Proposed Syllabus and Scheme of Examination for
B.Sc. (Honours) Computer Science

Gangadhar Meher University
SAMBALPUR, ODISHA

UNDERGRADUATE PROGRAMME IN COMPUTER SCIENCE
(Courses effective from Academic Year 2015-16)

SYLLABUS OF COURSES TO BE OFFERED
Core Courses, Elective Courses & Ability Enhancement Courses

Department of Computer Science
Gangadhar Meher University
SAMBALPUR, ODISHA

REGULATIONS OF GENERAL ACADEMIC AND EXAMINATION MATTERS FOR BA/B.Sc./B.COM/BBA/BSc.IST EXAMINATIONS

(THREE YEAR DEGREE COURSE) UNDER CHOICE BASED CREDIT SYSTEM AND SEMESTER SYSTEM

(Effective for the students admitted to First year of Degree course during 2015-16 and afterwards)

CHAPTER-I

(REGULATIONS OF GENERAL ACADEMIC MATTERS)

1. APPLICATION & COMMENCEMENT:

(i) These regulations shall come into force with effect from the academic session 2015-16.

2. CHOICE-BASED CREDIT SYSTEM (CBCS):

CBCS is a flexible system of learning that permits students to

1. Learn at their own pace.
2. Choose electives from a wide range of elective courses offered by the University Departments.
3. Adopt an inter-disciplinary approach in learning and
4. Make best use of the expertise of available faculty.

3. SEMESTER:

Depending upon its duration, each academic year will be divided into two semesters of 6 months duration. Semesters will be known as either odd semester or even semester. The semester from July to December will be Semesters I, III, V and similarly the Semester from January to June will be Semesters II, IV & VI. A semester shall have minimum of 90 instructional days excluding examination days / Sundays / holidays etc.

4. COURSE:

A Course is a set of instructions pertaining to a pre-determined contents (syllabus), delivery mechanism and learning objectives. Every course offered will have three components associated with the teaching-learning process of the course, namely:

(i) Lecture – symbolized as L;

(ii) Tutorial – symbolized as T; and

(iii) Practical – symbolized as P.

In G.M. University, UG programmes have a minimum of 21 courses.

5. CREDIT:

Each course is rated in terms of credits or credit hours. Credit is a kind of weightage given to the contact hours to teach the prescribed syllabus, which is in a modular form. Normally one credit is allocated to 10 contact hours.

Mechanics of credit calculation:

As per G.M. University standard, 1 credit = 10 hours of lectures / contact hours. The contact hours will include all the modes of teaching like lectures / tutorials / laboratory work / field work or other forms. In determining the number of hours of instruction required for a course involving laboratory / field work, 2 hours of laboratory / field work is generally considered equivalent to 1 hour of lecture. In these regulations one credit means one hour of teaching works or two hours of practical works per week.

6. GRADE LETTER:

The Grade letter is an index to indicate the performance of a student in a particular course / paper. It is the transformation of actual marks secured by a student in a course / paper. The Grade letters are O, A+, A, B+, B, C, P, F. There is a range of marks for each grade letter.

7. GRADE POINT:

Grade point is an integer indicating the numerical equivalent of the letter grade / the weightage allotted to each grade letter depending on range of marks awarded in a course / paper.

8. CREDIT POINT (P):

Credit point is the value obtained by multiplying in grade point (G) by the credit (C): P = G x C.

9. SEMESTER GRADE POINT AVERAGE (SGPA):

SGPA is the value obtained by dividing the sum of credit points (P) earned by a student in various courses taken in a semester by the total number of credits earned by the student in that semester. SGPA shall be rounded off to two decimal places.

10. CUMULATIVE GRADE POINT AVERAGE (CGPA):

CGPA is the value obtained by dividing the sum of credit points in all the courses earned by a student for the entire programme, by the total number of credits. CGPA shall be rounded off to two decimal places. CGPA indicates the comprehensive academic performance of a student in a programme.

An overall letter grade (Cumulative Grade) for the entire programme shall be awarded to a student depending on his / her CGPA.

11. COURSE STRUCTURE:

(a) COURSE: A course is a component / a paper of a programme. A course may be designed to involve lectures / tutorials / laboratory work / seminar / project work / practical training / report writing / viva voce etc. or a combination of these, to meet effectively the teaching and learning needs and the credits may be assigned suitably.

(b) TYPES OF COURSES:

(i) Core Courses (14x6=84 credits)

Core courses comprise a set of at least fourteen papers that are identified as compulsory for the students registered for the UG degree in a particular subject. Core courses shall be spread over all the semesters.

(ii) Ability Enhancement Compulsory Course (04 credits)

The Ability Enhancement Course (AE) Courses may be of two kinds: Ability Enhancement Compulsory Courses (AECC) and Skill Enhancement Courses (SEC). “AECC” courses are the courses based upon the content that leads to Knowledge enhancement; i. Environmental Science and ii. English / MIL Communication. These are mandatory for all disciplines.

(iii) Skill Enhancement Course (SEC) (04 credits)

SEC courses are value-based and / or skill-based and are aimed at providing hands-on-training, competencies, skills, etc. These courses may be chosen from a pool of courses designed to provide value-based and / or skill-based knowledge.

(iv) Elective Courses: 48 credits (24+24)

Elective Course: A course that can be chosen from a number of options other than the core and compulsory courses is known as elective course. An elective may be "Generic Elective" focusing on those courses which add generic proficiency to the student. An elective may be "Discipline Centric" or may be chosen from the main discipline / subject of study called Discipline Specific Elective. Such elective may also include project work / dissertation. It is considered as a special course involving the application of knowledge in solving / analyzing / exploring a real life situation / difficult problem.

The Three year Degree course leading to the Bachelors Degree in Arts/Science/Commerce/BBA/BSc.IST shall be spread over a period of six semesters in three academic years with the following course structure.

Semester	Core Course (6 credits per paper)	Ability Enhancement Compulsory Course (2 credits per paper)	Skill Enhancement Course (2 credits per paper)	Discipline Specific Elective (6 credits per paper)	Generic Elective (6 credits per paper)
I (350 Marks)	CC-I CC-II	AECC-I	-	-	GE-I
II (350 Marks)	CC-III CC-IV	AECC-II	-	-	GE-II
III (450 Marks)	CC-V CC-VI CC-VII	-	SEC-I	-	GE-III
IV (450 Marks)	CC-VIII CC-IX CC-X	-	SEC-II	-	GE-IV
V (400 Marks)	CC-XI CC-XII	-	-	DSE-I DSE-II	-
VI (400 Marks)	CC-XIII CC-XIV	-	-	DSE-III DSE-IV	-

CHAPTER – II
(REGULATION ON EXAMINATION MATTERS)

1. The Examinations

1.1.(a) A candidate for the Bachelor's Degree in Arts/Science/Commerce/BBA/BSc.IST shall be required to pass each of the following examinations.

(i)	Semester-I	(ii)	Semester-II
(iii)	Semester-III	(iv)	Semester-IV
(v)	Semester-V	(vi)	Semester-VI

Each of the semester examination includes one Mid-Term and one End Term examination.

1.1.(b) Each student has to register himself / herself within schedule date to be eligible to appear the examination. Unless a student registers himself /herself by filling up examination forms and pays the requisite fees for Semester-I, he/she will not be eligible to sit for semester-II examination. Similarly, he/she will not be eligible to take the subsequent semesters unless he/she registers for the previous semester.

1.1.(c) A student has to clear all semester examinations within a maximum period of 05 years.

1.2 Examination Calendar

The broad format of the examination calendar for UG classes shall be as follows:

(a)	Mid term examination of odd semesters	…	September
(b)	End Term examination of odd semesters	…	November – December
(c)	Mid term examination of even Semesters	…	February
(d)	End Term examination of even semesters	…	March – April

The detail programme of end term examination shall be notified one month before the commencement of examinations.

1.3. Mid Term examination

In each semester there shall be one Mid Term examination of one hour / 60 minutes duration irrespective of marks in each paper having theory component. Out of the total marks of a paper, 20% of marks are earmarked for midterm examination.

1.4 End Term Examination

At the end of each semester, there shall be one examination of each paper called End Term examination. It shall cover 80% of the total marks of a paper. A student fulfilling the following conditions is eligible to appear the End Term examination.

i. A student shall pay the prescribed examination fees and fill up the prescribed form

meant for the examination as per the notification issued by Examination Section (General). No form fill up is allowed before seven days of the commencement of the End-Term examination.

ii. The minimum number of lectures, practicals, seminars, which a student shall be required to attend before being eligible to take any Semester Examination shall not be less than 75% of the total number of lectures, practicals, seminars taken separately during the semester period.

iii. Provided that in exceptional cases the authority may condone the shortage of attendance to the extent of 15%.

iv. Provided further that the authority may condone the shortage of attendance to the extent of 10% over and above 15% in respect of students who represented the college or the state in any National / State Level: Camp, NCC, games or sports during the semester period under reference subject to prior approval and subsequent production of authenticated certificate of participation.

1.5.(a) Mode of Examination

The duration of examination shall be as follows:

Examination	Total marks	Duration
Theory paper	40 Marks	2 hours
	60/80 Marks	3 hours
Practical papers / Project Papers	25 Marks	3 hours
	50/100 marks	6 hours

1.5.(b) Mode of question papers

(i) All examinations except Viva-voce and Project work shall be conducted by means of written paper (Printed, written / typed in English). The papers in Modern Indian Languages shall be set and answered in the respective languages as mentioned in the syllabus.

(ii) Questions for a paper shall be set covering the total course of that paper either unit wise giving options from each unit unless specified otherwise in the syllabus.

1.5 (c) Results of examinations

The candidates shall have to appear and secure minimum pass grade in all the paper of a semester examination to be declared as pass. The following 10 – point grading system and corresponding letter grades be implemented in awarding grades and CGPA under CBCS system.

1.6 Award of Grade

The grade awarded to the student in any particular course / paper shall be based on his / her performance in all the tests conducted in a semester for that course / paper. The percentage of marks secured by the students in a particular course / paper shall be converted to a grade and grade point for that course / paper in the manner specified in the following table after conversion in to 100 marks.

% of Marks	Grade	Grade Letter	Grade Point
> = 90 – 100	Outstanding	O	10.0
> = 80 – < 90	Excellent	A+	9.0
> = 70 – < 80	Very good	A	8.0
> = 60 – < 70	Good	B+	7.0
> = 50 – < 60	Above average	B	6.0
> = 40 – < 50	Average	C	5.0
> = 30 – < 40	Pass	P	4.0
< 30	Fail	F	0.0
	Absent	S	0.0
	Malpractice	M	0.0

N.B.: Grade 'P' (30% of marks) shall be the pass grade for Theory and Grade 'C' (40% of marks) shall be the pass grade for Practical / Project work / Dissertation.

1.7 Result

1.7(a) In order to pass a course / paper, a candidate has to secure a minimum of Grade Point 4.0 in that course / paper with Grade 'P' (30% of marks) in Theory and Grade 'C' (40% of marks) in Practical / Project work / Dissertation failing which the candidate will be marked 'F' in that course / paper with the Grade Point of 0.0 (below 30 marks) irrespective of the marks secured in that course / paper.

A candidate obtaining Grade 'F' shall be considered as fail and will be required to reappear the course(s) / paper(s) as back paper. The back paper examination shall be held with the normal end semester examination and the students with backlogs shall clear their backlog course(s) / paper(s) along with regular students of lower semesters in the subsequent year within a period of 05 years from the date of admission and with the current syllabus after two consecutive chances.

1.7(b) In order to clear a semester examination, a candidate is required to pass each credit course / paper of that semester and must secure a minimum Semester Grade Point Average (SGPA) of 4.0. The semester result shall be indicated as detail below:-

A. P (Passed or Cleared) indicating that:

- The candidate has cleared every registered course / paper of odd/even semester of the academic year with a minimum Grade Point (GP) of 4.0 in each paper / component of a paper.

He / She has secured SGPA / CGPA of 4.0 or more.

B. NC (Not Cleared) indicating that:

The candidate is eligible for promotion with backlogs to next higher semester if he / she has registered for all the subjects of any semester.

C. 'X' (Not eligible for promotion) indicating that:

The candidate is not eligible for promotion to next higher level, when as he / she has not registered / filled up the form for the different subjects of a semester.

Computation of SGPA and CGPA

The UGC recommends the following procedure to compute the Semester Grade Point Average (SGPA) and Cumulative Grade Point Average (CGPA)

i. The SGPA is the ratio of sum of the product of the number of credits with the grade points scored by a student in all the courses taken by a student and the sum of the number of credits of all the courses undergone by a student, i.e.
SGPA (Si) = $\sum(C_i X G_i)/\sum C_i$

Where C_i is the number of credits of i th course and G_i is the grade point scored by the student in the i th course.

ii. The CGPA is also calculated in the same manner taking into account all the courses undergone by a student over all the semesters of a programme, i.e.

CGPA = $\sum(C_i x S_i)/\sum C_i$

Where S_i is the SGPA of the Ist. semester and C_i the total number of credits in that semester.

iii. The SGPA and CGPA shall be rounded off to 2 decimal points and reported in the transcripts.

Illustration of Computation of SGPA and CGPA and Format for Transcripts

i. Computation of SGPA and CGPA

Illustration for SGPA

Course	Credit	Grade letter	Grade point	Credit point
Course 1	3	A	8	3X8=24
Course 2	4	B+	7	4X7=28
Course 3	3	B	6	3X6=18
Course 4	3	O	10	3X10=30
Course 5	3	C	5	3X5=15
Course 6	4	B	6	4X6 =24
	20			139

Thus, SGPA = 139/20=6.95

Illustration for CGPA					
Semester-I	Semester-II	Semester-III	Semester-IV	Semester-V	Semester-VI
Credit-20 SGPA:6.9	Credit-22 SGPA:7.8	Credit-25 SGPA:5.6	Credit-26 SGPA:6.0	Credit-26 SGPA:6.3	Credit-25 SGPA:8.0
Thus, CGPA= $\frac{20 \times 6.9 + 22 \times 7.8 + 25 \times 5.6 + 26 \times 6.0 + 26 \times 6.3 + 25 \times 8.0}{144}$					=6.73

1.7(c) In order to pass a programme, a candidate must secure a minimum CGPA of 4.5. A candidate securing CGPA of less than 4.5 shall be declared as fail.

The conversion of CGPA to percentage of marks = (CGPA – 0.5) x 10.

The conversion of CGPA into Grade Letter shall be made on the basis of percentage of marks in the manner specified in the following table.

