

M.Sc.(Computer Science) Second Year

Third Semester

Paper Code	Nomenclature	University Exams	Internal Assessment	Total Marks	Credits (L:T:P)
17MCS23DA1/ 17MCS23DA2/ 17MCS23DA3	i) Compiler Design OR ii) Computer Security OR iii) Computer Graphics	80	20	100	4:0:0
17MCS23DB1/ 17MCS23DB2/ 17MCS23DB3	i) Management Information System OR ii) Digital Image Processing OR iii) Artificial Intelligence	80	20	100	4:0:0
17MCS23C1	Operating System and Unix	80	20	100	4:0:0
17MCS23C2	Visual Programming	80	20	100	4:0:0
17MCS23CL	Practical-III (Based on 17MCS23C1, 17MCS23C2, 17MCS23DA3)	100*	-----	100	0:0:4
					Total Credits=20
Open Elective (O)					
To be Chosen from the pool of Open Electives provided by the University (excluding the open elective prepared by the Department of Comp Sc. & Appls.)					3 Credits

Total Credits : 23

Fourth Semester

Paper Code	Nomenclature	University Exams	Internal Assessment	Total Marks	Credits (L:T:P)
17MCS24C1	Java Programming	80	20	100	4:0:0
17MCS24DA1/ 17MCS24DA2/ 17MCS24DA3	i) Data Warehouse and Data Mining OR ii) Analysis and Design of Algorithms OR iii) Multimedia and Its Applications	80	20	100	4:0:0
17MCS24DB1/ 17MCS24DB2/ 17MCS24DB3	i) Internet and Web Designing ii) Software Testing iii) Advances in Database Systems	80	20	100	4:0:0
17MCS24CL	Practical-IV (Based on 17MCS24C1, 17MCS24DB1)	100*	-----	100	0:0:4
17MCS24C3	Project Report	100**	-----	100	0:4:0
					Total Credits=20

* 20 marks out of 100 will be based on the evaluation/assessment of the candidate in Test(s) and Assignment(s) during the semester, which will be forwarded by the Head of Dept./Director/Principal to the Examiner(s).

** 20 marks out of 100 will be based on the progress of the candidate in the Project assigned during the semester, which will be forwarded by the Head of Dept./Director/Principal to the Examiner(s).

Overall Credits : 88

THIRD SEMESTER

COMPILER DESIGN

Paper Code: 17MCS23DA1

External: 80

Time: 3Hrs

Internal: 20

Note: Examiner will be required to set NINE questions in all. Question Number 1 will consist of total 8 parts (short-answer type questions) covering the entire syllabus and will carry 16 marks. In addition to the compulsory question there will be four units i.e. Unit-I to Unit-IV. Examiner will set two questions from each Unit of the syllabus and each question will carry 16 marks. Student will be required to attempt FIVE questions in all. Question Number 1 will be compulsory. In addition to compulsory question, student will have to attempt four more questions selecting one question from each unit.

UNIT – I

Overview of language processing: Preprocessors, compiler, assembler, interpreters, linkers & loaders, structure of a compiler, phases of a compiler.

Lexical Analysis: Role of Lexical Analysis, Lexical Analysis Vs. Parsing, Token, patterns and Lexemes, Lexical Errors, Regular Expression, Definitions for the language constructs, Strings, Sequences, Comments, Transition diagram for recognition of tokens, Reserved words and identifiers, Examples.

UNIT – II

Syntax Analysis: Role of a parser, classification of parsing techniques, Top down parsing, First and Follow, LL(1) Grammars, Non-Recursive predictive parsing, Error recovery in predictive parsing.

Introduction to simple LR: Why LR Parsers, Model of an LR Parsers, Operator Precedence- Shift Reduce Parsing, Difference between LR and LL Parsers, Construction of SLR Tables.

UNIT – III

Powerful LR Parsers: Construction of CLR (1), LALR Parsing tables, Dangling ELSE Ambiguity, Error recovery in LR Parsing.

Semantic analysis: SDT, evaluation of semantic rules, symbol tables, use of symbol tables. Runtime Environment: storage organization, stack allocation, access to non-local data, heap management, parameter passing mechanisms.

UNIT – IV

Intermediate code: Three address code, quadruples, triples, abstract syntax trees, basic blocks, CFG. Machine independent code optimization; Common sub expression elimination, constant folding, copy propagation, dead code elimination, strength reduction, loop optimization, procedure inlining.

Machine dependent code optimization: Peephole optimization, register allocation, instruction scheduling, inter procedural optimization, garbage collection via reference counting.

Text books:

1. Compilers, Principles Techniques and Tools- Alfred V Aho, Monical S Lam, Ravi Sethi, Jeffrey D. Ullman.
2. Principles of Compiler design, V. Raghavan, TMH.
3. Principles of Compiler design, Nandini Prasad, Elsevier

Reference books:

1. Compiler construction, Principles and Practice, Kenneth C Louden, CENGAGE

2. Implementations of Compiler, A new approach to Compilers including the algebraic methods, Yunlinsu, SPRINGER.

Note : Latest and additional good books may be suggested and added from time to time.

COMPUTER SECURITY
PAPER CODE: 17MCS23DA2

External: 80

Time: 3Hrs

Internal: 20

Note: Examiner will be required to set NINE questions in all. Question Number 1 will consist of total 8 parts (short-answer type questions) covering the entire syllabus and will carry 16 marks. In addition to the compulsory question there will be four units i.e. Unit-I to Unit-IV. Examiner will set two questions from each Unit of the syllabus and each question will carry 16 marks. Student will be required to attempt FIVE questions in all. Question Number 1 will be compulsory. In addition to compulsory question, student will have to attempt four more questions selecting one question from each Unit.

