Networking Fundamentals”, KavehPahlavan, PrashantKrishnamurthy,Wiley Publication.
3. “Computer Communications & Networking Technologies” Michael A. Gallo & William M. Hancock Cengagepearsen publications.

LIST OF EXPERIMENTS:

1. Study of Different Types of Network Equipment’s.
2. Color coding standard of CAT 5, 6, 7 and crimping of cable in RJ-45.
3. LAN installations and Configurations.

4. Study of basic network command and Network configuration commands.
5. Study of network IP.
6. Write a program to implement various types of error correcting techniques.
7. Write a program to implement various types of farming methods.
8. Study of Tool Command Language (TCL).
9. Study and Installation of Standard Network Simulator: N.S-2.
10. Implement & simulate various types of routing algorithm.
11. Study & Installation of ONE (Opportunistic Network Environment) Simulator for High MobilityNetworks.
12. Simulate STOP AND WAIT Protocols on NS-2.

13. Simulate various Routing Protocol on NS-2.
14. Simulate various Network Topologies on NS-2.
15. Configuring routers, bridges and switches and gateway on NS-2.

ShriVaishnavVidyapeethVishwavidyalaya
Bachelor of Technology (Computer Science and Engineering)
Choice Based Credit System (CBCS)

COURSE CODE	Category	COURSE NAME	TEACHING & EVALUATION SCHEME								
			THEORY			PRACTICAL					
			END SEM University Exam	Two Term Exam	Teachers Assessment*	END SEM University Exam	Teachers Assessment*	Th	T	P	CREDITS
BTCS403		Data Structure & Algorithms	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
1. To teach efficient storage mechanisms of data for an easy access.
2. To design and implementation of various basic and advanced data structures.
3. To introduce various techniques for representation of the data in the real world.
4. To develop application using data structures.
5. To teach the concept of protection and management of data.

COURSE OUTCOMES
Upon completion of the subject, students will be able to:
1. Get a good understanding of applications of Data Structures.
2. Develop application using data structures.
3. Handle operations like searching, insertion, deletion, traversing mechanism etc. on Various data structures.
4. Decide the appropriate data type and data structure for a given problem.
5. Select the best algorithm to solve a problem by considering various problem characteristics, such as the data size, the type of operations, etc.

Chairperson
Board of Studies
(Computer Science & Engineering, Information Technology & Computer Applications)
Shri Vaishnav Vidyapeeth Vishwavidyalaya
Indore

Deputy Registrar
Shri Vaishnav Vidyapeeth Vishwavidyalaya
Indore

SYLLABUS

UNIT–I
Introduction, Overview of Data structures, Types of data structures, Primitive and Non Primitive data structures and Operations, Algorithms. Characteristic of Array, One Dimensional Array, Operation with Array, Two Dimensional Arrays, Three or Multi-Dimensional Arrays.Strings, Array of Structures, Drawbacks of linear arrays, Pointer and Arrays, Pointers and Two Dimensional Arrays, Array of Pointers, Pointers and Strings.

UNIT–II
The Stack as an ADT, Stack operation, Array Representation of Stack, Link Representation of Stack, Application of stack – Recursion, Polish Notation .
The Queue as an ADT, Queue operation, Array Representation of Queue, Linked Representation of Queue, Circular Queue, Priority Queue, &Dequeue, Application of Queues.

UNIT–III
Linked List as an ADT, Linked List Vs. Arrays, Memory Allocation & De-allocation for a Linked List, Linked List operations, Types of Linked List, Implementation of Linked List, Application of Linked List polynomial.

UNIT–IV
Definitions and Concepts, Binary trees, operations on binary trees, Binary tree and tree traversal algorithms, operations on binary trees, List, representation of Tree. Graph Representation, Graph traversal (DFS & BFS).

UNIT–V
Sort Concept, Shell Sort, Radix sort, Insertion Sort, Quick Sort, Merge Sort,Heap Sort, List Search, Linear Index Search, Index Sequential Search Hashed List Search, Hashing Methods , Collision Resolution.