CGPA / OGPA	Grade Letter	Grade	% of Marks after conversion	Classification of Honours
> = 9.5	O	Outstanding	> = 90	First Class Honours
> = 8.5 - < 9.5	A+	Excellent	> = 80 – < 90	
> = 7.5 - < 8.5	A	Very good	> = 70 – < 80	
> = 6.5 - < 7.5	B+	Good	> = 60 – < 70	
> = 5.5 - < 6.5	B	Above average	> = 50 – < 60	Second Class Honours
> = 5.0 - < 5.5	C	Average	> = 45 – < 50	
> =4.5 – < 5.0	P	Pass	> = 40 - < 45	Pass without Honours
Below 4.5	F	Fail	< 40	Fail

1.8 Promotion to the next semester

A student shall be promoted to the next higher semester when he/she has appeared and passed in all the courses of the previous semester examinations. However, a student failing to appear / pass semester examination in few or all papers due to some reasons may be admitted to the next semester, provided that such a student shall produce sufficient proof in favour of his/her reason for not being able to appear / pass in some or all papers of the semester examination and has taken readmission in the year. Such students shall be considered as absent / failed candidate and will required to appear the repeat / back paper examination in the next year.

1.9 Repeat / Back Paper Examination

A student who remains absent or failed to secure 30% of marks / SGPA of 4.0 in aggregate has to take the repeat examination. He/she shall repeat all the theory and

practical papers of that semester within a period of 5 years from the date of first registration. However, a student who secures more than 30% of marks / SGPA of 4.0 in aggregate but failed in one / some papers, he/she has to take the Back paper examination in the failed papers only. If the student is unable to clear the back papers in the next two consecutive chances, he/she has to appear the repeat examination of all papers in the third and subsequent chances as per the current syllabus and the marks secured in the previous examinations shall stand cancelled.

During back paper examinations, the higher marks of the papers shall be retained at the time of computation of result. The student passing in all papers in terms of grade point but failing in grade point average, then he / she has to appear the back paper examinations in those papers in which he / she has secured less than the required average grade point to pass. Such students shall have to apply to the Head of the Department in plain paper before one week of the form fill up and also filling the form in due date of the ensuing semester examination by depositing the fees as prescribed by the university. The repeat / back paper examination shall be held with the normal end semester examination.

A student appearing in repeat / back paper examination shall not be awarded distinction even if he/she subsequently fulfils the conditions of distinction and will not be included in the merit list. The final result of the candidate will be determined after taking all the subject wise marks and hard case rule into consideration. Candidates taking repeat / improvement examinations shall not be considered for the merit list and it shall be reflected in the provisional certificate- cum mark sheet but not in the final Degree certificate.

1.10 Improvement Examination

After the publication of final result the student getting 2nd Class (Honours) or Pass without Honours may be allowed to improve his/her performance in the next two year immediately from the year of publication of result. He/she shall be allowed to improve in Honours paper only. However he / she has to fill up the form of all the Honours papers of odd semester (I/III/V) and even semester (II/IV/VI). In such case, the highest mark secured in each paper shall be considered for computation of the mark.

1.11 Discipline in the examination

1.11(a) The students are allowed to enter the examination hall half an hour before the commencement of examination. A student arriving in the examination hall / room fifteen minutes after the commencement of the examination shall not be ordinarily

allowed to sit for the examination. No examinee shall be allowed to go out of the examination hall within one hour of the commencement of examination.

1.11(b) The students are allowed to enter the examination hall only with a valid admit card and Identity card. Mobile phones and any other electronic gadgets are strictly prohibited in the examination hall. The possession of such things in the examination hall shall be treated as malpractice.

1.11(c) The possession of unauthorized materials and using it / copying from the scripts of other students / from any other source, sharing his/her answer scripts with other, creating disturbance or acting in a manner, so as to create inconvenience for the other students / invigilators inside the examination hall shall be treated as adoption of unfair means or malpractice.

In case of adoption of unfair means by an examinee in the examination hall / outside, the invigilator shall immediately report to the Centre Superintendent in writing along with the incriminating material recovered from the examinee signed by both the examinee and invigilator. The Centre Superintendent shall refer the matter to the Controller of Examinations for necessary disciplinary action as per the rules and regulations of the University.

1.12 Issue of Grade sheet, Provisional Certificate, Award of Degree & Gold Medals.

After the publication of the result of Semester examination, the Controller of Examinations shall issue the grade sheet of each semester as per the prescribed format (Appendix-I) and provisional certificate cum grade sheet after the final semester examination as per the prescribed format (Appendix-II) to the candidates against a prescribed fee collected at the time admission / filling of form. A degree certificate under the official seal of the university and signed by Vice-Chancellor as per the prescribed format (Appendix-III) shall be issued / given to the successful students of a particular course at the convocation or in-absentia on submission of application and fee as prescribed.

For award of gold medals, the University shall form a committee. The best graduate shall be decided from amongst the toppers of each Honours. In case of equality of CGPA, the SGPA of last semester examination shall be considered. The students who have failed / remained absent / improved their marks by repetition or improvement shall not be eligible for University rank or gold medal.

Registrar
G.M. University, Sambalpur

PROPOSED SCHEME FOR CHOICE BASED CREDIT SYSTEM IN

B. Sc. Honors (Computer Science)

Semester		CORE COURSE (14)	Ability Enhancement Compulsory Course (AECC)	Skill Enhancement Course (SEC)(2)	Elective: Discipline Specific DSE (4)	Elective: Generic (GE)(4)
I	CCI	Programming Fundamentals using C/C++	Environmental Studies			GE – I Computer Fundamentals
	CCII	Computer System Architecture				
II	CCIII	Programming in JAVA	English Communication/ Odia/ Hindi			GE – II Introduction to Database Systems
	CCIV	Discrete Structures				
III	CCV	Data Structures		SEC – I Communicative English and Writing Skill		GE – III Introduction to Programming
	CCVI	Operating Systems				
	CCVII	Computer Networks				
IV	CCVIII	Design and Analysis of Algorithms		SEC – II UNIX/LINUX Programming		GE – IV Computer Networks and Internet Technologies
	CCIX	Software Engineering				
	CCX	Database Management Systems				
V	CCXI	Internet Technologies			DSE – I Information Security	
	CCXII	Theory of Computation			DSE – II Cloud Computing	
VI	CCXIII	Artificial Intelligence			DSE – III System Programming	
	CC XIV	Computer Graphics			DSE – IV Dissertation / Project	

Semester	Course Name	Course Offered	Title Of Paper	Credits	Marks
I **4 Papers** **350 marks** **20 Credits**	**AECC-I**	**Ability Enhancement Compulsory Course-I**	Environmental Science	**2**	**50(10+40)**
	Generic Elective	**Generic Elective-I**	Computer Fundamentals	4	**75 (15+60)**
		Generic Elective-I - Practical	Practical	2	**25**
	Core Course	**Core course-I**	Programming Fundamentals using	4	**75 (15+60)**
		Core Course-I Practical/Tutorial	Practical	2	**25**
		Core course-II	Computer System Architecture	4	**75 (15+60)**
		Core Course-II Practical/Tutorial	Practical	2	**25**
II **4 Papers** **350 marks** **20 Credits**	**AECC-II**	**Ability Enhancement Compulsory Course-II**	English/MIL communications/ Environmental Science	**2**	**50(10+40)**
	Generic Elective	**Generic Elective-II**	Introduction to Database Systems	**4**	**75 (15+60)**
		Generic Elective-II	Practical	**2**	**25**
	Core Course	**Core course-III**	Programming in JAVA	**4**	**75 (15+60)**
		Core Course-III	Programming in JAVA Lab	**2**	**25**
		Core course-IV	Discrete Structures	**4**	**75 (15+60)**
		Core Course- IV	Discrete Structures Tutorial	**2**	**25**
III **5 paper** **450 Marks** **26 Credits**	**SEC**	**Skill Enhancement Course-I**	Communicative English and Writing Skill	**2**	**50 (10+40)**
	Generic	**Generic Elective-III**	Introduction to Programming	**4**	**75 (15+60)**
		Generic Elective-III Practical	Practical	**2**	**25**
	Core Course	**Core course-V**	Data Structures	**4**	**75 (15+60)**
		Core Course-V Practical/Tutorial	Practical	**2**	**25**
		Core course-VI	Operating Systems	**4**	**75 (15+60)**
		Core Course-VI	Practical	**2**	**25**
		Core course-VII	Computer Networks	**4**	**75 (15+60)**
		Core Course-VII	Practical	**2**	**25**
IV **5 paper** **450 Marks** **26 Credits**	**SEC**	**Skill Enhancement Course-II**	UNIX/LINUX Programming	**2**	**50 (10+40)**
	Generic Elective	**Generic Elective- IV**	Computer Networks and Internet Technologies	**4**	**75 (15+60)**
		Generic Elective- IV Practical	Practical	**2**	**25**
	Core Course	**Core course-VIII**	Design and Analysis of Algorithms	**4**	**75 (15+60)**
		Course-VIII Practical	Practical	**2**	**25**
		Core course-IX	Software Engineering	**4**	**75 (15+60)**
		Core Course-IX Practical	Practical	**2**	**25**
		Core course-X	Database Management Systems	**4**	**75 (15+60)**
		Core Course-X Practical	Practical	**2**	**25**
V **4 Paper** **400 marks** **24 credits**	**DSE**	**Discipline Specific Elective-I**	Information Security	4	**75 (15+60)**
		Discipline Specific Elective-I Practical/Tutorial	Practical	2	**25**
		Discipline Specific Elective-II	Cloud Computing	4	**75 (15+60)**
		Discipline Specific Elective- II Practical	Practical	2	**25**
	Core Course	**Core course-XI**	Internet Technologies	4	**75 (15+60)**
		Core Course-XI	Practical	2	**25**
		Core course-XII	Theory of Computation	**4**	**75 (15+60)**
		Core Course-XII	Practical	**2**	**25**

Semester	Course Name	Course Offered	Title Of Paper	Credits	Marks
VI **4 paper** **400 marks** **24 credits**	**DSE**	**Discipline Specific Elective-III**	System Programming	**4**	**75 (15+60)**
		Discipline Specific Elective-III	Practical	**2**	**25**
		Discipline Specific Elective- IV	Project/ Dissertation	**6**	**100**
	Core Course	**Core course-XIII**	Artificial Intelligence	**4**	**75 (15+60)**
		Core Course-XIII Practical	Practical	**2**	**25**
		Core course-XIV	Computer Graphics	**4**	**75 (15+60)**
		Core Course-XIV Practical	Practical	**2**	**25**
Total Credits				**140**	**2400**

SEMESTER - I

Ability Enhancement Compulsory Course (AECC-I): Environment Studies

Credits – 2, Full marks 50 (Mid Term 10 + End Term 40)

(Unit wise question pattern, answer one question from each unit)

Unit 1 : Introduction to environmental studies

- Multidisciplinary nature of environmental studies;
- Scope and importance; Concept of sustainability and sustainable development.

Ecosystems

- What is an ecosystem? Structure and function of ecosystem; Energy flow in an ecosystem: food chains, food webs and ecological succession. Case studies of the following ecosystems :
  a) Forest ecosystem
  b) Grassland ecosystem
  c) Desert ecosystem
  d) Aquatic ecosystems (ponds, streams, lakes, rivers, oceans, estuaries)

Unit II: Natural Resources: Renewable and Non-renewable Resources

- Land resources and landuse change; Land degradation, soil erosion and desertification.
- Deforestation: Causes and impacts due to mining, dam building on environment, forests, biodiversity and tribal populations.
- Water: Use and over-exploitation of surface and ground water, floods, droughts, conflicts over water (international & inter-state).
- Energy resources: Renewable and non renewable energy sources, use of alternate energy sources, growing energy needs, case studies.

Unit III: Biodiversity and Conservation

- Levels of biological diversity : genetic, species and ecosystem diversity; Biogeographic zones of India; Biodiversity patterns and global biodiversity hot spots
- India as a mega-biodiversity nation; Endangered and endemic species of India
- Threats to biodiversity: Habitat loss, poaching of wildlife, man-wildlife conflicts, biological invasions; Conservation of biodiversity: In-situ and Ex-situ conservation of biodiversity.
- Ecosystem and biodiversity services: Ecological, economic, social, ethical, aesthetic and Informational value.

Unit IV: Environmental Pollution

- Environmental pollution : types, causes, effects and controls; Air, water, soil and noise pollution
- Nuclear hazards and human health risks
- Solid waste management: Control measures of urban and industrial waste.
- Pollution case studies.

Unit V: Environmental Policies & Practices

- Climate change, global warming, ozone layer depletion, acid rain and impacts on human communities and agriculture
- Environment Laws: Environment Protection Act; Air (Prevention & Control of Pollution) Act; Water (Prevention and control of Pollution) Act; Wildlife Protection Act; Forest Conservation Act. International agreements: Montreal and Kyoto protocols and Convention on Biological Diversity (CBD).
- Nature reserves, tribal populations and rights, and human wildlife conflicts in Indian context.

Human Communities and the Environment

- Human population growth: Impacts on environment, human health and welfare.
- Resettlement and rehabilitation of project affected persons; case studies.
- Disaster management: floods, earthquake, cyclones and landslides.
- Environmental movements: Chipko, Silent valley, Bishnois of Rajasthan.
- Environmental ethics: Role of Indian and other religions and cultures in environmental conservation.
- Environmental communication and public awareness, case studies (e.g., CNG vehicles in Delhi).

Suggested Readings:

1. Carson, R. 2002. *Silent Spring*. Houghton Mifflin Harcourt.
2. Gadgil, M., & Guha, R. 1993. *This Fissured Land: An Ecological History of India*. Univ. of California Press.
3. Gleeson, B. and Low, N. (eds.) 1999. *Global Ethics and Environment*, London, Routledge.
4. Gleick, P. H. 1993. *Water in Crisis*. Pacific Institute for Studies in Dev., Environment & Security. Stockholm Env. Institute, Oxford Univ. Press.
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8. McNeill, John R. 2000. Something New Under the Sun: An Environmental History of the Twentieth Century.
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11. Rao, M.N. & Datta, A.K. 1987. *Waste Water Treatment*. Oxford and IBH Publishing Co. Pvt. Ltd.
12. Raven, P.H., Hassenzahl, D.M. & Berg, L.R. 2012. *Environment*. 8th edition. John Wiley & Sons.
13. Rosencranz, A., Divan, S., & Noble, M. L. 2001. *Environmental law and policy in India. Tripathi 1992*.
14. Sengupta, R. 2003. *Ecology and economics*: An approach to sustainable development. OUP.
15. Singh, J.S., Singh, S.P. and Gupta, S.R. 2014. *Ecology, Environmental Science and Conservation*. S. Chand Publishing, New Delhi.
16. Sodhi, N.S., Gibson, L. & Raven, P.H. (eds). 2013. *Conservation Biology*: *Voices from the Tropics*. John Wiley & Sons.
17. Thapar, V. 1998. *Land of the Tiger*: *A Natural History of the Indian Subcontinent*.
18. Warren, C. E. 1971. *Biology and Water Pollution Control*. WB Saunders.
19. Wilson, E. O. 2006. *The Creation: An appeal to save life on earth*. New York: Norton.
20. World Commission on Environment and Development. 1987. *Our Common Future*. Oxford University Press.