Unit-I

The Security Problem in Computing: The meaning of Computer Security, Computer Criminals, Methods of Defense, Elementary Cryptography: Substitution Ciphers, Transpositions, Making "Good" Encryption Algorithms, The Data Encryption Standard, The AES Encryption Algorithm, Public Key Encryptions, Uses of Encryption.

Unit-II

Program Security: Secure Programs, Non-malicious Program Errors, viruses and other malicious code, Targeted Malicious code, controls Against Program Threats, Protection in General-Purpose operating system protected objects and methods of protection, File protection Mechanisms, User Authentication Designing Trusted O.S : Security polices, models of security, trusted O.S. design, Assurance in trusted OS.

Unit-III

Database Security: Security requirements, Reliability and integrity, Sensitive data, Inference, multilevel database, proposals for multilevel security.

Security in Network: Threats in Network, Network Security Controls, Firewalls, Intrusion Detection Systems, Secure E-mail.

Unit-IV

Administering Security: Security Planning, Risk Analysis, Organizational Security policies, Physical Security. Legal Privacy and Ethical Issues in Computer Security:

Protecting Programs and data, Information and the law, Rights of Employees and Employers, Software failures, Computer Crime, Praia, Ethical issues in Computer Security, Case studies of Ethics.

Suggested Readings:

1. P. Pfleeger, Shari Lawrence Pfleeger Charles: Security in Computing, PHI.
2. William Stallings: Cryptography & Network Security, Pearson Education.
3. Charlie Kaufman, Radia Perlman, Mike Speciner: Network Security, Private communication in a public world, PHI.
4. Douglas R. Stinson: Cryptography – Theory and Practice, CRC Press.
5. Bruce Schneier , Niels Ferguson: Practical Cryptography, Wiley Dreamtech India Pvt Ltd.
6. Any other book(s) covering the contents of the paper in more depth.

Note: Latest and additional good books may be suggested and added from time to time

COMPUTER GRAPHICS
PAPER CODE- 17MCS23DA3

External: 80

Time: 3Hrs

Internal: 20

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UNIT-I

Overview of Computer Graphics: Computer Graphics and Its Types, Applications of Computer Graphics; Graphics Display Devices: CRT (Random-Scan and Raster Scan Monitor), Color CRT Monitors, Refresh CRT and Interlacing; DVST, Emissive and Non- Emissive Display devices; Hard copy devices; Graphics Software Standards.

UNIT-II

Scan Conversion: Scan Converting a Point, Line: Slope Method, DDA and Bresenham's Algorithm, Circle: Mid Point and Bresenham's Algorithm, Anti- aliasing.

2-D Graphics Transformations: Rotations, Scaling, Translation, Reflection, Shearing; Homogeneous coordinates: Need, Transformations in Homogeneous Coordinates. Composite Transformation.

UNIT-III

Polygon Filling: Scan-Line Polygon Fill Algorithm, Inside-Outside tests, Boundary-Fill Algorithm, Flood Fill Algorithm, Cell Array, Character Generation.

Two-Dimensional Viewing: The Viewing Pipeline, Window to View port coordinate transformation, Clipping Operations, Point Clipping, Line Clipping, Polygon Clipping for convex and concave polygons, Text Clipping, Exterior Clipping.

UNIT-IV

Interactive Picture-Construction Techniques: Basic Positioning Method, Constraints, Grids, Gravity field, Rubber Band Methods, Dragging, Painting and Drawing.

Three-Dimensional Concepts: Three Dimensional Display Methods: Parallel Projection and Perspective Projection; 3D Transformations: Translation, Rotation & Scaling. Applications of 3D graphics.

Suggested Readings:

1. Hearn, D., Baker, : Computer Graphics, Prentice Hall.
2. Plastock : Theory & Problem of Computer Graphics, Schaum Series.
3. Foley & Van Dam: Fundamentals of Interactive Computer Graphics, Addison-Wesley.
4. Newman : Principles of Interactive Computer Graphics, McGraw Hill.
5. Bufford: Multimedia Systems, Addison Wesley.
6. Jeffcoate : Multimedia in Practice, Prentice-Hall.

Note : Latest and additional good books may be suggested and added from time to time.

**MANAGEMENT INFORMATION SYSTEM
PAPER CODE- 17MCS23DB1**

External: 80

Time: 3Hrs

Internal: 20

Note: Examiner will be required to set NINE questions in all. Question Number 1 will consist of total 8 parts (short-answer type questions) covering the entire syllabus and will carry 16 marks. In addition to the compulsory question there will be four units i.e. Unit-I to Unit-IV. Examiner will set two questions from each Unit of the syllabus and each question will carry 16 marks. Student will be required to attempt FIVE questions in all. Question Number 1 will be compulsory. In addition to compulsory question, student will have to attempt four more questions selecting one question from each Unit.

UNIT-I

Evolution of MIS: Concepts, framework for understanding and designing MIS in an Organization.
Organization and Information Systems: The Organization: Structure, Managers and activities, Data, information and its attributes , The level of people and their information needs , Types of Decisions and information , Information System, categorization of information on the basis of nature and characteristics.

UNIT-II

Kinds Of Information Systems: Transaction Processing System (TPS), Office Automation System (OAS), Management Information System (MIS), Decision Support System (DSS) and Group Decision Support System (GDSS), Expert System (ES), Executive Support System (EIS or ESS).