TEXT BOOKS:
1. Ashok N. Kamthane, “Introduction to Data structures”, Pearson Education India.
2. Tremblay &Sorenson, “Introduction to Data- Structure with applications”, Tata Mc- Graw Hill.
3. Bhagat Singh & Thomas Naps, “Introduction to Data structure”, Tata Mc- Graw Hill.
4. Robert Kruse, “Data Structures and Program Design”, PHI.
5. Aaron M. Tenenbaum& Moshe J. Augenstein, “Data Structure using PASCAL”, PHI.

REFERENCES:
1. Data Structures Using C & C++, Rajesh K. Shukla, Wiley- India.
2. Data Structures Using C, ISRD Group, Second Edition, Tata McGraw-Hill.
3. Data Structure Using C, Balagurusamy.
4. C & Data Structures, Prof. P.S. Deshpande, Prof. O.G. Kakde, Dreamtech press.
5. Data Structures, Adapted by: GAV PAI, Schaum’s Outlines.

Chairperson
Board of Studies
(Computer Science & Engineering,
Information Technology & Computer Applications)
Shri Vaishnav Vidyapeeth Vishwavidyalaya
Indore

Deputy Registrar
Shri Vaishnav Vidyapeeth Vishwavidyalaya
Indore

ShriVaishnavVidyapeethVishwavidyalaya
Bachelor of Technology (Computer Science and Engineering)
Choice Based Credit System (CBCS)

COURSE CODE	Category	COURSE NAME	TEACHING & EVALUATION SCHEME								
			THEORY			PRACTICAL					
			END SEM University Exam	Two Term Exam	Teachers Assessment*	END SEM University Exam	Teachers Assessment*	Th	T	P	CREDITS
BTCS404		Computer System Organization	60	20	20	-	-	3	1	-	4

LIST OF EXPERIMENTS:

1. To develop a program to find an average of an array using AVG function.
2. To implement a program that can insert, delete and edit an element in array.
3. To develop an algorithm that implements push and pop stack operations and implementthe same using array.
4. To perform an algorithm that can insert and delete elements in queue and implement thesame using array.
5. To implement an algorithm for insert and delete operations of circular queue andimplement the same using array.
6. To develop an algorithm for binary tree operations and implement the same.
7. To design an algorithm for sequential search, implement and test it.
8. To develop an algorithm for binary search and perform the same.
9. To implement an algorithm for Insertion sort method.
10. To develop an algorithm that sorts number of elements using bubble sort method.
11. To design an algorithm for Merge sort method and implement the same.

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. Understand the architecture of a modern computer with its various processing units.
2. To impart knowledge on processor speed and processing of programs.
3. The performance measurement of the computer system.
4. To introduce hardware utilization methodology.
5. To impart knowledge in inter process communication.

COURSE OUTCOMES

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

1. Students can understand the architecture of modern computer.
2. They can analyze the Performance of a computer using performance equation.
3. Understanding of different instruction types.

Chairperson
Board of Studies
(Computer Science & Engineering, Information Technology & Computer Applications)
Shri Vaishnav Vidyapeeth Vishwavidyalaya
Indore

Deputy Registrar
Shri Vaishnav Vidyapeeth Vishwavidyalaya
Indore

4. They can understand how computer stores positive and negative numbers.

SYLLABUS

UNIT–I
Computer Basics and CPU: Von Newman model, various subsystems, CPU, Memory,I/O, System Bus, CPU and Memory registers, Program Counter, Accumulator, Instruction register, Micro operations, Register Transfer Language, Instruction Fetch, decode and execution, data movement and manipulation, Instruction formats and addressing modes of basic computer. 8085 microprocessor organization

UNIT–II
Control Unit Organization: Hardwired control unit, Micro and nano programmed control unit, Control Memory, Address Sequencing, Micro Instruction formats, Micro program sequencer, Microprogramming, Arithmetic and Logic Unit: ArithmeticProcessor, Addition, subtraction, multiplication and division, Floating point and decimalarithmetic and arithmetic units, design of arithmetic unit.