Computer Science GE I: Computer Fundamentals

(Credits: Theory-04, Practicals-02)

Full Marks: 75 (Midterm – 15+ End term – 60)
(Unit Wise question pattern- Answer one question from each Unit)

Unit 1: Introduction: Introduction to computer system, uses, types.

Data Representation: Number systems and character representation, binary arithmetic

Unit II: Human Computer Interface: Types of software, Operating system as user interface, utility programs

Devices: Input and output devices (with connections and practical demo), keyboard, mouse, joystick, scanner, OCR, OMR, bar code reader, web camera, monitor, printer, plotter

Unit III: Memory: Primary, secondary, auxiliary memory, RAM, ROM, cache memory, hard disks, optical disks

Unit IV: Computer Organisation and Architecture: C.P.U., registers, system bus, main memory unit, cache memory, Inside a computer, SMPS, Motherboard, Ports and Interfaces, expansion cards, ribbon cables, memory chips, processors.

Unit V: Overview of Emerging Technologies: Bluetooth, cloud computing, big data, data mining, mobile computing and embedded systems.

Reference Books:

1. A. Goel, Computer Fundamentals, Pearson Education, 2010.
2. P. Aksoy, L. DeNardis, Introduction to Information Technology, Cengage Learning, 2006
3. P. K.Sinha, P. Sinha, Fundamentals of Computers, BPB Publishers, 2007

Computer Fundamentals Lab

Credits – 2 , Full Marks – 25,

Practical exercises based on MS Office/ Open Office tools using document preparation and spreadsheet handling packages.

MS Word

1. Prepare **a grocery list** having four columns (Serial number, The name of the product, quantity and price) for the month of April, 06.
   - Font specifications for Title (Grocery List): 14-point Arial font in bold and italics.
   - The headings of the columns should be in 12-point and bold.
   - The rest of the document should be in 10-point Times New Roman.
   - Leave a gap of 12-points after the title.

2. Create a **telephone directory**.
   - The heading should be 16-point Arial Font in bold
   - The rest of the document should use 10-point font size
   - Other headings should use 10-point Courier New Font.
   - The footer should show the page number as well as the date last updated.

3. Design a **time-table form** for your college.
   - The first line should mention the name of the college in 16-point Arial Font and should be bold.
   - The second line should give the course name/teacher‘s name and the department in 14-point Arial.
   - Leave a gap of 12-points.
   - The rest of the document should use 10-point Times New Roman font.
   - The footer should contain your specifications as the designer and date of creation.

4. BPB Publications plans to release a new book designed as per your syllabus. Design the **first page of the book** as per the given specifications.
   - The title of the book should appear in bold using 20-point Arial font.
   - The name of the author and his qualifications should be in the center of the page in 16-point Arial font.
   - At the bottom of the document should be the name of the publisher and address in 16-point Times New Roman.
   - The details of the offices of the publisher (only location) should appear in the footer.

5. Create the following one page documents.
   a. Compose a note inviting friends to a get-together at your house, Including a list of things to bring with them.
   b. Design a certificate in landscape orientation with a border around the document.
   c. Design a Garage Sale sign.
   d. Make a sign outlining your rules for your bedroom at home, using a numbered list.

6. Create the following documents:
   (a) A newsletter with a headline and 2 columns in portrait orientation, including at least one image surrounded by text.
   (b) Use a newsletter format to promote upcoming projects or events in your classroom or college.

7. Convert following text to a table, using comma as delimiter Type the following as shown (do not bold).
Color, Style, Item Blue, A980, Van Red, X023, Car
Green, YL724, Truck Name, Age, Sex
Bob, 23, M, **Linda, 46, F Tom, 29, M**

9. Enter the following data into a table given on the next page.

Salesperson	Dolls	Trucks	Puzzles
Kennedy, Sally	1327	1423	1193
White, Pete	1421	3863	2934
Pillar, James	5214	3247	5467
York, George	2190	1278	1928
Banks, Jennifer	1201	2528	1203
Atwater, Kelly	4098	3079	2067

Add a column Region (values: S, N, N,S,S,S) between the Salesperson and Dolls columns to the given table Sort your table data by Region and within Region by Salesperson in ascending order:

In this exercise, you will add a new row to your table, place the word "Total" at the bottom of the Salesperson column, and sum the Dolls, Trucks, and Puzzles columns.

10. Wrapping of text around the image.
11. Following features of menu option must be covered

FILE	Complete menu
EDIT	Complete menu
VIEW	Complete menu
INSERT	Complete menu
FORMAT	Complete menu
TABLE	Complete menu
WINDOW	Complete menu
HELP	Complete menu
TOOLS	All options except Online collaboration, Tools on Macro, Templates

1. Enter the Following data in Excel Sheet

REGIONAL SALES PROJECTION

State	Qtr1	Qtr2	Qtr3	QTR4	Qtr Total	Rate	Amount
Delhi	2020	2400	2100	3000	15		
Punjab	1100	1300	1500	1400	20		
U.P.	3000	3200	2600	2800	17		
Harayana	1800	2000	2200	2700	15		
Rajasthan	2100	2000	1800	2200	20		

TOTAL AVERAGE

(a) Apply Formatting as follow:

I. Title in TIMES NEW ROMAN
ii. Font Size - 14
iii. Remaining text - ARIAL, Font Size -10
iv. State names and Qtr. Heading Bold, Italic with Gray Fill Color.
v. Numbers in two decimal places.
vi. Qtr. Heading in center Alignment.
vii. Apply Border to whole data.

(b) Calculate State and Qtr. Total

(c)) Calculate Average for each quarter

(d) Calculate Amount = Rate * Total.

2. Given the following worksheet

	A	B	C	D
1	Roll No.	Name	Marks	Grade
2	1001	Sachin	99	
3	1002	Sehwag	65	
4	1003	Rahul	41	
5	1004	Sourav	89	
6	1005	Har Bhajan	56	

Calculate the grade of these students on the basis of following guidelines:

If Marks	Then Grade
>= 80	A+
>= 60 < 80	A
>= 50 < 60	B
< 50	F

3. Given the following worksheet

	A	B	C	D	E	F	G
1	**Salesman**			**Sales in (Rs.)**			
2	No.	Qtr1	Qtr2	Qtr3	Qtr4	Total	Commission
3	S001	5000	8500	12000	9000		
4	S002	7000	4000	7500	11000		
5	S003	4000	9000	6500	8200		
6	S004	5500	6900	4500	10500		
7	S005	7400	8500	9200	8300		
8	S006	5300	7600	9800	6100		

Calculate the commission earned by the salesmen on the basis of following Candidates:

If Total Sales	Commission
< 20000	0% of sales
> 20000 and < 25000	4% of sales
> 25000 and < 30000	5.5% of sales
> 30000 and < 35000	8% of sales
>= 35000	11% of sales

The total sales is sum of sales of all the four quarters.

4. A company XYZ Ltd. pays a monthly salary to its employees which consists of basic salary, allowances & deductions. The details of allowances and deductions are as follows:

Allowances

- HRA Dependent on Basic
  30% of Basic if Basic <=1000
  25% of Basic if Basic>1000 &
  Basic<=3000 20% of Basic if Basic
  >3000
- DA Fixed for all employees, 30% of Basic
- Conveyance Allowance Rs. 50/- if Basic is
  <=1000 Rs. 75/- if Basic >1000 &
  Basic<=2000
  Rs. 100 if Basic >2000
- Entertainment Allowance NIL if Basic is
  <=1000 Rs. 100/- if Basic > 1000

Deductions

- Provident Fund 6% of Basic
- Group Insurance Premium Rs. 40/- if Basic is <=1500
  Rs. 60/- if Basic > 1500 & Basic<=3000
  Rs. 80/- if Basic >3000

Calculate the following:

Gross Salary = Basic + HRA + DA + Conveyance + Entertainment

Total deduction = Provident Fund + Group Insurance Premium

Net Salary = Gross Salary – Total Deduction

5. Create Payment Table for a fixed Principal amount, variable rate of interests and time in

the format below:

No. of Instalments	5%	6%	7%	8%	9%
3	XX	XX	XX	XX	XX
4	XX	XX	XX	XX	XX
5	XX	XX	XX	XX	XX
6	XX	XX	XX	XX	XX

6. Use an array formula to calculate Simple Interest for given principal amounts given the rate of Interest and time

Rate of Interest	8%
Time	5 Years
Principal	Simple Interest 1000?
18000	?
5200	?

7. The following table gives year wise sale figure of five salesmen in Rs.

Salesman	2000	2001	2002	2003
S1	10000	12000	20000	50000
S2	15000	18000	50000	60000
S3	20000	22000	70000	70000
S4	30000	30000	100000	80000
S5	40000	45000	125000	90000

(a) Calculate total sale year wise.
(b) Calculate the net sale made by each salesman
(c) Calculate the maximum sale made by the salesman
(d) Calculate the commission for each salesman under the condition.
   (i) If total sales >4,00,000 give 5% commission on total sale made by the salesman.
   (ii) Otherwise give 2% commission.
(e) Draw a bar graph representing the sale made by each salesman.
(f) Draw a pie graph representing the sale made by salesman in 2000.

8. Enter the following data in Excel Sheet

PERSONAL BUDGET FOR FIRST QUARTER

Monthly Income (Net): 1,475

EXPENSES	JAN	FEB	MARCH	QUARTER TOTAL	QUARTER AVERAGE
Rent600.00	600.00	600.00			
Telephone	48.25	43.50	60.00		
Utilities	67.27	110.00	70.00		
Credit Card	200.00	110.00	70.00		
Oil	100.00	150.00	90.00		
AV to Insurance	150.00				
Cable TV	40.75	40.75	40.75		
Monthly Total					

(a) Calculate Quarter total and Quarter average.
(b) Calculate Monthly total.
(c) Surplus = Monthly income - Monthly total.
(d) What would be total surplus if monthly income is 1500.
(e) How much does telephone expense for March differ from quarter average.
(f) Create a 3D column graph for telephone and utilities.
(g) Create a pie chart for monthly expenses.

9. Enter the following data in Excel Sheet

TOTAL REVENUE EARNED FOR SAM'S BOOKSTALL

Publisher name	1997	1998	1999	2000	total
A	Rs. 1,000.00	Rs. 1100.00	Rs. 1,300.00	Rs. 800.00	
B	Rs. 1,500.00	Rs. 700.00	Rs. 1,000.00	Rs. 2,000.00	
C	Rs. 700.00	Rs. 900.00	Rs. 1,500.00	Rs. 600.00	
D	Rs. 1,200.00	Rs. 500.00	Rs. 200.00	Rs. 1,100.00	
ERs	800.00	Rs. 1,000.00	Rs. 3,000.00	Rs. 560.00	

(a) Compute the total revenue earned.
(b) Plot the line chart to compare the revenue of all publisher for 4 years.
(b) Chart Title should be _Total Revenue of sam's Bookstall (1997-2000)'
(c) Give appropriate categories and value axis title.

Computer Science CC I: Programming Fundamentals using C/C++

(Credits: Theory-04, Practicals-02)
Full Marks: 75 (Midterm – 15+ End term – 60)
(Unit Wise question pattern- Answer one question from each Unit)

Unit 1: Introduction to C and C++

History of C and C++, Overview of Procedural Programming and Object-Orientation Programming, Using main() function, Compiling and Executing Simple Programs in C++.

Data Types, Variables, Constants, Operators and B a s i c I/O

Declaring, Defining and Initializing Variables, Scope of Variables, Using Named Constants, Keywords, Data Types, Casting of Data Types, Operators (Arithmetic, Logical and Bitwise), Using Comments in programs, Character I/O (getc, getchar, putc, putcharetc), Formatted and Console I/O (printf(), scanf(), cin, cout), Using Basic Header Files (stdio.h, iostream.h, conio.hetc).

Expressions, Conditional Statements and Iterative Statements

Simple Expressions in C++ (including Unary Operator Expressions, Binary Operator Expressions), Understanding Operators Precedence in Expressions, Conditional Statements (if construct, switch-case construct), Understanding syntax and utility of Iterative Statements (while, do-while, and for loops), Use of break and continue in Loops, Using Nested Statements (Conditional as well as Iterative)

Unit II: Functions and Arrays

Utility of functions, Call by Value, Call by Reference, Functions returning value, Void functions, Inline Functions, Return data type of functions, Functions parameters, Differentiating between Declaration and Definition of Functions, Command Line Arguments/Parameters in Functions, Functions with variable number of Arguments.

Creating and Using One Dimensional Arrays (Declaring and Defining an Array, Initializing an Array, Accessing individual elements in an Array, Manipulating array elements using loops), Use Various types of arrays (integer, float and character arrays / Strings) Two-dimensional Arrays (Declaring, Defining and Initializing Two Dimensional Array, Working with Rows and Columns), Introduction to Multi-dimensional arrays

Derived Data Types (Structures and Unions)

Understanding utility of structures and unions, Declaring, initializing and using simple structures and unions, Manipulating individual members of structures and unions, Array of Structures, Individual data members as structures, Passing and returning structures from functions, Structure with union as members, Union with structures as members.

Unit III: Pointers and References in C++

Understanding a Pointer Variable, Simple use of Pointers (Declaring and Dereferencing Pointers to simple variables), Pointers to Pointers, Pointers to structures, Problems with Pointers, Passing pointers as function arguments, Returning a pointer from a function, using arrays as pointers, Passing arrays to functions. Pointers vs. References, Declaring and initializing references, Using references as function arguments and function return values.

Memory Allocation in C++

Differentiating between static and dynamic memory allocation, use of malloc, calloc and free functions, use of new and delete operators, storage of variables in static and dynamic memory allocation

Unit IV: File I/O, Preprocessor Directives

Opening and closing a file (use of f stream header file, if stream, of stream and f stream classes), Reading and writing Text Files, Using put(), get(), read() and write() functions, Random access in files, Understanding the Preprocessor Directives (#include, #define, #error, #if, #else, #elif, #endif, #ifdef, #ifndef and #undef), Macros

Using Classes in C++

Principles of Object-Oriented Programming, Defining & Using Classes, Class Constructors, Constructor Overloading, Function overloading in classes, Class Variables &Functions, Objects as parameters, Specifying the Protected and Private Access, Copy Constructors, Overview of Template classes and their use.