UNIT-III

Manufacturing and Service Systems: Information systems for Accounting, Finance, Production and Manufacturing, Marketing and HRM functions - IS in hospital, hotel, bank.

Enterprise System: Enterprise Resources Planning (ERP): Features, selection criteria, merits, issues and challenges in Implementation - Supply Chain Management (SCM): Features, Modules in SCM - Customer Relationship Management (CRM): Phases.

UNIT-IV

Choice of IT: Nature of IT decision; Strategic decision; Configuration design and evaluation Information technology implementation plan.

Security and Ethical Challenges: Ethical responsibilities of Business Professionals – Business, technology. Computer crime – Hacking, cyber theft, unauthorized use at work. Piracy – software and intellectual property. Privacy – Issues and the Internet Privacy. Challenges – working condition, individuals. Health and Social Issues, Ergonomics and cyber terrorism.

Suggested Books :

1. Management Information Systems, Kenneth J Laudon, Jane P. Laudon, Pearson/PHI.
2. Management Information Systems, W. S. Jawadekar, Tata McGraw Hill.
3. Introduction to Information System, James A. O' Brien, Tata McGraw Hill.
4. Management Information Systems, S.Sadagopan, PHI.
5. Management Information Systems, Effy Oz, Thomson Course Technology.
6. Corporate Information Strategy and Management”, Lynda M AppleGate, Robert D Austin et al, Tata McGraw Hill.

Note : Latest and additional good books may be suggested and added from time to time.

DIGITAL IMAGE PROCESSING
PAPER CODE: 17MCS23DB2

External: 80

Time: 3Hrs

Internal: 20

Note: Examiner will be required to set NINE questions in all. Question Number 1 will consist of total 8 (short parts -answer type questions) covering the entire syllabus and will carry 16 marks. In addition to the compulsory question there will be four units i.e. Unit-I to Unit-IV. Examiner will set two questions from each of the syllabus and each question will carry 16 marks. Student will be required to attempt FIVE questions in all. Question Number 1 will be compulsory. In addition to compulsory question, student will have to attempt four more questions selecting one question from each Unit.

UNIT – I

Introduction to Digital Image Processing: Applications of digital image processing, Steps in digital image processing, Components of an Image Processing system, Image sampling and Quantization, Relationships between pixels.

Image Enhancement: Intensity transformations and spatial filtering, Point and Mask based techniques, Histogram processing, Fundamentals of spatial filtering, Smoothing and sharpening spatial filters.

UNIT – II

Filtering in frequency domain: Fourier Series and Transform, Discrete Fourier Transform, Frequency Domain Filtering Fundamentals, Homomorphic Filtering.

Color Image Processing: Color Fundamentals, Color characteristics, Color models, RGB, CYK, CMYK, HIS, YIQ models, Pseudo color image processing, full color image processing, color transformations, Smoothing and sharpening of images.

UNIT – III

Image Restoration: Model of Image Degradation/Restoration process, Noise models, Linear, Inverse filtering, Mean Square Error Restoration, Least Square Restoration.

Image Compression Fundamentals: Lossless and Lossy Compression, Basic Compression Methods: Huffman Coding, Run-Length Coding, LZW Coding, Arithmetic Coding, Bit-Plane Coding, Predictive Coding, Transform Coding, Wavelet Coding, Compression standards.

UNIT – IV

Image Segmentation: Fundamentals, Point, Line and Edge Detection, Thresholding, Region-Based Segmentation.

Image Representation: Boundary Representation, Chain Codes, Polygonal Approximations, Signatures, Boundary Descriptors, Simple Descriptors, Shape Numbers, Regional Descriptors, Topological Descriptors, Texture.

Text Book:

1. Gonzalez R.C., Woods R.E., “Digital Image Processing”, Pearson Education.
2. Vipula Singh, “Digital Image Processing with MATLAB and LABVIEW”, Elsevier India.

Reference Books:

1. Gonzalez R.C., “Digital Image Processing with MATLAB”, Tata McGraw Hill.
2. Sonka Milan, “Image Processing Analysis and Machine vision”, Cengage Learning.
3. William K. Pratt, “Digital Image Processing”, Wiley India Pvt. Ltd.
4. Chanda B., Majumder D. Dutta, “Digital Image Processing and Analysis”, PHI Learning.
5. Jain A.K., “Fundamental of Digital Image Processing”, PHI Learning.
6. Jayaraman S., Esakkirajan S., Veerakumar T., “Digital Image Processing”, Tata McGraw Hill.
7. Annadurai, “Digital Image Processing”, Pearson Education

Note : Latest and additional good books may be suggested and added from time to time.

**ARTIFICIAL INTELLIGENCE
PAPER CODE-17MCS23DB3**

External: 80

Time: 3Hrs

Internal: 20

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UNIT-I

Problem solving: State space search: Production systems, Search space control, Depth first search, unknown search, Hill climbing best first search, branch and bound. Best First Search, Problem Reduction, Constraints, Satisfaction, Means End Analysis.

UNIT-II

Knowledge Representation: Predicate logic: Skolemizing queries, Unification, Modus ponens, Resolution, dependency directed back tracking.

Rule Based Systems: Forward reasoning Conflict resolution, Backward reasoning. Use of non back track.

UNIT-III

Perception: Sensing, Speech recognition, Vision, Action, Neural networks: Introduction, Comparison of artificial neural networks with biological neural networks, Learning in neural networks, Perceptions, Back propagation networks, application of neural networks.