UNIT–III

Input Output Organization: Modes of data transfer – program controlled, interrupt driven and direct memory access, Interrupt structures, I/O Interface, Asynchronous data transfer, I/O processor, 8085 I/O structure, 8085 instruction set and basic programming. Data transfer – Serial / parallel, synchronous/asynchronous, simplex/half duplex and full duplex.

UNIT–IV
Memory organization: Memory Maps, Memory Hierarchy, Cache Memory - Organization and mappings. Associative memory, Virtual memory, Memory Management Hardware.

UNIT–V
Multiprocessors: Pipeline and Vector processing, Instruction and arithmetic pipelines, Vector and array processors, Interconnection structure and inter-processor communication.

TEXT BOOKS:

REFERENCES:
1. Morris Mano: Computer System Architecture, PHI.
2. Tanenbaum: Structured Computer Organization, Pearson Education
3. J P Hayes, Computer Architecture and Organisations, Mc- Graw Hills, New Delhi

COURSE CODE	Category	COURSE NAME	TEACHING & EVALUATION SCHEME								
			THEORY			PRACTICAL					
			END SEM University Exam	Two Term Exam	Teachers Assessment*	END SEM University Exam	Teachers Assessment*	Th	T	P	CREDITS
BTCS405		Data Base Management System	60	20	20	30	20	3	1	2	5

4. Gaonkar: Microprocessor Architecture, Programming, Applications with 8085; Penram Int.
5. William Stallings: Computer Organization and Architecture, PHI
6. ISRD group; Computer Organization; TMH
7. Carter; Computer Architecture (Schaum); TMH
8. 8. Carl Hamacher: Computer Organization, TMH

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

COURSE OBJECTIVES

The student will have ability to:

1. To understand the dissimilar issues concerned in the intend and implementation of a database system.

2. To learn the physical and logical database design, database modeling, relational, hierarchical, and network models

3. To understand and develop data manipulation language to query, modernize, and manage a database

4. To expand an understanding of necessary DBMS concepts such as: database security, integrity, concurrency,

5. To intend and build a straightforward database system and show competence with the fundamental tasks involved with modeling, designing, and implementing a DBMS.

COURSE OUTCOMES

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

1. Evaluate business information problem and find the requirements of a problem in terms of data.

2. Understand the uses the database schema and need for normalization.

3. Design the database schema with the use of appropriate data types for storage of data in database.

4. Use different types of physical implementation of database

5. Use database for concurrent use.

6. Backup data from database.

SYLLABUS

UNIT–I
INTRODUCTION TO DATABASE CORE CONCEPTS AND APPLICATIONS:

What is database system, purpose of database system, view of data, relational databases, database architecture, transaction management, Introduction to File and Database systems- Database system structure , Data Models , Introduction to Network and Hierarchical Models , ER model , Relational Model , Relational Algebra and Calculus.

UNIT–II
RELATIONAL DATA STRUCTURE: SQL

Relations, Domains, Attributes, Keys, Extensions and Intentions, Base Table, Indexes, System R, Data Manipulation, Retrieval, Operations, Built-in-Functions, Update Operations, Introduction of SQL, Multi table Queries, Nested Queries or Sub queries, Multiple Row Nested Queries, Data Manipulation Language, The Create Table Statement

UNIT–III
DATA STORAGE AND QUERY PROCESSING:

Record storage and Primary file organization- Secondary storage Devices- Operations on Files- Heap File- Sorted Files- Hashing Techniques , Index Structure for files ,Different types of Indexes- B-Tree - B+Tree ,Query Processing.

UNIT–IV
RELATIONAL DATABASE DESIGN AND TRANSACTION MANAGEMENT:

Relational algebra, Traditional Set operations, Attribute Name for Derived Relations, Special Relational Operations, Relational Calculus, Type Oriented Relational Calculus, Further Normalization, Functional Dependence, First, Second and Third Normal forms, Relations with more than one candidate key, Good and Bad Decompositions, Fourth Normal Form, Fifth Normal Form. Transaction Processing: Introduction- Need for Concurrency control- Desirable properties of Transaction- Schedule and Recoverability- Serializability and Schedules , Concurrency Control , Types of Locks- Two Phases locking- Deadlock- Time stamp based concurrency control , Recovery Techniques , Concepts- Immediate Update- Deferred Update - Shadow Paging.