Unit V: Overview of Function Overloading and Operator Overloading

Need of Overloading functions and operators, Overloading functions by number and type of arguments, Looking at an operator as a function call, Overloading Operators (including assignment operators, unary operators)

Inheritance, Polymorphism and Exception Handling

Introduction to Inheritance (Multi-Level Inheritance, Multiple Inheritance), Polymorphism (Virtual Functions, Pure Virtual Functions), Basics Exceptional Handling (using catch and throw, multiple catch statements), Catching all exceptions, Restricting exceptions, Rethrowing exceptions.

Reference Books

1. HerbtzSchildt, "C++: The Complete Reference", Fourth Edition, McGraw Hill.
2. BjarneStroustrup, "The C++ Programming Language", 4th Edition, Addison-Wesley , 2013.
3. BjarneStroustroup, "Programming -- Principles and Practice using C++", 2nd Edition, Addison-Wesley 2014.
4. E Balaguruswamy, "Object Oriented Programming with C++", Tata McGraw-Hill Education, 2008.
5. Paul Deitel, Harvey Deitel, "C++ How to Program", 8th Edition, Prentice Hall, 2011.
5. John R. Hubbard, "Programming with C++", Schaum's Series, 2nd Edition, 2000.
6. Andrew Koeni, Barbara, E. Moo, "Accelerated C++", Published by Addison-Wesley , 2000.
7. Scott Meyers, "Effective C++", 3rd Edition, Published by Addison-Wesley, 2005.
8. Harry, H. Chaudhary, "Head First C++ Programming: The Definitive Beginner's Guide", First Create space Inc, O-D Publishing, LLC USA.
9. Walter Savitch, "Problem Solving with C++", Pearson Education, 2007.
10. Stanley B. Lippman, JoseeLajoie, Barbara E. Moo, "C++ Primer", Published by Addison- Wesley, 5th Edition, 2012

COMPUTER SCIENCE LAB C I: Programming Fundamentals using C/C++

Credits – 2 , Full Marks – 25,

1. WAP to print the sum and product of digits of an integer.
2. WAP to reverse a number.
3. WAP to compute the sum of the first n terms of the following series S = 1+1/2+1/3+1/4+……
4. WAP to compute the sum of the first n terms of the following series S =1-2+3- 4+5…….
5. Write a function that checks whether a given string is Palindrome or not. Use this function to find whether the string entered by user is Palindrome or not.
6. Write a function to find whether a given no. is prime or not. Use the same to generate the prime numbers less than 100.
7. WAP to compute the factors of a given number.
8. Write a macro that swaps two numbers. WAP to use it.
9. WAP to print a triangle of stars as follows (take number of lines from user):

```
*
***
*****
*******
*********
```

10. WAP to perform following actions on an array entered by the user:
    i) Print the even-valued elements
    ii) Print the odd-valued elements
    iii) Calculate and print the sum and average of the elements of array
    iv) Print the maximum and minimum element of array
    v) Remove the duplicates from the array
    vi) Print the array in reverse order

    The program should present a menu to the user and ask for one of the options. The menu should also include options to re-enter array and to quit the program.
11. WAP that prints a table indicating the number of occurrences of each alphabet in the text entered as command line arguments.
12. Write a program that swaps two numbers using pointers.
13. Write a program in which a function is passed address of two variables and then alter its contents.
14. Write a program which takes the radius of a circle as input from the user, passes it to another function that computes the area and the circumference of the circle and displays the value of area and circumference from the main() function.
15. Write a program to find sum of n elements entered by the user. To write this program, allocate memory dynamically using malloc() / calloc() functions or new operator.
16. Write a menu driven program to perform following operations on strings:

a) Show address of each character in string
b) Concatenate two strings without using strcat function.
c) Concatenate two strings using strcat function.
d) Compare two strings
e) Calculate length of the string (use pointers)
f) Convert all lowercase characters to uppercase

g) Convert all uppercase characters to lowercase
h) Calculate number of vowels
i) Reverse the string

17. Given two ordered arrays of integers, write a program to merge the two-arrays to get an ordered array.

18. WAP to display Fibonacci series (i)using recursion, (ii) using iteration

19. WAP to calculate Factorial of a number (i)using recursion, (ii) using iteration

20. WAP to calculate GCD of two numbers (i) with recursion (ii) without recursion.

21. Create Matrix class using templates. Write a menu-driven program to perform following Matrix operations (2-D array implementation):
a) Sum b) Difference c) Product d) Transpose

22. Create the Person class. Create some objects of this class (by taking information from the user). Inherit the class Person to create two classes Teacher and Student class. Maintain the respective information in the classes and create, display and delete objects of these two classes (Use Runtime Polymorphism).

23. Create a class Triangle. Include overloaded functions for calculating area. Overload assignment operator and equality operator.

24. Create a class Box containing length, breath and height. Include following methods in it:
a) Calculate surface Area
b) Calculate Volume
c) Increment, Overload ++ operator (both prefix & postfix)
d) Decrement, Overload -- operator (both prefix & postfix)
e) Overload operator == (to check equality of two boxes), as a friend function
f) Overload Assignment operator
g) Check if it is a Cube or cuboid
Write a program which takes input from the user for length, breath and height to test the above class.

25. Create a structure Student containing fields for Roll No., Name, Class, Year and Total Marks. Create 10 students and store them in a file.

26. Write a program to retrieve the student information from file created in previous question and print it in following format: Roll No. Name Marks

27. Copy the contents of one text file to another file, after removing all whitespaces.

28. Write a function that reverses the elements of an array in place. The function must accept only one pointer value and return void.

29. Write a program that will read 10 integers from user and store them in an array. Implement array using pointers. The program will print the array elements in ascending and descending order.

Computer Science CC II: Computer System Architecture

(Credits: Theory-04, Practicals-02)
Full Marks: 75 (Midterm – 15+ End term – 60)
(Unit Wise question pattern- Answer one question from each Unit)

Unit 1: Introduction
Logic gates, boolean algebra, combinational circuits, circuit simplification, flip-flops and sequential circuits, decoders, multiplexers, registers, counters and memory units.

Data Representation and Basic Computer Arithmetic
Number systems, complements, fixed and floating point representation, character representation, addition, subtraction, magnitude comparison, multiplication and division algorithms for integers

Unit II: Basic Computer Organization and Design
Computer registers, bus system, instruction set, timing and control, instruction cycle, memory reference, input-output and interrupt, Interconnection Structures, Bus Interconnection design of basic computer.

Unit III: Central Processing Unit
Register organization, arithmetic and logical micro-operations, stack organization, micro programmed control. Instruction formats, addressing modes, instruction codes, machine language, assembly language, input output programming, RISC, CISC architectures, pipelining and parallel architecture.

Unit 4: Memory Organization
Cache memory, Associative memory, mapping.

Unit V: Input-Output Organization
Input / Output: External Devices, I/O Modules, Programmed I/O, Interrupt-Driven I/O, Direct Memory Access, I/O Channels.

Recommended Books:

1. M. Mano, Computer System Architecture, Pearson Education 1992
2. A. J. Dos Reis, Assembly Language and Computer Architecture using C++ and JAVA, Course Technology, 2004
3. W. Stallings, Computer Organization and Architecture Designing for Performance, 8th Edition 2009, Prentice Hall of India
4. Digital Design, M.M. Mano, Pearson Education Asia

COMPUTER SCIENCE LAB CC II: COMPUTER SYSTEM ARCHITECTURE
Credits – 2 , Full Marks – 25,

1. Create a machine based on the following architecture:

IR	DR	AC	AR	PC	FGI	FGO	S	I	E
0 15	0 15	0 15	011	011	1 Bit	1 Bit	1 Bit	1 bit	1 Bit

Memory	Instruction format
4096 words 16 bits per word	3 4 0 Address 15 Opcode |

Basic Computer Instructions

Memory Reference			Register Reference		Input-Output		
Symbol	Hex		Symbol	Hex	Symbol	Hex	
AND	0xxx		CLA	E800	INP	F80 0	
ADD	2xxx		CLE	E400	OUT	F40 0	
LDA	4xxx	Direct	CMA	E200	SKI	F20 0	**Optional**
STA	6xxx	Addressing	CME	E100	SKO	F10 0	
BUN	8xxx		CIR	E080	ION	F08 0	
BSA	Axxx		CIL	E040	IOF	F04 0	
ISZ	Cxxx		INC	E020			
AND_I	1xxx		SPA	E010			
ADD_I	3xxx		SNA	E008			
LDA_I	5xxx	Indirect	SZA	E004			
STA_I	7xxx	Addressing	SZE	E002			
BUN_I	9xxx		HLT	E001			
BSA_I	Bxxx						
ISZ_I	Dxxx						

Refer to Chapter-5 of Morris Mano for description of instructions.

2. Create the micro operations and associate with instructions as given in the chapter (except interrupts). Design the register set, memory and the instruction set. Use this machine for the assignments of this section.

3. Create a Fetch routine of the instruction cycle.
4. Simulate the machine to determine the contents of AC, E, PC, AR and IR registers in hexadecimal after the execution of each of following register reference instructions:

a. CLA
b. CLE
c. CMA
d. CME
e. CIR
f. CIL
g. INC
h. SPA
i. SNA
j. SZA
k. SZE
l. HLT

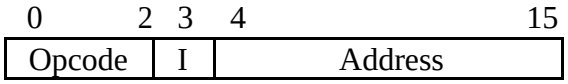
Initialize the contents of AC to $(A937)_{16}$, that of PC to $(022)_{16}$ and E to 1.

5. Simulate the machine for the following memory-reference instructions with I= 0 and address part = 082. The instruction to be stored at address 022 in RAM. Initialize the memory word at address 082 with the operand B8F2 and AC with A937. Determine the contents of AC, DR, PC, AR and IR in hexadecimal after the execution.
   a. ADD
   b. AND
   c. LDA
   d. STA
   e. BUN
   f. BSA
   g. ISZ

6. Simulate the machine for the memory-reference instructions referred in above question with I= 1 and address part = 082. The instruction to be stored at address 026 in RAM. Initialize the memory word at address 082 with the value 298. Initialize the memory word at address 298 with operand B8F2 and AC with A937. Determine the contents of AC, DR, PC, AR and IR in hexadecimal after the execution.

7. Modify the machine created in Practical 1 according to the following instruction format:

Instruction format



a. The instruction format contains a 3-bit opcode, a 1-bit addressing mode and a 12-bit address. There are only two addressing modes, I = 0 (direct addressing) and I = 1 (indirect addressing).

b. Create a new register I of 1 bit.

c. Create two new microinstructions as follows :

i. Check the opcode of instruction to determine type of instruction (Memory Reference/Register Reference/Input-Output) and then jump accordingly.

ii. Check the I bit to determine the addressing mode and then jump accordingly.

SEMESTER-II
Ability Enhancement Compulsory Course (AECC II): ENGLISH
Credits – 2, Full marks 50 (Mid Term 10 + End Term 40)
(Unit wise question pattern, answer one question from each unit)

This course aims at enhancing the English language proficiency of undergraduate students in humanity, science and commerce streams to prepare them for the academic, social and professional expectations during and after the course. The course will help develop academic and social English competencies in speaking, listening, pronunciation, reading and writing, grammar and usage, vocabulary, syntax, and rhetorical patterns. Students, at the end of the course, should be able to use English appropriately and effectively for further studies or for work where English is used as the language of communication.

Unit I: Reading Comprehension

- Locate and remember the most important points in the reading
- Interpret and evaluate events, ideas, and information
- Read "between the lines" to understand underlying meanings
- Connect information to what they already know

Book Prescribed

Vistas and Visions: An Anthology of Prose and Poetry. Texts to be studied

PROSE

- Playing the English Gentleman (M.K. Gandhi)
- The Need for Excellence (N.R. Narayana Murthy)
- The Last Leaf (O. Henry)

POETRY

- One Day I Wrote Her Name (Edmund Spenser)
- Miracles (Walt Whitman)
- The Felling of the Banyan Tree (DilipChitre)

Unit II: Writing

1. Expanding an Idea
2. Writing a Memo
3. Report Writing
4. Writing a Business Letter
5. Letters to the Editor
6. CV & Resume Writing
7. Covering Letter
8. Writing Formal Email
9. Elements of Story Writing
10. Note Making

Unit III: Language functions in listening and conversation

1. Discussion on a given topic in pairs
2. Speaking on a given topic individually
   (Practice to be given using speaking activities from the prescribed textbooks)

Grammar and Usage

1. Simple and Compound Sentences
2. Complex Sentences
3. Noun Clause
4. Adjective Clause
5. Adverb Clause
6. The Conditionals in English
7. Words and their features
8. Phrasal Verbs
9. Collocation
10. Using Modals
11. Use of Passives
12. Use of Prepositions
13. Subject-verb Agreement
14. Sentence as a system
15. Common Errors in English Usage

Examination pattern

Each reading and writing question will invite a 200 word response.
Language function questions set in context will carry 01 mark per response. There will be 15 bit questions.
Midterm test 10 marks
End Term Total 40 marks
Unit I- Reading: 05 questions (03x 05 qns= 15 marks)
Unit II- Writing: 03 questions (05 x 03 qns= 15 marks)
Unit III- Grammar & usage: 10 qns (01x 10 qns = 10 marks)
Grammar questions must be set in contexts; not as isolated sentences as used for practice in the prescribed textbook.