Fuzzy logic: Definition, Difference between Boolean and Fuzzy logic, fuzzy subset, fuzzy membership function, fuzzy expert system, Inference process for fuzzy expert system, fuzzy controller

UNIT-IV

Expert system development life cycle: Problem selection, Prototype construction, Formalization, Implementation, Evaluation, Knowledge acquisition: Knowledge engineer, Cognitive behavior, Acquisition techniques.

Knowledge representation: Level of representation, Knowledge representation schemes, Formal logic, Inference Engine, Semantic net, Frame, Scripts.

Suggested Readings :

1. Rich Elaine and Knight Kevin : Artificial Intelligence, Tata McGraw Hill .
2. Tani Moto : Introduction to AI using LISP.
3. Patterson : Artificial Intelligence and Expert Systems.
4. Winston, P.H. and: LISP B.K.P.
5. Sangal Rajeev : LISP Programming, Tata McGraw Hill.
6. Balagurusamy : Artificial Intelligence & Technology.
7. Mishkoff, Henry C: Understanding Artificial Intelligence, BPB Publ.
8. Bharti & Chaitenya: Natural Language Processing, PHI

Note : Latest and additional good books may be suggested and added from time to time.

**OPERATING SYSTEM AND UNIX
PAPER CODE- 17MCS23C1**

External: 80

Time: 3Hrs

Internal: 20

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UNIT-I

Operating systems overview: Operating systems as an extended machine & resource manager, Operating systems classification; Operating systems and system calls; Operating systems architecture.
Process Management functions: Process model, hierarchies, and implementation; process states and transitions; multi-programming, multi-tasking, multi-threading; level of schedulers and scheduling algorithms.

UNIT-II

Memory Management and Virtual Memory : Logical versus Physical Address Space, Swapping, Contiguous Allocation, Paging, Segmentation, Segmentation with Paging, Demand Paging, Performance of Demanding Paging, Page Replacement, Page Replacement Algorithm, Allocation of Frames, Thrashing.

UNIT-III

Device Management functions: I/O devices and controllers, interrupt handlers, Types of I/O Software: Device independent I/O software, User-space I/O software, Terminal I/O software. Disk scheduling.

File management functions: file naming, structure, types, access mechanisms, attributes and operations; directory structures and directory operations; file space allocations; file sharing, file locking; symbolic links; file protection and security: distributed file systems.

UNIT-IV

Concurrent programming: sequential and concurrent process; precedence graph, Bernsterins condition; time dependency and critical code section, mutual exclusion problem; classical process co-ordination problems; deadlock handling, inter-process communication.

Unix Operating System: Overview of UNIX OS in general and implementation of all above functions in Unix Operating System.

Suggested Readings

1. Tenenbaum : Modern Operating Systems, Prentice-Hall.
2. Godbole : Operating System, Tata McGraw-Hill.
3. Peterson, James L: Operating System Concepts, Addison Wesley Publ. & Silberschatz Comp.
4. Deitel, H.M. : An Introduction to Operating System, Addison Wesley Publ. Comp.
5. Brain Kernighen & Rob Pike: The UNIX Programming Environment, Prentice Hall.
6. Maurice Bach :Design of the UNIX Operating System, Prentice Hall.
7. Stephen Prato :Advanced UNIX-Programmer's guide, BPB.
8. Sumitabha Das : UNIX Concepts and Applications – Featuring SCO UNIX and LINUX, TMH.

Note : Latest and additional good books may be suggested and added from time to time.

VISUAL PROGRAMMING
PAPER CODE:17MCS23C2

External: 80

Time: 3Hrs

Internal: 20

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UNIT-I

Introduction to Visual Basic: VB IDE, An overview of VB project types, VB as event-driven & object-based language, Default Controls in Tool Box: Label Box, Text Box, Command Button, List Box, Combo Box, Picture & Image Box, Shape box, Timer, Option button, Check Box & Frames.

Programming with VB: Variables, Constants, Data types, Variable Scope, Arithmetic operations, String Operations, Built-in functions, I/O in VB, Branching & Looping statements, Procedures, Arrays, Collection.

UNIT-II

Working with Forms: Working with multiple forms; Loading, Showing and Hiding forms; Creating Forms at Run Time. Introduction to MDI forms. Dialog Boxes: Types of Dialog boxes, Working with Common Dialog Box.

Menu Manipulation: Introduction to Menu Editor, Adding Menus and its manipulation: Modifying and Deleting Menu Items, Creating Submenus.

UNIT-III

Advanced Controls in VB: Introduction: Scroll Bar, Slider Control, Tree View, List View, Rich Text Box Control, Toolbar, Status Bar, Progress Bar, Cool bar, Image List, Tab Strip.

Working with Graphics: Using Paint, Line, Circle, RGB and other related method, manipulating graphics.

UNIT-IV

File Handling in VB: Creating a File, Saving and Opening files in Rich text box and Picture box, Handling file operations.

VB & Databases: The Data Controls and Data-Bound Controls; Using DAO, RDO, ADO.

ActiveX controls: Creating & Using ActiveX Controls, Creating & Using ActiveX Documents, ActiveX EXE vs. ActiveX DLL.

Text Books:

1. Visual Basic 6 Programming: Black Book By Steven Holzner, dreamtech PRESS
2. Mastering Visual Basic 6 By Evangelos Petroustos BPB
3. Programming in Visual Basic 6.0 By Julia Case Bradley & Anita C. Millspaugh Tata McGraw-Hill Edition.