UNIT–V
THE NETWORK APPROACH AND SECURITY AND INTEGRITY:

The architecture of an IMS system, Background, Architecture, IMS Data Structure, Physical Database, The Database Description, Hierarchical Sequence, IMS data manipulation, Defining the Program Communication Block (PCB). The DL/I Examples, Constructing the Segment Search Argument, using more than one PCB. Object Oriented Databases , Need for Complex Data types- OO data Model- Nested relations- Complex Types- Inheritance Reference Types - Distributed databases- Homogenous and Heterogenous- Distributed data Storage , XML , Structure of XML- Data- XML Document- Schema- Querying and Transformation. , Data Mining and Data Warehousing.Introduction, Security and Integrity Violations, Authorization, Granting of Privileges, Security Specification in SQL

TEXT BOOKS:

1. A Silberschatz, H Korth, S Sudarshan, “Database System and Concepts”, fifth Edition McGraw-Hill ,
2. Rob, Coronel, “Database Systems”, Seventh Edition, Cengage Learning.
3. Date C J, “An Introduction To Database System”, Pearson Educations

4. Elmasri, Navathe, "Fundamentals Of Database Systems", Pearson Educations

REFERENCES:

1.Understanding SQL by Martin Gruber, BPB.

2. SQL- PL/SQL by Ivan bayross.

3. Oracle – The complete reference – TMH /oracle press.

4. AtulKahate , " Introduction to Database Management System", Pearson Educations.

5. Oracle 9i Database Administration Fundamental-I, Volume I, Oracle Press, TMH.

6. Paneerselvam,"DataBase Management System", PHI Learning.

7.Sanjeev Sharma, JitendraAgarwal, ShikhaAgarwal, "Advanced DBMS", Dreamtech Publication

LIST OF EXPERIMENTS:

1. Design a Database and create required tables. For e.g. Bank, College Database
2. Apply the constraints like Primary Key , Foreign key, NOT NULL to the tables.
3. Write a sql statement for implementing ALTER,UPDATE and DELETE
4. Write the queries to implement the joins
5. Write the query for implementing the following functions: MAX(),MIN(),AVG(),COUNT()
6. Write the query to implement the concept of Integrity constrains
7. Write the query to create the views 8) Perform the queries for triggers
8. Perform the following operation for demonstrating the insertion , updation and deletion using the referential integrity constraints
9. Write the query for creating the users and their role.

ShriVaishnavVidyapeethVishwavidyalaya

Bachelor of Technology (Computer Science and Engineering)

Choice Based Credit System (CBCS)

Chairperson
Board of Studies
(Computer Science & Engineering,
Information Technology & Computer Applications)
Shri Vaishnav Vidyapeeth Vishwavidyalaya
Indore

Deputy Registrar
Shri Vaishnav Vidyapeeth Vishwavidyalaya
Indore

ShriVaishnavVidyapeethVishwavidyalaya
Bachelor of Technology (Computer Science and Engineering)
Choice Based Credit System (CBCS)

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*				
BTCS406		Mobile Application Lab	-	-	-	-	50	-	-	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.

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 (04-05)
The student will have ability to:
1. 1.Describe those aspects of mobile programming that make it unique from programming for other platforms,
2. Critique mobile applications on their design pros and cons,
3. Utilize rapid prototyping techniques to design and develop sophisticated mobile interfaces.
4. Program mobile applications for the Android operating system that use basic and advanced phone features, and
5. Deploy applications to the Android marketplace for distribution.