All grammar and writing activities in the textbook

'Vistas and Visions: An Anthology of Prose and Poetry' (Ed.) Kalyani Samantray, Himansu S. Mohapatra, Jatindra K. Nayak, Gopa Ranjan Mishra, Arun Kumar Mohanty. (Orient Black Swan Publisher)

Ability Enhancement Compulsory Course (AECC - ODIA)

Credits – 2, Full marks 50 (Mid Term 10 + End Term 40)
(Unit wise question pattern, answer one question from each unit)

ପ୍ରଥମ ଏକକ : କବିତା :	ଭକ୍ତି	-	ଗଙ୍ଗାଧର ମେହେର
	ଗ୍ରାମପଥ	-	ବିନୋଦ ଚନ୍ଦ୍ର ନାୟକ
ଦ୍ୱିତୀୟ ଏକକ : ଗଳ୍ପ :	ମାଗୁଣିର ଶଗଡ	-	ଗୋଦାବରୀଶ ମହାପାତ୍ର
	ଗୋପପୁର	-	ରାମଚନ୍ଦ୍ର ବେହେରା
ତୃତୀୟ ଏକକ : ପ୍ରବନ୍ଧ :	ଜନ୍ମଭୂମି	-	କୃଷ୍ଣଚନ୍ଦ୍ର ପାଣିଗ୍ରାହୀ
	ଆଧୁନିକ	-	ହରେକୃଷ୍ଣ ମହତାବ

ଚତୁର୍ଥ ଏକକ : ପ୍ରବନ୍ଧ ରଚନା, ପତ୍ରଲିଖନ, ସମ୍ବାଦଲିଖନ
ପଞ୍ଚମ ଏକକ : ବ୍ୟାକରଣ – ଭ୍ରମ ସଂଶୋଧନ, ବିପରିତାର୍ଥବୋଧକ ଶବ୍ଦ, ସମୋଚ୍ଚାରିତ ଭିନ୍ନାର୍ଥବୋଧକ ଶବ୍ଦ

ଆନ୍ତଃପରୀକ୍ଷା ପାଇଁ ୧୦ ମାର୍କ ପ୍ରଶ୍ନ ପଡିବ । (୧ x ୧୦ = ୧୦)
ବିଶ୍ୱବିଦ୍ୟାଳୟସ୍ତରୀୟ ମୁଖ୍ୟ ପରୀକ୍ଷାରେ ନିମ୍ନମତେ ପ୍ରଶ୍ନ ପଡିବ:
ପ୍ରଥମ ଏକକରୁ ଚତୁର୍ଥ ଏକକ ପର୍ଯ୍ୟନ୍ତ ପ୍ରତ୍ୟେକ ଏକକରୁ ୨ଟି ଲେଖାଏଁ ପ୍ରଶାନ ପଡିବ। ବିଦ୍ୟାର୍ଥୀ ପ୍ରତ୍ୟେକ ଏକକରୁ ଗୋଟିଏ ଲେଖାଏଁ ପ୍ରଶ୍ନ ର ଉତ୍ତର ଦେବେ । (୪ x ୮ = ୩୨)
ପଞ୍ଚମ ଏକକରୁ ୧୫ ଟି ଅତି ସଂକ୍ଷିପ୍ତ ପପ୍ରଶ୍ନ ପଡିବ । ବିଦ୍ୟାର୍ଥୀ ନିର୍ଦ୍ଦେଶ ଅନୁଯାୟୀ ୮ ଟି ପ୍ରଶ୍ନର ଉତ୍ତର ଦେବେ । (୮x୧=୮)

ଗ୍ରନ୍ଥ ସୂଚୀ

୧.	କବିତାଶ୍ରୀ	-	ସଂ. – କୃଷ୍ଣଚରଣ ବେହେରା
୨.	ଗଳ୍ପ ଦିଗନ୍ତ	-	ସଂ. – ସୁରେନ୍ଦ୍ର ନାଥ ଦାସ
୩.	ଭାଷଣ କଳା ଓ ଅନ୍ୟାନ୍ୟ ପ୍ରସଙ୍ଗ	-	ଡ. କୃଷ୍ଣଚନ୍ଦ୍ର ପ୍ରଧାନ
୪ .	ପ୍ରବନ୍ଧ ଗୌରବ	-	ସଂ.- ପ୍ର. କୃଷ୍ଣଚାନ୍ଦ୍ର ପ୍ରଧାନ
୫.	ସାରସ୍ୱତ ପ୍ରବନ୍ଧ ପତ୍ରମାଳା	-	
୬.	ବିଶ୍ୱବିଦ୍ୟାଳୟ ପ୍ରବନ୍ଧମାଳା	-	ପ୍ର. କୃଷ୍ଣଚାନ୍ଦ୍ର ପ୍ରଧାନ
୭.	ସର୍ବସାର ବ୍ୟାକରଣ	-	ଶ୍ରୀଧର ଦାସ ଓ ନାରାୟଣ ମହାପାତ୍ର
୮.	ସାରସ୍ୱତ ବ୍ୟାବହାରିକ ବ୍ୟାକରଣ	-	ଡ. କୃଷ୍ଣଚାନ୍ଦ୍ର ପ୍ରଧାନ ଓ ସାଥୀ

Ability Enhancement Compulsory Course (AECC - Hindi)

Credits – 2, Full marks 50 (Mid Term 10 + End Term 40)

(Unit wise question pattern, answer one question from each unit)

हिन्दी भाषा, ब्याकरण एबं रचना

Unit 1: हिन्दी के बिबिध रूप

(क) राजभाषा, संचारभाषा (श्रब्या माध्यम - दृश्य) (8)

(ख) सरकारी पत्र लेखन (ब्याबहरिक पक्ष) नमूना (8)

Unit II: अपाठीत गदयांश (8)

Unit III: अशुद्धि लेखन

(क) शब्द शुद्धिकरण (4)

(ख) वाक्य शुद्धिकरण (4)

Unit IV: शब्द ज्ञान

(क) पर्याय वाची (4)

(ख) अनेक शब्द केलिए एक शब्द (4)

Unit V: प्रशासनिक शब्दावली

(क) अँग्रेजी से हिन्दी (4)

(ख) हिन्दी से अँग्रेजी (4)

Unit 1: यूनिट एक (क) बिभाग से एक प्रश्न एबं (ख) बिभाग से एक प्रश्न पुछे जाएंगे । एक का उत्तर लिखना होगा । (8)

Unit II: एक अपठित गद्दयांश दिया जाएगा । जिनमे से चार प्रश्न पूछे जाएंगे । चारों प्रश्नो का उत्तर देना अनिवार्य होगा ।

Unit III: (क) छः शब्द शुद्धिकरण के लिए दिये जाएंगे । चार का उत्तर लिखना होगा । (4)

(ख) छः वाक्य शुद्धिकरण के लिए दिये जाएंगे । चार का उत्तर लिखना होगा । (4)

Unit IV: (क) छः पर्यायवाची शब्द दिये जाएंगे, जिनमे से चार शब्दों का पर्यायवाची लिखना होगा । (4)

(ख) छः अनेक शब्दों के लिए एक शब्द दिये जाएंगे, जिनमे से चार का उत्तर लिकना होगा । (4)

Unit V: (क) छः अँग्रेजी शब्द दिये जाएंगे, जिनमे से चार का हिन्दी रूप लिखना होगा । (4)

(ख) छः हिन्दी शब्द दिये जाएंगे, जिनमे से चार का अँग्रेजी प्रतिरूप लिखना होगा । (4)

Computer Science GE II: Introduction to Programming

(Credits: Theory-04, Practicals-02)

Full Marks: 75 (Midterm – 15+ End term – 60)

(Unit Wise question pattern- Answer one question from each Unit)

Unit I: Introduction to C and C++

History of C and C++, Overview of Procedural Programming and Object-Orientation Programming, Using main() function, Compiling and Executing Simple Programs in C++.

Data Types, Variables, Constants, Operators and Basic I/O

Declaring, Defining and Initializing Variables, Scope of Variables, Using Named Constants, Keywords, Data Types, Casting of Data Types, Operators (Arithmetic, Logical and Bitwise), Using Comments in programs, Character I/O (getc, getchar, putc, putcharetc), Formatted and Console I/O (printf(), scanf(), cin, cout), Using Basic Header Files (stdio.h, iostream.h, conio.hetc).

Unit II: Expressions, Conditional Statements and Iterative Statements

Simple Expressions in C++ (including Unary Operator Expressions, Binary Operator Expressions), Understanding Operators Precedence in Expressions, Conditional Statements (if construct, switch- case construct), Understanding syntax and utility of Iterative Statements (while, do-while, and for loops), Use of break and continue in Loops, Using Nested Statements (Conditional as well as Iterative)

Unit III: Functions and Arrays

Utility of functions, Call by Value, Call by Reference, Functions returning value, Void functions, Inline Functions, Return data type of functions, Functions parameters, Differentiating between Declaration and Definition of Functions, Command Line Arguments/Parameters in Functions, Functions with variable number of Arguments.

Creating and Using One Dimensional Arrays (Declaring and Defining an Array, Initializing an Array, Accessing individual elements in an Array, Manipulating array elements using loops), Use Various types of arrays (integer, float and character arrays / Strings) Two-dimensional Arrays (Declaring, Defining and Initializing Two Dimensional Array, Working with Rows and Columns), Introduction to Multi-dimensional arrays

Unit IV: Derived Data Types (Structures a n d Unions)

Understanding utility of structures and unions, Declaring, initializing and using simple structures and unions, Manipulating individual members of structures and unions, Array of Structures, Individual data members as structures, Passing and returning structures from functions, Structure with union as members, Union with structures as members.

File I/O, Preprocessor Directives

Opening and closing a file (use of fstream header file, ifstream, ofstream and fstream classes), Reading and writing Text Files, Using put(), get(), read() and write() functions, Random access in files, Understanding the Preprocessor Directives (#include, #define, #error, #if, #else, #elif, #endif, #ifdef, #ifndef and #undef), Macros

Unit V: Using Classes in C++

Principles of Object-Oriented Programming, Defining & Using Classes, Class Constructors, Constructor Overloading, Function overloading in classes, Class Variables &Functions, Objects as parameters, Specifying the Protected and Private Access, Copy Constructors, Overview of Template classes and their use.

Inheritance and Polymorphism: Introduction to Inheritance and Polymorphism

Reference Books:

1. Herbtz Schildt, "C++: The Complete Reference", Fourth Edition, McGraw Hill.
2. E Balaguruswamy, "Object Oriented Programming with C++", Tata McGraw-Hill Education,

2008.
3. Paul Deitel, Harvey Deitel, "C++ How to Program", 8th Edition, Prentice Hall, 2011.
4. John R. Hubbard, "Programming with C++", Schaum's Series, 2nd Edition, 2000.
5. Harry, H. Chaudhary, "Head First C++ Programming: The Definitive Beginner's Guide", First Create space Inc, O-D Publishing, LLC USA.

GE II: Introduction to Programming

6. Credits – 2 , Full Marks – 25, 20 Lectures

1. Write a program to find greatest of three numbers.
2. Write a program to find gross salary of a person
3. Write a program to find grade of a student given his marks.
4. Write a program to find divisor or factorial of a given number.
5. Write a program to print first ten natural numbers.
6. Write a program to print first ten even and odd numbers.
7. Write a program to find grade of a list of students given their marks.
8. Create Matrix class. Write a menu-driven program to perform following Matrix operations (2-D array implementation):
   a) Sum b) Difference c) Product d) Transpose

Computer Science CC III: Programming in Java

(Credits: Theory-04, Practicals-02)
Full Marks: 75 (Midterm – 15+ End term – 60)

(Unit Wise question pattern- Answer one question from each Unit)

Unit I: Introduction to Java: Java Architecture and Features, Understanding the semantic and syntax differences between C++ and Java, Compiling and Executing a Java Program, Variables, Constants, Keywords Data Types, Operators (Arithmetic, Logical and Bitwise) and Expressions, Comments, Doing Basic Program Output, Decision Making Constructs (conditional statements and loops) and Nesting, Java Methods (Defining, Scope, Passing and Returning Arguments, Type Conversion and Type and Checking, Built-in Java Class Methods),

Unit II: Arrays, Strings and I/O: Creating & Using Arrays (One Dimension and Multi-dimensional), Referencing Arrays Dynamically, Java Strings: The Java String class, Creating & Using String Objects, Manipulating Strings, String Immutability & Equality, Passing Strings To & From Methods, String Buffer Classes. Simple I/O using System.out and the Scanner class, Byte and Character streams, Reading/Writing from console and files.

Unit III: Object-Oriented Programming Overview: Principles of Object-Oriented Programming, Defining & Using Classes, Controlling Access to Class Members, Class Constructors, Method Overloading, Class Variables & Methods, Objects as parameters, final classes, Object class, Garbage Collection.

Inheritance, Interfaces, Packages, Enumerations, Autoboxing and Metadata
Inheritance: (Single Level and Multilevel, Method Overriding, Dynamic Method Dispatch, Abstract Classes), Interfaces and Packages, Extending interfaces and packages, Package and Class Visibility, Using Standard Java Packages (util, lang, io, net), Wrapper Classes, Auto-boxing / Unboxing, Enumerations and Metadata.

Unit IV: Exception Handling, Threading, Networking and Database Connectivity
Exception types, uncaught exceptions, throw, built-in exceptions, Creating your own exceptions; Multi-threading: The Thread class and Runnable interface, creating single and multiple threads, Thread prioritization, synchronization and communication, suspending/resuming threads. Using java.net package, Overview of TCP/IP and Datagram programming. Accessing and manipulating databases using JDBC.

Unit V: Applets and Event Handling: Java Applets: Introduction to Applets, Writing Java Applets, Working with Graphics, Incorporating Images & Sounds. Event Handling Mechanisms, Listener Interfaces, Adapter and Inner Classes. The design and Implementation of GUIs using the AWT controls, Swing components of Java Foundation Classes such as labels, buttons, text fields, layout managers, menus, events and listeners; Graphic objects for drawing figures such as lines, rectangles, ovals, using different fonts. Overview of servlets.

Reference Books

1. Ken Arnold, James Gosling, David Homes, "The Java Programming Language", 4th Edition, 2005.
2. James Gosling, Bill Joy, Guy L Steele Jr, GiladBracha, Alex Buckley"The Java Language Specification, Java SE 8 Edition (Java Series)", Published by Addison Wesley, 2014.
3. Joshua Bloch, "Effective Java" 2nd Edition,Publisher: Addison-Wesley, 2008.
4. Cay S. Horstmann, Gary Corness, "Core Java 2 Volume 1 - Fundamentals)", 9th Edition, Printice Hall.
5. Cay S. Horstmann, Gary Corness, "Core Java 2 Volume 2 - Advanced Features)", 9th Edition, Printice Hall.
6. Bruce Eckel, "Thinking in Java", 3rd Edition, PHI, 2002.
7. E. Balaguruswamy, "Programming with Java", 4th Edition, McGraw Hill.
8. Paul Deitel, Harvey Deitel, "Java: How to Program", 10th Edition, Prentice Hall, 2011.
9. "Head First Java", Orielly Media Inc. 2nd Edition, 2005.
10. David J. Eck, "Introduction to Programming Using Java", Published by Create Space Independent Publishing Platform, 2009.
11. John R. Hubbard, "Programming with JAVA", Schaum's Series, 2nd Edition, 2004.