Reference Books:

1. Step by Step Microsoft Visual Basic 6.0 Professional By Michael Halvorson PHI
2. Visual basic 6 Complete BPB
3. Teach Yourself Visual basic 6 By Scott Warner Tata McGraw-Hill Edition
4. Using Visual Basic 6 Special Edition By Brian Siler and Jeff Spotts PHI
5. Internet & World Wide Web How to Program, Pearson education, by: H.M. Deitel, P.J. Deitel, A.B. Goldberg.

Note : Latest and additional good books may be suggested and added from time to time.

FOURTH SEMESTER

JAVA PROGRAMMING PAPER CODE-17MCS24C1

External: 80

Time: 3Hrs

Internal: 20

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UNIT-I

Introduction: Java History, Java features Java and Internet, Java and World Wide Web, Java Program Structure, Java Tokens, Java Virtual Machine, Data Types, Operators and Expressions, Decision Making and Branching, looping Classes and Methods. **Inheritance:** Using Existing Classes, Class Inheritance, Choosing Base Class, Access Attributes, types of Inheritance, Abstract Classes, Using Final Modifier.

UNIT-II

Polymorphism: Types of polymorphism. **Packages & Interfaces:** Understanding Packages, Defining a Package, Packaging up Your Classes, Adding Classes from a Package to Your Program, Understanding CLASSPATH, Access Protection in Packages, Concept of Interface.

Exception Handling: Types of Exceptions, Dealing with Exceptions, Exception Objects.

UNIT-III

Multithreading Programming: Understanding Threads, The Main Thread, Creating a Thread, Creating Multiple Threads, Thread Priorities, Synchronization, Deadlocks Inter-thread communication

Input/Output in Java: I/O Basic, Byte and Character Structures, I/O Classes, Reading Console. **Creating Applets in Java:** Applet Basics, Applet Architecture, Applet Life Cycle, Simple Applet Display Methods, Requesting Repainting, Using The Status Window, The HTML APPLET Tag Passing Parameters to Applets.

UNIT-IV

AWT: Working with AWT Controls, AWT Classes, Window Fundamentals, Working with Frame, Creating a Frame Window in an Applet, Displaying Information Within a Window.

Working with Graph: Working with Graphics, Working with Color, Setting the Paint Mode, Working with Fonts, Exploring Text and Graphics, Layout Managers and Menus.

Suggested Readings

1. Patrick Naughton & Herbert Schildt.: Java 2.0 : The Complete Reference, TMH.
2. Holzner Steven : Java 2, Swing, Servlets, JDBC & Java Beans Programming (Black Book), IDG Books India (P) Ltd.
3. Hatman & Eden : ASP with VBScript, SQL and HTML Programming Reference, IDG Books India(P), Ltd.
4. Jackson, J. : Java by Example, Sunsoft Press.
5. Wiber, J. : Using Java 2 Plat form, PHI.
6. Harold, E. : Java Secrets, Comdex.
7. Zolli, A. : Mastering Java, BPB.

8. TiHel, E. :Discover Java, Comdex.

Note : Latest and additional good books may be suggested and added from time to time.

DATA WAREHOUSE AND MINING
PAPER CODE: 17MCS24DA1

External: 80

Time: 3Hrs

Internal: 20

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Unit-I

Data Warehouse: Need for data warehouse, Definition, Goals of data Warehouse, Challenges faced during Warehouse Construction, Advantages, Types of Warehouse: Data Mart, Virtual Warehouse and Enterprise Warehouse. Components of Warehouse: Fact data, Dimension data, Fact table and Dimension table, Designing fact tables. Pre-requisite Phases: Extract, Transform and load process. Warehouse Schema for multidimensional data: star, snowflake and galaxy schemas

Unit-II

Data warehouse and OLAP technology, Difference between OLTP and OLAP, Strengths of OLAP, Applications of OLAP. Multidimensional data models: Data Cubes & Data Cuboids, Lattice. OLAP operations: Advantages, Types: Roll up, Drill down, Pivot, Slice & Dice operations, Applications. OLAP Server: Need, Types: ROLAP, MOLAP and HOLAP, Features. Data warehouse Implementation, Introduction to Efficient computation of data cubes.

Unit-III

Data preprocessing: Need, Integral steps of preprocessing: Data integration, Data transformation, Data reduction, Discretization and Concept Hierarchy Generation. Data mining primitives, Types of Data Mining Systems, Data generalization & Summarization based characterization, Analytical characterization. Mining Association Rules in large databases: Association rule mining, Single dimensional Boolean association rules from Transactional Database Systems, Multi level association rules and Multidimensional association rules from relational DBS and DWS.

Unit-IV

Classification and Prediction: Basic Classification & Prediction Model, Difference between Classification & Prediction. Classification Algorithms: Decision tree induction & Back propagation. Prediction Algorithms: Regression approach: Linear & Non Linear regression. Cluster analysis: Purpose, Types: Partitioning and Hierarchical methods, Density based methods, Applications of Data Mining: Web mining, Temporal and Spatial data mining.

Suggested Readings:

1. W.H.Inmon: Building Data Ware House, John Wiley & Sons.
2. S . Anahory and D.Murray: Data warehousing, Pearson Education, ASIA.
3. Jiawei Han & Micheline Kamber: Data Mining - Concepts & Techniques, Harcourt India PVT Ltd. (Morgan Kaufmann Publishers).
4. Michall Corey, M.Abbey, I Azramson & Ben Taub: Oracle 8i Building Data Ware Housing, TMH.