COURSE OUTCOMES (04-05)
Upon completion of the subject, students will be able to:
1. Students will understand aspects of mobile.
2. Students will be able to develop rapid prototyping techniques to design and develop sophisticated mobile interfaces.
3. Students will be able to create Program mobile applications for the Android operating system that use basic and advanced phone features, and
4. Students will be able to build applications to the Android marketplace for distribution.

SYLLABUS

UNIT–I

Chairperson
Board of Studies
(Computer Science & Engineering, Information Technology & Computer Applications)
Shri Vaishnav Vidyapeeth Vishwavidyalaya
Indore

Deputy Registrar
Shri Vaishnav Vidyapeeth Vishwavidyalaya
Indore

Introduction to mobile devices and Administrative,Mobile devices vs. desktop devices - ARM and intel architectures - Power Management - Screen resolution - Touch interfaces - Application development - App Store, Google Play, Windows Store - Development environments introduction: XCode , Eclipse , PhoneGAP, etc - Native vs. web applications.

UNIT–II

Mobile OS Architectures:Comparing and Contrasting architectures of all three – Android, iOS and Windows - Underlying OS (Darwin vs. Linux vs. Win 8) - Kernel structure and native level programming - Runtime (Objective-C vs. Dalvik vs. WinRT) - Approaches to power management – Security.

UNIT–III

Introduction to Android Development Environment, Android/iOS/Win 8 Survival and basic apps, Mobile frameworks,Tools,Native level programming on Android o Low-level programming on (jailbroken) iOS o Windows low level APIs.

UNIT–IV

Study different open source frameworks, tools and basic languages used for mobile development. Basic working knowledge on various editors, tools used in mobile development like android development environment.Mobile Software Engineering, Frameworks and Tools ,Generic UI Development.

UNIT–V

Intents and Service: Android ,Intents and Services , Characteristics of Mobile Applications, Successful Mobile Development, Storing and Retrieving Data, Synchronization and Replication of Mobile Dat, Android Storing and Retrieving Data ,Working with a Content Provider, Communications Via Network and the Web, State Machine, Correct Communications Model, Android Networking and Web , Telephony, Wireless Connectivity and Mobile Apps, Notifications and Alarms, Memory Management, Graphics Performance and Multithreading, Graphics and UI Performance Android Graphics and MultimediaMobile Agents , LocationMobility and Location Based Packaging and DeployingPerformance Best Practices.

TEXT BOOKS: (Min 04-05) (Format: Authors, Title, Edition, Publisher, Year)

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

REFERENCES: (Min 04-05) (Format: Authors, Title, Edition, Publisher, Year)

1. http://www.tutorialspoint.com/android/
2. http://rypress.com/tutorials/objective-c/index
3. http://www.programiz.com/python-programming

LIST OF EXPERIMENTS: (At least 10 based on Syllabus)

1. Write a html program for Creation of web site with forms, frames, links, tables etc
2. Design a web site using HTML and DHTML. Use Basic text Formatting, Images,
3. Create a script that asks the user for a name, then greets the user with “Hello” and the user name on the page

4. Create a script that collects numbers from a page and then adds them up and prints them to a blank field on the page.
5. Using CSS for creating web sites
6. Creating simple application to access data base using JDBC Formatting HTML with CSS.
7. Program for manipulating Databases and SQL.
8. Basic android programs.
9. Basic programs in objective c.
10. Programs in eclipse tools.

ShriVaishnavVidyapeethVishwavidyalaya
Bachelor of Technology (Computer Science and Engineering)
Choice Based Credit System (CBCS)

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	-	-	-	60	40	-	-	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

Chairperson
Board of Studies
(Computer Science & Engineering, Information Technology & Computer Applications)
Shri Vaishnav Vidyapeeth Vishwavidyalaya
Indore

Deputy Registrar
Shri Vaishnav Vidyapeeth Vishwavidyalaya
Indore

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.

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.

Chairperson
Board of Studies
(Computer Science & Engineering, Information Technology & Computer Applications)
Shri Vaishnav Vidyapeeth Vishwavidyalaya
Indore

Deputy Registrar
Shri Vaishnav Vidyapeeth Vishwavidyalaya
Indore

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.