COMPUTER SCIENCE LAB (C-III): Programming in Java

Lab Practical: 60 Lectures

1. To find the sum of any number of integers entered as command line arguments

2. To find the factorial of a given number
3. To learn use of single dimensional array by defining the array dynamically.
4. To learn use of .lenth in case of a two dimensional array
5. To convert a decimal to binary number
6. To check if a number is prime or not, by taking the number as input from the keyboard
7. To find the sum of any number of integers interactively, i.e., entering every number from the keyboard, whereas the total number of integers is given as a command line argument
8. Write a program that show working of different functions of String and StringBufferclasss like setCharAt(, setLength(), append(), insert(), concat()and equals().
9. Write a program to create a ―distance‖ class with methods where distance is computed in terms of feet and inches, how to create objects of a class and to see the use of this pointer
10. Modify the ―distance‖ class by creating constructor for assigning values (feet and inches) to the distance object. Create another object and assign second object as reference variable to another object reference variable. Further create a third object which is a clone of the first object.
11. Write a program to show that during function overloading, if no matching argument is found, then java will apply automatic type conversions(from lower to higher data type)
12. Write a program to show the difference between public and private access specifiers. The program should also show that primitive data types are passed by value and objects are passed by reference and to learn use of final keyword
13. Write a program to show the use of static functions and to pass variable length arguments in a function.
14. Write a program to demonstrate the concept of boxing and unboxing.
15. Create a multi-file program where in one file a string message is taken as input from the user and the function to display the message on the screen is given in another file (make use of Scanner package in this program)
16. Write a program to create a multilevel package and also creates a reusable class to generate Fibonacci series, where the function to generate fibonacii series is given in a different file belonging to the same package.
17. Write a program that creates illustrates different levels of protection in classes/subclasses belonging to same package or different packages
18. Write a program ―DivideByZero‖ that takes two numbers a and b as input, computes a/b, and invokes Arithmetic Exception to generate a message when the denominator is zero.
19. Write a program to show the use of nested try statements that emphasizes the sequence of checking for catch handler statements.
20. Write a program to create your own exception types to handle situation specific to your application (Hint: Define a subclass of Exception which itself is a subclass of Throwable).
21. Write a program to demonstrate priorities among multiple threads.
22. Write a program to demonstrate multithread communication by implementing synchronization among threads (Hint: you can implement a simple producer and consumer problem).
23. Write a program to create URL object, create a URL Connection using the open Connection() method

and then use it examine the different components of the URL and content.

24. Write a program to implement a simple datagram client and server in which a message that is typed into the server window is sent to the client side where it is displayed.
25. Write a program that creates a Banner and then creates a thread to scrolls the message in the banner from left to right across the applet‘s window.
26. Write a program to get the URL/location of code (i.e. java code) and document(i.e. html file)
27. Write a program to demonstrate different mouse handling events like mouse Clicked (), mouse Entered(), mouse Exited(), mouse Pressed, mouse Released() and mouse Dragged().
28. Write a program to demonstrate different keyboard handling events.
29. Write a program to generate a window without an applet window using main() function.
30. Write a program to demonstrate the use of push buttons.

Computer Science CC IV: Discrete Structures

(Credits: Theory-04, Practicals-02)
Full Marks: 75 (Midterm – 15+ End term – 60)
(Unit Wise question pattern- Answer one question from each Unit)

Unit 1: Introduction
Sets - finite and Infinite sets, uncountably Infinite Sets; functions, relations, Properties of Binary Relations, Closure, Partial Ordering Relations; counting - Pigeonhole Principle, Permutation and Combination; Mathematical Induction, Principle of Inclusion and Exclusion.

Unit II : Growth of Functions:
Asymptotic Notations, Summation formulas and properties, Bounding Summations, approximation by Integrals

Unit III: Recurrences:
Recurrence Relations, generating functions, Linear Recurrence Relations with constant coefficients and their solution, Substitution Method, Recurrence Trees, Master Theorem

Unit IV: Graph Theory
Basic Terminology, Models and Types, multigraphs and weighted graphs, Graph Representaion, Graph Isomorphism, Connectivity, Euler and Hamiltonian Paths and Circuits, Planar Graphs, Graph Coloring, Trees, Basic Terminology and properties of Trees, Introduction to Spanning Trees

Unit V: Prepositional Logic
Logical Connectives, Well-formed Formulas, Tautologies, Equivalences, Inference Theory

Recommended Books:

1. C.L. Liu & Mahopatra, Elements of Discrete mathematics, 2nd Sub Edition 1985, Tata McGraw Hill
2. Rosen, Discrete Mathematics and Its Applications, Sixth Edition 2006
3. T.H. Coremen, C.E. Leiserson, R. L. Rivest, Introduction to algorithms, Prentice Hall on India (3rd edition 2009)
4. M. O. Albertson and J. P. Hutchinson, Discrete Mathematics with Algorithms 1988 Johnwiley Publication
5. J. L. Hein, Discrete Structures, Logic, and Computability, Jones and Bartlett Publishers, 3rd Edition, 2009
6. D.J. Hunter, Essentials of Discrete Mathematics, Jones and Bartlett Publishers, 2008

COMPUTER SCIENCE LAB CC IV: Discrete Structures Tutorial

1. To generate Fibonacci series
2. Sum of n-natural numbers using recursion
3. To calculate value of nCr
4. To calculate value of nPr
5. To find edge connectivity of a graph.
6. Reserve a sentence using recursion
7. To generate all possible combination out of letter A, B, C, D, E
8. To find whether a directed graph contains an Eulerian Path
9. To traverse the tree recursively.
10. To count number of leaf node in a tree

SEMESTER - III

ENGLISH SEC-I – Communicative English & English Writing skill

50 (10+40) marks, 02 credits

Unit I: Introduction to the essentials of Business Communication: Theory and practice
Communication: Definition, Process, Purpose, Communication Network, Types of Communication, Barriers to communication

Unit II: Mechanics of Writing
Stages of writing, Preparing Notes, Style and Tone, linguistic unity, coherence and cohesion, How to Compose Business Messages, Citing references, and using bibliographical

Unit III: Writing a project report
Report planning, Types of Reports, Developing an Outline, Sections of the Report

Unit IV: Writing minutes of meetings, Circular, Notices, Memos, Agenda

Unit V: E-correspondence: E-mails, Business Letter Format, Styles, Types of Letter

Suggested Readings:

1. Scot, O.; Contemporary *Business Communication*. Biztantra, New Delhi.

2. Lesikar, R.V. &Flatley, M.E.; *Basic Business Communication Skills for Empowering the Internet Generation*, Tata McGraw Hill Publishing Company Ltd. New Delhi.

3. Ludlow, R. & Panton, F.; *The Essence of Effective Communications*, Prentice Hall of India Pvt. Ltd., New Delhi.

4. R. C. Bhatia, *Business Communication*, Ane Books Pvt Ltd, New Delhi

Computer Science GE III: Introduction to Database System

(Credits: Theory-04, Practicals-02)
Full Marks: 75 (Midterm – 15+ End term – 60)
(Unit Wise question pattern- Answer one question from each Unit)

Unit 1: Database: Introduction to database, relational data model, DBMS architecture, data Independence, DBA, database users, end users, front end tools

Unit II: E-R Modeling: Entity types, entity set, attribute and key, relationships, relation types, E- R diagrams, database design using ER diagrams

Unit III: Relational Data Model: Relational model concepts, relational constraints, primary and foreign key, normalization: 1NF, 2NF, 3NF

Unit IV : Structured Query Language: SQL queries, create a database table, create relationships between database tables, modify and manage tables,

Unit V: Queries, forms, reports, modify, filter and view data.

Reference Books :

1. P. Rob, C. Coronel, Database System Concepts by, Cengage Learning India, 2008
2. R. Elmsasri,S. Navathe Fundamentals of Database Systems, Pearson Education, Fifth Edition, 2007
3. MySQL : Reference Manual

GE LAB III: INTRODUCTION TO DATABASE SYSTEM

Credits -2, 20 Lectures, Marks - 25

1) Create a database having two tables with the specified fields, to computerize a library system

of a Delhi University College.

Library Books (Accession number, Title, Author, Department, Purchase Date, Price) Issued Books (Accession number, Borrower)

a) Identify primary and foreign keys. Create the tables and insert at least 5 records in each table.
b) Delete the record of book titled ―Database System Concepts‖.
c) Change the Department of the book titled ―Discrete Maths‖ to ―CS‖.
d) List all books that belong to ―CS‖ department.
e) List all books that belong to ―CS‖ department and are written by author ―Navathe‖.
f) List all computer (Department=‖CS‖) that have been issued.
g) List all books which have a price less than 500 or purchased between ―01/01/1999‖ and ―01/01/2004‖.

2) Create a database having three tables to store the details of students of Computer Department in your college.

Personal information about Student (College roll number, Name of student, Date of birth, Address, Marks(rounded off to whole number) in percentage at 10 + 2, Phone number) Paper Details (Paper code, Name of the Paper)

Student's Academic and Attendance details (College roll number, Paper code, Attendance, Marks in home examination).

a) Identify primary and foreign keys. Create the tables and insert at least 5 records in each table.
b) Design a query that will return the records (from the second table) along with the name of student from the first table, related to students who have more than 75% attendance and more than 60% marks in paper 2.
c) List all students who live in ―Delhi‖ and have marks greater than 60 in paper 1.
d) Find the total attendance and total marks obtained by each student.
e) List the name of student who has got the highest marks in paper 2.

3) Create the following tables and answer the queries given below:

Customer (Cust ID, email, Name, Phone, Referrer ID)
Bicycle (BicycleID, DatePurchased, Color, CustID,
ModelNo) BicycleModel (ModelNo, Manufacturer, Style)
Service (StartDate, BicycleID, EndDate)

a) Identify primary and foreign keys. Create the tables and insert at least 5 records in each table.
b) List all the customers who have the bicycles manufactured by manufacturer ―Honda‖.
c) List the bicycles purchased by the customers who have been referred by customer ―C1‖.
d) List the manufacturer of red colored bicycles.
e) List the models of the bicycles given for service.

4) Create the following tables, enter at least 5 records in each table and answer the queries given below.

EMPLOYEE (Person_Name, Street, City) WORKS (Person_Name, Company_Name, Salary) COMPANY (Company_Name, City)
MANAGES (Person_Name, Manager_Name)

a) Identify primary and foreign keys.
b) Alter table employee, add a column –email‖ of type varchar(20).

c) Find the name of all managers who work for both Samba Bank and NCB Bank.
d) Find the names, street address and cities of residence and salary of all employees who work for ―Samba Bank‖ and earn more than $10,000.
e) Find the names of all employees who live in the same city as the company for which they work.
f) Find the highest salary, lowest salary and average salary paid by each company.
g) Find the sum of salary and number of employees in each company.
h) Find the name of the company that pays highest salary.

Computer Science CC V: Data Structures
(Credits: Theory-04, Practicals-02)

Full Marks: 75 (Midterm – 15+ End term – 60)
(Unit Wise question pattern- Answer one question from each Unit)

Unit I: Arrays

Single and Multi-dimensional Arrays, Sparse Matrices (Array and Linked Representation)

Stacks
Implementing single / multiple stack/s in an Array; Prefix, Infix and Postfix expressions, Utility and conversion of these expressions from one to another; Applications of stack; Limitations of Array representation of stack

Unit II: Linked Lists: Singly, Doubly and Circular Lists (Array and Linked representation); Normal and Circular representation of Stack in Lists; Self Organizing Lists; Skip Lists

Unit III: Queues: Array and Linked representation of Queue, De-queue, Priority Queues

Recursion
Developing Recursive Definition of Simple Problems and their implementation; Advantages and Limitations of Recursion; Understanding what goes behind Recursion (Internal Stack Implementation)

Unit IV: Trees
Introduction to Tree as a data structure; Binary Trees (Insertion, Deletion , Recursive and Iterative Traversals on Binary Search Trees); Threaded Binary Trees (Insertion, Deletion, Traversals); Height-Balanced Trees (Various operations on AVL Trees).

Unit V: Searching and Sorting
Linear Search, Binary Search, Comparison of Linear and Binary Search, Selection Sort, Insertion Sort, Insertion Sort, Shell Sort, Comparison of Sorting Techniques

Hashing
Introduction to Hashing, Deleting from Hash Table, Efficiency of Rehash Methods, Hash Table Reordering, Resolving collusion by Open Addressing, Coalesced Hashing, Separate Chaining, Dynamic and Extendible Hashing, Choosing a Hash Function, Perfect Hashing Function

Reference Books:

1. Adam Drozdek, "Data Structures and algorithm in C++", Third Edition, Cengage Learning, 2012.
2. SartajSahni, Data Structures, "Algorithms and applications in C++", Second Edition, Universities Press, 2011.
3. Aaron M. Tenenbaum, Moshe J. Augenstein, YedidyahLangsam, "Data Structures Using C and C++:, Second edition, PHI, 2009.
4. Robert L. Kruse, "Data Structures and Program Design in C++", Pearson.
5. D.S Malik, Data Structure using C++,Second edition, Cengage Learning, 2010.
6. Mark Allen Weiss, "Data Structures and Algorithms Analysis in Java", Pearson Education, 3rd edition, 2011
7. Aaron M. Tenenbaum, Moshe J. Augenstein, YedidyahLangsam, "Data Structures Using Java, 2003.
8. Robert Lafore, "Data Structures and Algorithms in Java, 2/E", Pearson/ Macmillan Computer Pub,2003
9. John Hubbard, "Data Structures with JAVA", McGraw Hill Education (India) Private Limited; 2 edition, 2009

COMPUTER SCIENCE LAB CC-V: Data Structures

Credits -2, 20 Lectures, Marks - 25

1. Write a program to search an element from a list. Give user the option to perform Linear or

Binary search. Use Template functions.

2. WAP using templates to sort a list of elements. Give user the option to perform sorting using Insertion sort, Bubble sort or Selection sort.

3. Implement Linked List using templates. Include functions for insertion, deletion and search of a number, reverse the list and concatenate two linked lists (include a function and also overload operator +).

4. Implement Doubly Linked List using templates. Include functions for insertion, deletion and search of a number, reverse the list.

Computer Science CC VI: Operating Systems
(Credits: Theory-04, Practicals-02)

Full Marks: 75 (Midterm – 15+ End term – 60)

(Unit Wise question pattern- Answer one question from each Unit)

Unit I: Introduction

Basic OS functions, resource abstraction, types of operating systems–multiprogramming systems, batch systems , time sharing systems; operating systems for personal computers & workstations, process control & real time systems.

Unit II: Operating System Organization

Processor and user modes, kernels, system calls and system programs.

Unit III: Process Management

System view of the process and resources, process abstraction, process hierarchy, threads, threading issues, thread libraries; Process Scheduling, non-pre-emptive and pre-emptive scheduling algorithms; concurrent and processes, critical section, semaphores, methods for inter- process communication; deadlocks.