5. I.H. Whiffen: Data Mining, Practical Machine Learning tools & techniques with Java (Morgan Kaufmann)
6. Sima Yazdanri & Shirky S. Wong: Data Warehousing with Oracle.
7. A.K. Pujari: Data Mining Techniques, University Press.
8. IBM An Introduction to Building the Data Warehouse, PHI Publication.
9. Pieter Adriaans Dolf Zantinge: Data Mining, Addison Wesley.
10. David Hand, Heikki Mannila, and Padhraic Smyth: Principles of Data Mining, PHI Publication.
11. Anahory S., Murray D. :Data Warehousing in the Real World, Addison Wesley.

**ANALYSIS AND DESIGN OF ALGORITHMS
PAPER CODE: 17MCS24DA2**

External: 80

Time: 3Hrs

Internal: 20

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UNIT-I

Sets and disjoint sets, union, sorting and searching algorithms and their analysis in terms of space and time complexity.

Divide and Conquer: General method, binary search, merge sort, quick sort, selection sort, Strassen's matrix multiplication algorithms and analysis of algorithms for these problems.

UNIT-II

Greedy Method: General method, Knapsack problem, Job sequencing with deadlines, Minimum spanning trees- Prim's and Kruskal's algorithms, Single source paths- Dijkstra algorithms and analysis of these problems.

Dynamic Programming: General method, Optimal binary search trees, 0/1 Knapsack, Traveling Salesperson Problem.

UNIT-III

Back Tracking: General method, 8 Queen's Problem, Graph coloring, Hamiltonian cycles and analysis of these problems.

Branch and Bound: Method, 0/1 Knapsack and Traveling Salesperson Problem, efficiency considerations.

UNIT-IV

NP Hard and NP Complete Problems: Basic concepts, Cook's theorem, NP hard graph and NP scheduling problems some simplified NP hard problems.

Advanced data structures: Red-Black trees, B-trees, Fibonacci Heaps.

TEXT BOOKS:

1. Fundamental of Computer algorithms, Ellis Horowitz and Sartaj Sahni, Galgotia Publ.
2. Introduction to Algorithms, Thomas H Cormen, Charles E Leiserson And Ronald L Rivest: TMH.

REFERENCE BOOKS:

1. The Design and Analysis of Computer Algorithm, Aho A.V. Hopcroft J.E., Addison Wesley.
2. Algorithms-The Construction, Proof and Analysis of Programs, Berlion, P.Bizard, P., Johan Wiley & Sons.
3. Writing Efficient Programs, Bentley, J.L., PHI.
4. Introduction to Design and Analysis of Algorithm, Goodman, S.E. & Hedetniemi, MGH.
5. Introduction to Computers Science- An algorithms approach , Jean Paul Trembley, Richard B.Bunt, T.M.H.
6. Fundamentals of Algorithms: The Art of Computer Programming Voll, Knuth, D.E., Naresh Publ.

MULTIMEDIA AND ITS APPLICATIONS

PAPER CODE: 17MCS24DA3

External: 80

Time: 3Hrs

Internal: 20

Note: Examiner will be required to set NINE questions in all. Question Number 1 will consist of total 8 parts (short-answer type questions) covering the entire syllabus and will carry 16 marks. In addition to the compulsory question there will be four units i.e. Unit-I to Unit-IV. Examiner will set two questions from each Unit of the syllabus and each question will carry 16 marks. Student will be required to attempt FIVE questions in all. Question Number 1 will be compulsory. In addition to compulsory question, student will have to attempt four more questions selecting one question from each unit.

UNIT-I

Introduction : Definition of multimedia, Multimedia Basics, Where to use Multimedia, Multimedia Elements, Multimedia Application, Virtual Reality, Delivering Multimedia, Multimedia Workstation Architecture, High resolution Graphic displays; Network architecture for Multimedia systems.

Evolving Technologies For Multimedia Systems: Hypermedia Documents; Hypertext - Hyper Speech - HDTV and UDTV, 3D Technology.

Multimedia Software: Overview of Multimedia Software Tools - Open Source Replacements - Multimedia Authoring - Some Useful Editing and Authoring Tools - VRML.

UNIT II

Text, Image and Sound Fundamentals: About Fonts and Face, Hypermedia and Hypertext. Images: Making Still Images, Bitmaps - 1 bit images - 8-bit gray level images - 8-bit color images- Dithering- 24 bit color images - Vector Drawing - Vector-Drawn Objects vs. Bitmaps. Sound: MIDI Audio - MIDI vs. Digital Audi; Multimedia System Sounds; Adding Sound to Your Multimedia Project, Audio Recording.

Animation: The Power of Motion- Principles of Animation - Animation by Computer - Animation Techniques, Types of Animation.

UNIT III

Data Compression: Need for Data compression - General Data compression Scheme - Compression standards - Non-lossy compression for images - Lossy compression for Photographs and video, Hardware Vs Software Compression, : Basics of Binary image compression

Data and File Format Standards: Popular File Formats - RTF, RIFF, GIF, PNG, TIFF, MIDI, JPEG, JFIF, AVI, WAV, BMP, WMF, MIX, MPEG standards - TWAIN.

UNIT IV

Multimedia input/output Technologies: Limitations of Traditional input devices - Multimedia input output devices - PEN input - Working of Electronic Pen - Video and image display systems - Video

display technology standards; CRT - display terminology, Flat panel display system. **Making Multimedia:** The Stages of a Multimedia Project, Creativity, Organization, Communication - Hardware - Software - Text Editing and Word Processing Tools - OCR Software - Painting and Drawing Tools, 3-D Modeling and Animation, Authoring Systems - Making Instant Multimedia - Types of Authoring Tools.