Unit IV: Memory Management

Physical and virtual address space; memory allocation strategies –fixed and variable partitions, paging, segmentation, virtual memory

Unit V: File and I/O Management

Directory structure, file operations, file allocation methods, device management.

Protection and Security

Policy mechanism, Authentication, Internal access Authorization.

Recommended Books:

1. A Silberschatz, P.B. Galvin, G. Gagne, Operating Systems Concepts, 8th Edition, John Wiley Publications 2008.
2. A.S. Tanenbaum, Modern Operating Systems, 3rd Edition, Pearson Education 2007.
3. G. Nutt, Operating Systems: A Modern Perspective, 2nd Edition Pearson Education 1997.
4. W. Stallings, Operating Systems, Internals & Design Principles 2008 5th Edition, Prentice Hall of India.
5. M. Milenkovic, Operating Systems- Concepts and design, Tata McGraw Hill 1992.

COMPUTER SCIENCE LAB CC-VI: Operating Systems Lab
Credits -2, , Marks - 25

C/ C++ programs

1. WRITE A PROGRAM (using *fork()* and/or *exec()* commands) where parent and child execute:
   a) same program, same code.
   b) same program, different code.
   c) before terminating, the parent waits for the child to finish its task.
2. WRITE A PROGRAM to report behaviour of Linux kernel including kernel version, CPU type and model. (CPU information)
3. WRITE A PROGRAM to report behaviour of Linux kernel including information on configured memory, amount of free and used memory. (memory information)
4. WRITE A PROGRAM to print file details including owner access permissions, file access time, where file name is given as argument.
5. WRITE A PROGRAM to copy files using system calls.
6. Write program to implement FCFS scheduling algorithm.
7. Write program to implement Round Robin scheduling algorithm.
8. Write program to implement SJF scheduling algorithm.
9. Write program to implement non-preemptive priority based scheduling algorithm.
10. Write program to implement preemptive priority based scheduling algorithm.
11. Write program to implement SRJF scheduling algorithm.
12. Write program to calculate sum of n numbers using *thread* library.
13. Write a program to implement first-fit, best-fit and worst-fit allocation strategies.

Computer Science CC VII: Computer Networks
(Credits: Theory-04, Practicals-02)
Full Marks: 75 (Midterm – 15+ End term – 60)
(Unit Wise question pattern- Answer one question from each Unit)

Unit 1: Introduction to Computer Networks
Network definition; network topologies; network classifications; network protocol; layered network architecture; overview of OSI reference model; overview of TCP/IP protocol suite.

Unit II: Data Communication Fundamentals and Techniques
Analog and digital signal; data-rate limits; digital to digital line encoding schemes; pulse code modulation; parallel and serial transmission; digital to analog modulation-; multiplexing techniques- FDM, TDM; transmission media.

Unit III: Networks Switching Techniques and Access mechanisms
Circuit switching; packets witching- connectionless datagram switching, connection-oriented virtual circuit switching; dial-up modems; digital subscriber line; cable TV for data transfer.

Data Link Layer Functions and Protocol
Error detection and error correction techniques;data-link control- framing and flow control; error recovery protocols- stop and wait ARQ, go-back-n ARQ; Point to Point Protocol on Internet.

Unit IV: Multiple Access Protocol and Networks
CSMA/CD protocols; Ethernet LANS; connecting LAN and back-bone networks- repeaters, hubs, switches, bridges, router and gateways;

Networks Layer Functions and Protocols
Routing; routing algorithms; network layer protocol of Internet- IP protocol, Internet control protocols.

Unit V: Transport Layer Functions and Protocols

Transport services- error and flow control, Connection establishment and release- three way handshake;

Overview of Application layer protocol
Overview of DNS protocol; overview of WWW &HTTP protocol.

Reference Books

1. B. A. Forouzan: Data Communications and Networking, Fourth edition, THM Publishing Company Ltd 2007.
2. A. S. Tanenbaum: Computer Networks, Fourth edition, PHI Pvt. Ltd 2002

COMPUTER SCIENCE LAB (C-VII): Computer Networks
Credits -2, Marks - 25

1. Simulate Cyclic Redundancy Check (CRC) error detection algorithm for noisy channel.
2. Simulate and implement stop and wait protocol for noisy channel.
3. Simulate and implement go back n sliding window protocol.
4. Simulate and implement selective repeat sliding window protocol.
5. Simulate and implement distance vector routing algorithm
6. Simulate and implement Dijkstra algorithm for shortest path routing.

SEMESTER - IV
Computer Science SEC - II: (SQL/PL-SQL)
Introduction to Oracle as RDBMS
(Credits: 02), marks – 50 (10+40),

Oracle (SQL/PL-SQL):

Introduction SQL, DDL, DML command, Various SQL Commands including constraints different clauses, special operator like IN, ALL, BETWEEN, LIKE, EXIST.

Data types, Operators and Expressions of SQL functions, Database objects (View, Synonyms, Index) Control statements (Commit, Rollback, save points)

Introduction to PL-SQL (SQL Vs PL-SQL block structure, simple programs using PL-SQL)

Books Recommended:

1. SQL, PL/SQL The programming Lang. of Oracle Ivan Bayross
2. Oracle9i the Complete Reference George Koch

Computer Science GE IV: Computer Networks and Internet Technologies
(Credits: Theory-04, Practicals-02)
Full Marks: 75 (Midterm – 15+ End term – 60)
(Unit Wise question pattern- Answer one question from each Unit)

Unit I: Computer Networks: Introduction to computer network, data communication, components of data communication, data transmission mode, data communication measurement, LAN, MAN, WAN, wireless LAN, internet, intranet, extranet.

Network Models: Client/ server network and Peer-to-peer network, OSI, TCP/IP, layers and functionalities.

Unit II: Transmission Media: Introduction, Guided Media: Twisted pair, Coaxial cable, Optical fiber. Unguided media: Microwave, Radio frequency propagation, Satellite.

LAN Topologies: Ring, bus, star, mesh and tree topologies.

Network Devices: NIC, repeaters, hub, bridge, switch, gateway and router.

Unit III: Internet Terms: Web page, Home page, website, internet browsers, URL, Hypertext, ISP, Web server, download and upload, online and offline.

Internet Applications: www, telnet, ftp, e-mail, social networks, search engines, Video Conferencing, e-Commerce, m-Commerce, VOIP, blogs.

Unit IV: Introduction to Web Design: Introduction to hypertext markup language (html) Document type definition, creating web pages, lists, hyperlinks, tables, web forms, inserting images, frames, hosting options and domain name registration. Customized Features: Cascading style sheet (css) for text formatting and other manipulations.

Unit V: JavaScript Fundamentals: Data types and variables, functions, methods and events, controlling program flow, JavaScript object model, built-in objects and operators.

Reference Books:

1. Computer networks – Tannenbaum
2. Data Communication and Networking – Forouzan – Tata McGraw Hill.
3. D.R. Brooks, An Introduction to HTML and Javascript for Scientists and Engineers, Springer

   W. Willard, 4.HTML A Beginner's Guide, Tata McGraw-Hill Education, 2009.
4. J. A. Ramalho, Learn Advanced HTML 4.0 with DHTML, BPB Publications, 2007

GE IV LAB: Computer Networks and Internet Technologies
Credits -2, Marks - 25

Practical exercises based on concepts listed in theory using HTML.

1. Create HTML document with following formatting – Bold, Italics, Underline, Colors, Headings, Title, Font and Font Width, Background, Paragraph, Line Brakes, Horizontal Line, Blinking text as well as marquee text.
2. Create HTML document with Ordered and Unordered lists, Inserting Images, Internal and External linking
3. Create HTML document with Table:

<table>
<tr><td></td><td></td><td></td><td></td><td></td></tr>
<tr><td colspan="3"></td><td colspan="2" rowspan="2">Some image here</td></tr>
<tr><td colspan="3"></td></tr>
</table>

4. Create Form with Input Type, Select and Text Area in HTML.
5. Create an HTML containing Roll No., student‘s name and Grades in a tabular form.
6. Create an HTML document (having two frames) which will appear as follows:

<table>
<tr><td>About

Department 1

Department 2

Department 3</td><td>This frame would show the contents according to the link clicked by the user on the left frame.</td></tr>
</table>

7. Create an HTML document containing horizontal frames as follows:

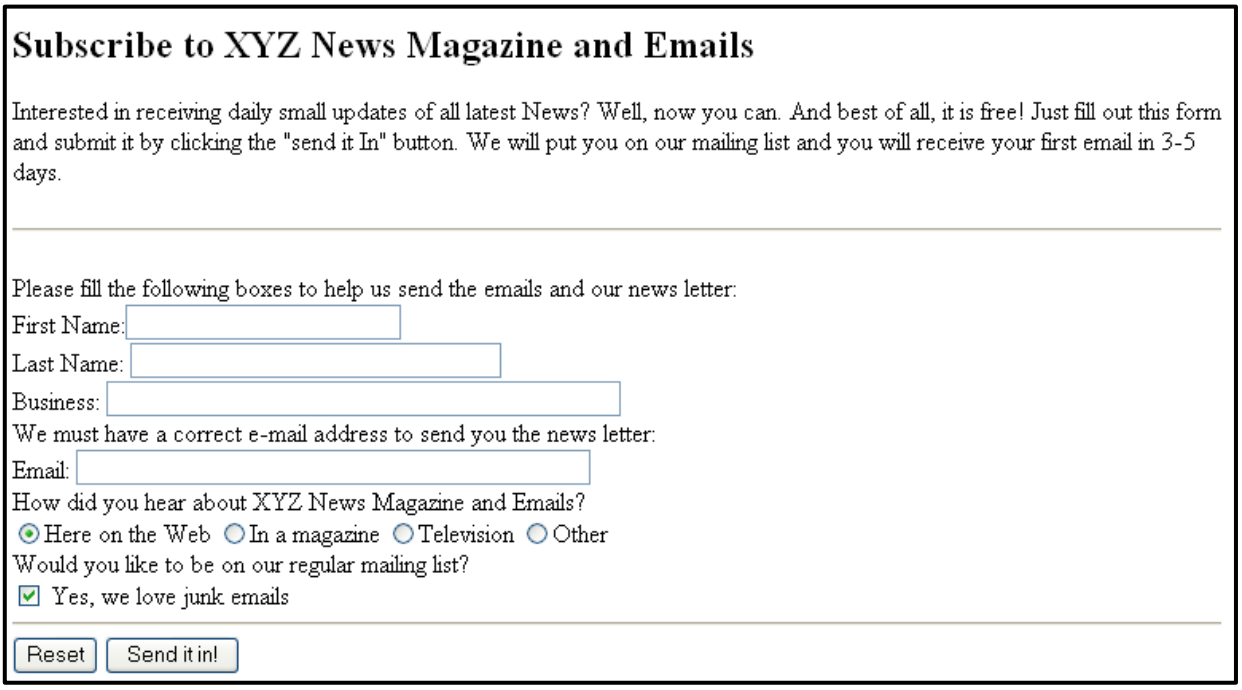
<table>
<tr><td>Department Names (could be along with Logos)</td></tr>
<tr><td>Contents according to the Link clicked</td></tr>
</table>

8. Create a website of 6 – 7 pages with different effects as mentioned in above problems.
9. Create HTML documents (having multiple frames) in the following three formats:

<table>
<tr><td>Frame1</td></tr>
<tr><td>Frame2</td></tr>
</table>

Frame1	
Frame2	Frame3

10. Create a form using HTML which has the following types of controls:
    V. Text Box
    VI. Option/radio buttons
    VII. Check boxes
    VIII. Reset and Submit buttons



List of Practicals using Javascript :

Create event driven program for following:

7. Print a table of numbers from 5 to 15 and their squares and cubes using alert.
8. Print the largest of three numbers.
9. Find the factorial of a number n.
10. Enter a list of positive numbers terminated by Zero. Find the sum and average of these numbers.
11. A person deposits Rs 1000 in a fixed account yielding 5% interest. Compute the amount in the account at the end of each year for n years.
12. Read n numbers. Count the number of negative numbers, positive numbers and zeros in the list.

Computer Science CC VIII: Design and Analysis of Algorithms

(Credits: Theory-04, Practicals-02)
Full Marks: 75 (Midterm – 15+ End term – 60)
(Unit Wise question pattern- Answer one question from each Unit)

Unit 1: Introduction
Basic Design and Analysis techniques of Algorithms, Correctness of Algorithm.

Algorithm Design Techniques
Iterative techniques, Divide and Conquer, Dynamic Programming, Greedy Algorithms.

Unit II: Sorting and Searching Techniques
Elementary sorting techniques–Bubble Sort, Insertion Sort, Merge Sort, Advanced Sorting techniques - Heap Sort, Quick Sort, Sorting in Linear Time - Bucket Sort, Radix Sort and Count Sort, Searching Techniques, Medians & Order Statistics, complexity analysis;

Unit III: Lower Bounding Technique: Decision Trees
Balanced Tree, Red-Black Trees

Unit IV: Advanced Analysis Technique: Amortized analysis
String Processing: String Matching, KMP Technique

Unit V: Graphs
Graph Algorithms–Breadth First Search, Depth First Search and its Applications, Minimum Spanning Trees.

Recommended Books:

1. T.H. Cormen, Charles E. Leiserson, Ronald L. Rivest, Clifford Stein Introduction to Algorithms, PHI, 3rd Edition 2009
2. Sarabasse& A.V. Gelder Computer Algorithm – Introduction to Design and Analysis, Publisher – Pearson 3rd Edition 1999

COMPUTER SCIENCE LAB CC-VIII: Design and Analysis of Algorithms
Credits -02, Marks - 25

1. i. Implement Insertion Sort (The program should report the number of comparisons)
   ii. Implement Merge Sort(The program should report the number of comparisons)
2. Implement Heap Sort(The program should report the number of comparisons)
3. Implement Randomized Quick sort (The program should report the number of comparisons)
4. Implement Radix Sort
5. Create a Red-Black Tree and perform following operations on it:

i. Insert a node
ii. Delete a node
iii. Search for a number & also report the color of the node containing this number.

6. Write a program to determine the LCS of two given sequences
7. Implement Breadth-First Search in a graph
8. Implement Depth-First Search in a graph
9. Write a program to determine the minimum spanning tree of a graph

For the algorithms at S.No 1 to 3 test run the algorithm on 100 different inputs of sizes varying from 30 to 1000. Count the number of comparisons and draw the graph. Compare it with a graph of nlogn.