Reference Books:

1. Bufford: Multimedia Systems, Addison Wesley.
2. Vaughan, Tay, 1993, Multimedia: Making It Work, Osborne/McGraw-Hill, Berkeley.
3. Jeffcoate : Multimedia in Practice, Prentice-Hall
4. Fundamental of Multimedia - Ze-Nian Li & M. S. Drew
5. Multimedia Systems Design - Prabhat k.Andleigh, Kiran Thakra.
6. Computer Graphics Multimedia and Animation - Malay K. Pakhira PHI , New Delhi.
7. Principles of Multimedia - Ranjan Parekh - TMGH, New Delhi - Twelfth Reprint,
8. Computer Graphics and Multimedia - Anirban Mukhapatyay, Aruop Chattopadhyay - Vikas Publishing Ltd - Second Edition
9. Multimedia Technology & Applications- David Hillman Galgotia Publications Pvt Ltd.- Second Edition

INTERNET AND WEB DESIGNING PAPER CODE- 17MCS24DB1

External: 80

Time: 3Hrs

Internal: 20

Note: Examiner will be required to set NINE questions in all. Question Number 1 will consist of total 8 parts (short-answer type questions) covering the entire syllabus and will carry 16 marks. In addition to the compulsory question there will be four units i.e. Unit-I to Unit-IV. Examiner will set two questions from each Unit of the syllabus and each question will carry 16 marks. Student will be required to attempt FIVE questions in all. Question Number 1 will be compulsory. In addition to compulsory question, student will have to attempt four more questions selecting one question from each Unit.

UNIT I

Introduction: Internet, Evolution of Internet, Types of Computer Network: LAN, WAN, MAN Internet Protocol, Internet Services, WWW, Working of Internet, Introduction to Intranet, DNS working, Configuring Internet Connection, Internet Connection Concepts, Connecting LAN to Internet; Client-Server environment: Single User, Multi User, Server, Workstation, Computer Network; Network Topologies; Network Protocols, E-Mail Concepts – Configuring E-Mail Program, Sending and Receiving Files through E-Mail, Fighting Spam, Sorting Mail, E-Mail mailing lists and avoiding E-Mail viruses.

UNIT-II

Searching and Web Casting Technique: Popular web servers, Web Browsers; basic features of browsers: bookmarks, cookies, progress indicators, customization of browsers, browsing tricks, next generation web browsing, search engines; Hypertext Transfer Protocol (HTTP), URL.

Internet Tools: Online Chatting, Messaging, and Conferencing Concepts, Usenet newsgroup concepts: Reading usenet newsgroups, Instant messaging, Web-Based chat rooms and discussion boards, Voice and Video conferencing. Streamlining Browsing, Keeping track of Favorite Web Sites, Web Security, Privacy, and Site-Blocking.

UNIT-III

Web Designing using HTML: Understanding HTML, XHTML Syntax and Semantics, HTML Elements: Paragraph, Lists, Tables, Images, Frames, Forms, Linking to other Web Pages: External

and Internal linking, E-mail Links; Working with Background colors and Images; Marquee; Text Alignment and Text Formatting, Advanced Layout with Tables; Publishing HTML Pages.

UNIT-IV

Cascading Style Sheets: Introduction, Inline, Internal, External CSS, Linking CSS to Web Page.

Client-Side Programming: Introduction to JavaScript, Basic Syntax, Variables and Data types, Statements, Operators, Literals, Functions, Objects, Arrays.

XML: Relation between XML and HTML, Goals of XML, Structure and Syntax of XML, Well Formed XML, DTD and its Structure, tree structures in data organization, Searching with XPath.

Reference Books :

1. Fundamentals of the Internet and the World Wide Web, Raymond Greenlaw and Ellen Hepp. TMH.
2. Internet & World Wide Programming, Deitel, Deitel & Nieto. Pearson Education.
3. Complete reference guide to java script, Aron Weiss, QUIE.
4. Dick Oliver: Tech Yourself HTML 4 in 24 Hours, Techmedia.
5. Satish Jain: "O" – Level Information Technology,
6. Craig Zacker: 10 minutes Guide to HTML Style Sheets, PHI.
7. V.K. Jain: "O" – Level Information Technology, BPB Publications

SOFTWARE TESTING PAPER CODE: 17MCS24DB2

External: 80

Time: 3Hrs

Internal: 20

Note: Examiner will be required to set NINE questions in all. Question Number 1 will consist of total 8 parts (short-answer type questions) covering the entire syllabus and will carry 16 marks. In addition to the compulsory question there will be four units i.e. Unit-I to Unit-IV. Examiner will set two questions from each Unit of the syllabus and each question will carry 16 marks. Student will be required to attempt FIVE questions in all. Question Number 1 will be compulsory. In addition to compulsory question, student will have to attempt four more questions selecting one question from each Unit.

UNIT-I

Introduction: Faults, Errors, and Failures, Basics of software testing, Testing objectives, Principles of testing, Requirements, behaviour and correctness, Testing and debugging, Test metrics and measurements, STLC, Verification, Validation,

Types of testing: Functional and non – functional Testing; system testing, recovery testing, security testing, stress testing, performance testing, usability testing; Software Quality and Reliability, Software defect tracking.

UNIT-II

Testing Techniques: White box testing, static testing, static analysis tools, Structural testing: Unit/Code functional testing, Code coverage testing, Code complexity testing, Black Box testing, Requirements based testing, Boundary value analysis, Equivalence partitioning, state/graph based testing, Model based testing and model checking, Differences between white box and Black box testing.

UNIT-III

Integration, System, and Acceptance Testing: Top down and Bottom up integration, Bi-directional integration, System integration, Scenario Testing, Defect Bash, Design/Architecture verification, Deployment testing, Scalability testing, Reliability testing, Alpha, Beta and Acceptance Testing: Acceptance criteria; test cases selection and execution.

Testing Object Oriented Software: Unit Testing in OO Context, Integration Testing in OO Context, OO testing methods, Class level testing, Interclass test case design, testing for real time system.

UNIT-IV

Test Selection & Minimization for Regression Testing: Regression testing, Regression test process, Initial Smoke or Sanity test, Selection of regression tests, Execution Trace, Dynamic Slicing, Test Minimization, Tools for regression testing, Ad hoc Testing: Pair testing, Exploratory testing, Iterative testing, Defect seeding.

Test Management and Automation Test Planning: Management, Execution and Reporting, Software Test Automation: Scope of automation, Design & Architecture for automation, Generic requirements for test tool framework, Test tool selection.

Text Books:

1. Jorgensen P. C., "Software Testing-A Craftman's Approach", CRC Press.
2. Software Testing techniques - Baris Beizer, Dreamtech.
3. 2. Software Testing Tools – Dr.K.V.K.K.Prasad, Dreamtech.
4. Jeff Tian, Software Quality Engineering (SQE), Wiley
5. Stephen H. Kan, Metrics and Models in Software Quality Engineering, Addison-Wesley
6. John W. Horch, Practical Guide to Software Quality Management, Artech house publisher.
7. Robert Dunn, Software Quality Concepts and Plans, Prentice-Hall.
8. Alan Gillies, Software Quality, Theory and Management, Chapman and Hall.

Reference Books:

1. Tom Gilb, Principles of Software Engineering Management, Addison-Wesley.
2. Michael Dyer, The Cleanroom approach to Quality Software Engineering, Wiley & Sons.
3. Daniel Freedman, Gerald Weinberg, Handbook of Walkthroughs, Inspections and Technical Reviews, Dorset House Publishing.
4. Tom Gilb, Dorothy Graham, Software Inspection, Addison-Wesley.
5. Arthur Lowell, Improving Software Quality an Insiders guide to TQM, John Wiley & Sons.

ADVANCES IN DATABASE SYSTEMS

PAPER CODE: 17MCS24DB3

External: 80

Time: 3Hrs

Internal: 20

Note: Examiner will be required to set NINE questions in all. Question Number 1 will consist of total 8 parts (short-answer type questions) covering the entire syllabus and will carry 16 marks. In addition to the compulsory question there will be four units i.e. Unit-I to Unit-IV. Examiner will set two questions from each Unit of the syllabus and each question will carry 16 marks. Student will be required to attempt FIVE questions in all. Question Number 1 will be compulsory. In addition to compulsory question, student will have to attempt four more questions selecting one question from each Unit.

Unit-I

The Extended Entity Relationship Model: The ER model revisited, EER model.

Object-Oriented Databases: Overview of Object-Oriented concepts, Encapsulation of operations, Methods and Persistence, Type hierarchies and Inheritance, Type extents and queries, Complex objects; Database schema design for OODBMS; OQL, Persistent programming languages; OODBMS architecture and storage issues; Transactions and Concurrency control.

Unit-II

Object Relational Database: Database design for an ORDBMS – Nested relations and collections;

Storage and access methods, Query processing and Optimization, Comparison of OODBMS and ORDBMS.

Decision Support Systems: Information Retrieval Systems, Decision Support system, Data Analysis and OLAP, Data Mining.

Unit-III

Parallel Database: Architectures for parallel databases, Parallel query evaluation; Parallelizing individual operations, Sorting, Joins;

Distributed database: Distributed database concepts, Data fragmentation, Replication, and allocation techniques for distributed database design; Query processing in distributed databases; Concurrency control and Recovery in distributed databases

Unit-IV

Client-Server Architecture: Client Server Architectures: Two-tier and Three-tier Client Server Architecture, Server Architectures.

Enhanced Data models: Active database, Temporal database, Spatial databases: Concepts and architecture, Deductive databases and Query processing; Mobile databases, Geographic information systems, Multimedia databases.

Text Books:

1. Elmasri and Navathe, Fundamentals of Database Systems, Pearson Education.
2. Korth, Silberchatz, Sudarshan, Database System Concepts, McGraw-Hill.

Reference Books:

1. Raghu Ramakrishnan, Johannes Gehrke, Database Management Systems, McGraw-Hill
2. Peter Rob and Coronel, Database Systems, Design, Implementation and Management, Thomson Learning.
3. C.J.Date, Longman, Introduction to Database Systems, Pearson Education
4. Thomas Connolly, Carolyn Begg, Database Systems, Pearson Education

PROJECT REPORT

PAPER CODE: 17MCS24C3

Max Marks: 100

1. Each student should carry out Project using the software development tools /languages/ technologies that they have learnt and/or have studied during the concerned semester or any other development tools in view of the ongoing Software Industry trends.
2. It should be done by the student in an organization/college under the supervision of the staff(s) assigned by Head of the Department/Director/Principal.
3. The Project has to be assigned to the students in the beginning of the 4th Semester.