Computer Science CC IX: Software Engineering

(Credits: Theory-04, Practicals-02)

Full Marks: 75 (Midterm – 15+ End term – 60)

(Unit Wise question pattern- Answer one question from each Unit)

Unit I: Introduction

The Evolving Role of Software, Software Characteristics, Changing Nature of Software, Software Engineering as a Layered Technology, Software Process Framework, Framework and Umbrella Activities, Process Models, Capability Maturity Model Integration (CMMI).

Unit II: Requirement Analysis

Software Requirement Analysis, Initiating Requirement Engineering Process, Requirement Analysis and Modeling Techniques, Flow Oriented Modeling, Need for SRS, Characteristics and Components of SRS.

Unit III: Software Project Management

Estimation in Project Planning Process, Project Scheduling.

Risk Management

Software Risks, Risk Identification, Risk Projection and Risk Refinement, RMMM Plan.

Quality Management

Quality Concepts, Software Quality Assurance, Software Reviews, Metrics for Process and Projects.

Unit IV: Design Engineering

Design Concepts, Architectural Design Elements, Software Architecture, Data Design at the Architectural Level and Component Level, Mapping of Data Flow into Software Architecture, Modeling Component Level Design.

Unit V: Testing Strategies & Tactics

Software Testing Fundamentals, Strategic Approach to Software Testing, Test Strategies for Conventional Software, Validation Testing, System Testing, Black-Box Testing, White-Box Testing and their type, Basis Path Testing.

Recommended Books:

1. R.S. Pressman, Software Engineering: A Practitioner‘s Approach (7th Edition), McGraw- Hill, 2009.
2. P. Jalote, An Integrated Approach to Software Engineering (2^{nd} Edition), Narosa Publishing House, 2003.
3. K.K. Aggarwal and Y. Singh, Software Engineering (revised 2nd Edition), New Age International Publishers, 2008.
4. I. Sommerville, Software Engineering (8^{th} edition), Addison Wesle, 2006.
5. D. Bell, Software Engineering for Students (4th Edition), Addison-Wesley, 2005.
6. R. Mall, Fundamentals of Software Engineering (2^{nd} Edition), Prentice-Hall of India, 2004.

COMPUTER SCIENCE LAB CC-IX: SOFTWARE ENGINEERING

Credits -2, Marks - 25

S. No	Practical Title
1.	• Problem Statement, • Process Model
2.	Requirement Analysis: • Creating a Data Flow • Data Dictionary, Use Cases
3.	Project Management:
	• Computing FP • Effort • Schedule, Risk Table, Timeline chart
4.	Design Engineering: • Architectural Design • Data Design, Component Level Design
5.	Testing: • Basis Path Testing

Sample Projects:

1. **Criminal Record Management**:

   0Implement a criminal record management system for jailers, police officers and CBI officers

2. **DTC Route Information**:

   Online information about the bus routes and their frequency and fares

3. **Car Pooling**:

   To maintain a web based intranet application that enables the corporate employees within an organization to avail the facility of carpooling effectively.

4. Patient Appointment and Prescription Management System
5. Organized Retail Shopping Management Software
6. Online Hotel Reservation Service System
7. Examination and Result computation system
8. Automatic Internal Assessment System
9. Parking Allocation System
10. Wholesale Management System

Computer Science CC X: Database Management Systems
(Credits: Theory-04, Practicals-02)

Full Marks: 75 (Midterm – 15+ End term – 60)

(Unit Wise question pattern- Answer one question from each Unit)

Unit I: Introduction

Characteristics of database approach, data models, database system architecture and data independence.

Entity Relationship(ER) Modeling: Entity types, relationships, constraints.

Unit II: Relation data model

Relational model concepts, relational constraints, relational algebra, SQL queries

Unit III: Database design

Mapping ER/EER model to relational database, functional dependencies, Lossless decomposition, Normal forms (upto BCNF).

Unit IV: Transaction P r o c e s s i n g

ACID properties, concurrency control

Unit V: File Structure and Indexing

Operations on files, File of Unordered and ordered records, overview of File organizations, Indexing structures for files(Primary index, secondary index, clustering index), Multilevel indexing using B and B^+ trees.

Books Recommended:

1. R. Elmasri, S.B. Navathe, Fundamentals of Database Systems 6th Edition, Pearson Education, 2010.
2. R. Ramakrishanan, J. Gehrke, Database Management Systems 3rd Edition, McGraw-Hill, 2002.
3. A. Silberschatz, H.F. Korth, S. Sudarshan, Database System Concepts 6th Edition, McGraw Hill, 2010.
4. R. Elmasri, S.B. Navathe Database Systems Models, Languages, Design and application Programming, 6th Edition, Pearson Education,2013.

COMPUTER SCIENCE LAB CC-X: Database Management Systems

Credits -2, Marks - 25

Create and use the following database schema to answer the given queries.

EMPLOYEE Schema

Field	Type	NULL	KEY	DEFAUL T
Eno	Char(3)	NO	PRI	NIL
Ename	Varchar(50)	NO		NIL
Job_type	Varchar(50)	NO		NIL
Manager	Char(3)	Yes	FK	NIL
Hire_date	Date	NO		NIL
Dno	Integer	YES	FK	NIL
Commission	Decimal(10,2)	YES		NIL
Salary	Decimal(7,2)	NO		NIL

DEPARTMENT Schema

Field	Type	NULL	KEY	DEFAULT
Dno	Integer	No	PRI	NULL
Dname	Varchar(50)	Yes		NULL
Location	Varchar(50)	Yes		New Delhi

Query List

1. Query to display Employee Name, Job, Hire Date, Employee Number; for each employee with the Employee Number appearing first.
2. Query to display unique Jobs from the Employee Table.
3. Query to display the Employee Name concatenated by a Job separated by a comma.
4. Query to display all the data from the Employee Table. Separate each Column by a comma and name the said column as THE_OUTPUT.
5. Query to display the Employee Name and Salary of all the employees earning more than $2850.
6. Query to display Employee Name and Department Number for the Employee No= 7900.
7. Query to display Employee Name and Salary for all employees whose salary is not in the range of $1500 and $2850.
8. Query to display Employee Name and Department No. of all the employees in Dept 10 and Dept 30 in the alphabetical order by name.
9. Query to display Name and Hire Date of every Employee who was hired in 1981.
10. Query to display Name and Job of all employees who don‘t have a current Manager.
11. Query to display the Name, Salary and Commission for all the employees who earn commission.
12. Sort the data in descending order of Salary and Commission.
13. Query to display Name of all the employees where the third letter of their name is _A‘.
14. Query to display Name of all employees either have two _R‘s or have two _A‘s in their name and are either in Dept No = 30 or their Manger‘s Employee No = 7788.
15. Query to display Name, Salary and Commission for all employees whose Commission Amount is 14 greater than their Salary increased by 5%.
16. Query to display the Current Date.

17. Query to display Name, Hire Date and Salary Review Date which is the 1st Monday after six months of employment
18. Query to display Name and calculate the number of months between today and the date each employee was hired.
19. Query to display the following for each employee <E-Name> earns < Salary> monthly but wants < 3 * Current Salary >. Label the Column as Dream Salary.
20. Query to display Name with the 1st letter capitalized and all other letter lower case and length of their name of all the employees whose name starts with _J', 'A' and _M'.
21. Query to display Name, Hire Date and Day of the week on which the employee started.
22. Query to display Name, Department Name and Department No for all the employees.
23. Query to display Unique Listing of all Jobs that are in Department #
24. Query to display Name, Dept Name of all employees who have an _A' in their name.
25. Query to display Name, Job, Department No. And Department Name for all the employees working at the Dallas location.
26. Query to display Name and Employee no. Along with their Manger's Name and the Manager's employee no; along with the Employees' Name who do not have a Manager.
27. Query to display Name, Dept No. And Salary of any employee whose department No. and salary matches both the department no. And the salary of any employee who earns a commission.
28. Query to display Name and Salaries represented by asterisks, where each asterisk (*) signifies $100.
29. Query to display the Highest, Lowest, Sum and Average Salaries of all the employees
30. Query to display the number of employees performing the same Job type functions.
31. Query to display the no. of managers without listing their names.
32. Query to display the Department Name, Location Name, No. of Employees and the average salary for all employees in that department.
33. Query to display Name and Hire Date for all employees in the same dept. as Blake.
34. Query to display the Employee No. And Name for all employees who earn more than the average salary.
35. Query to display Employee Number and Name for all employees who work in a department with any employee whose name contains a _T'.
36. Query to display the names and salaries of all employees who report to King.
37. Query to display the department no, name and job for all employees in the Sales department.

SEMESTER - V

Computer Science DSE I: Information Security

(Credits: Theory-04, Practicals-02)
Full Marks: 75 (Midterm – 15+ End term – 60)
(Unit Wise question pattern- Answer one question from each Unit)

Unit I: Introduction: Security, Attacks, Computer Criminals, Security Services, Security Mechanisms.

Unit II: Cryptography
Substitution ciphers, Transpositions Cipher, Confusion, diffusion, Symmetric, Asymmetric Encryption. DES Modes of DES, Uses of Encryption, Hash function, key exchange, Digital Signatures, Digital Certificates.

Unit III: Program Security
Secure programs, Non malicious Program errors, Malicious codes virus, Trap doors, Salami attacks, Covert channels, Control against program

Threats.
Protection in OS: Memory and Address Protection, Access control, File Protection, User Authentication.

Unit IV: Database Security
Requirements, Reliability, Integrity, Sensitive data, Inference, Multilevel Security.

Security in Networks
Threats in Networks, Security Controls, firewalls, Intrusion detection systems, Secure e-mails

Unit V: Administrating Security
Security Planning, Risk Analysis, Organisational Security Policy, Physical Security. Ethical issues in Security: Protecting Programs and data. Information and law.

Recommended Books:

1. C. P. Pfleeger, S. L. Pfleeger; Security in Computing, Prentice Hall of India, 2006
2. W. Stallings; Network Security Essentials: Applications and Standards, 4/E, 2010

DSE I LAB: INFORMATION SECURITY

Credits -2, 20 Lectures, Marks - 25

1. Demonstrate the use of Network tools: ping, ipconfig, ifconfig, tracert, arp, netstat, whois
2. Use of Password cracking tools : John the Ripper, Ophcrack. Verify the strength of passwords using these tools.
3. Perform encryption and decryption of Caesar cipher. Write a script for performing these operations.
4. Perform encryption and decryption of a Rail fence cipher. Write a script for performing these operations.
5. Use nmap/zenmap to analyse a remote machine.
6. Use Burp proxy to capture and modify the message.
7. Demonstrate sending of a protected word document.
8. Demonstrate sending of a digitally signed document.
9. Demonstrate sending of a protected worksheet.
10. Demonstrate use of steganography tools.
11. Demonstrate use of gpg utility for signing and encrypting purposes.

Computer Science DSE II: Cloud Computing

(Credits: Theory-04, Practicals-02)

Full Marks: 75 (Midterm – 15+ End term – 60)

(Unit Wise question pattern- Answer one question from each Unit)

Unit 1: Overview of Computing Paradigm

Recent trends in Computing : Grid Computing, Cluster Computing, Distributed Computing, Utility Computing, Cloud Computing,

Introduction to Cloud Computing

Introduction to Cloud Computing, History of Cloud Computing, Cloud service providers, Benefits and limitations of Cloud Computing,

Unit II: Cloud Computing Architecture

Comparison with traditional computing architecture (client/server), Services provided at various levels, Service Models- Infrastructure as a Service(IaaS), Platform as a Service(PaaS), Software as a Service(SaaS), How Cloud Computing Works, Deployment Models- Public cloud, Private cloud, Hybrid cloud, Community cloud, Case study of NIST architecture.

Unit III: Case Studies

Case study of Service model using Google App Engine, Microsoft Azure, Amazon EC2 , Eucalyptus.

Unit4: Service Management in Cloud Computing

Service Level Agreements(SLAs), Billing & Accounting, Comparing Scaling Hardware:

Traditional vs. Cloud, Economics of scaling.

Unit V: Cloud Security

Infrastructure Security- Network level security, Host level security, Application level security, Data security and Storage- Data privacy and security Issues, Jurisdictional issues raised by Data location, Authentication in cloud computing.

Reference Books

1. *Cloud Computing Bible*, Barrie Sosinsky, *Wiley-India*, 2010
2. *Cloud Computing: Principles and Paradigms*, Editors: Rajkumar Buyya, James Broberg, Andrzej M. Goscinski, *Wile*, 2011
3. *Cloud Computing: Principles, Systems and Applications, Editors:* Nikos Antonopoulos, Lee Gillam, *Springer*, 2012
4. *Cloud Security: A Comprehensive Guide to Secure Cloud Computing*, Ronald L. Krutz, Russell Dean Vines, *Wiley-India*, 2010
5. Gautam Shroff, *Enterprise Cloud Computing Technology Architecture Applications* [ISBN: 978-0521137355]
6. Toby Velte, Anthony Velte, Robert Elsenpeter, *Cloud Computing, A Practical Approach* [ISBN: 0071626948]
7. Dimitris N. Chorafas, *Cloud Computing Strategies* [ISBN: 1439834539]

DSE II LAB: Cloud Computing Lab

Credits -2, Marks - 25

1. Create virtual machines that access different programs on same platform.
2. Create virtual machines that access different programs on different platforms .
3. Working on tools used in cloud computing online-
    a) Storage
    b) Sharing of data
    c) manage your calendar, to-do lists,
    d) a document editing tool
4. Exploring Google cloud
5. Exploring microsoft cloud
6. Exploring amazon cloud

Computer Science CC XI: Internet Technologies
(Credits: Theory-04, Practicals-02)

Full Marks: 75 (Midterm – 15+ End term – 60)
(Unit Wise question pattern- Answer one question from each Unit)

Unit 1: Java: Use of Objects, Array and Array List class

Unit II: JavaScript

Data types, operators, functions, control structures, events and event handling.

Unit III: JDBC

JDBC Fundamentals, Establishing Connectivity and working with connection interface, Working with statements, Creating and Executing SQL Statements, Working with Result Set Objects.

Unit IV: JSP

Introduction to JavaServer Pages, HTTP and Servlet Basics, The Problem with Servlets, The Anatomy of a JSP Page, JSP Processing, JSP Application Design with MVC, Setting Up the JSP Environment, Implicit JSP Objects, Conditional Processing, Displaying Values, Using an expression to Set an Attribute, Declaring Variables and Methods, Error Handling and Debugging, Sharing Data Between JSP Pages, Requests, and Users, Database Access.

Unit V: Java Beans

Java Beans Fundamentals, JAR files, Introspection, Developing a simple Bean, Connecting to DB

Recommended Books:

1. Web Enabled Commercial Application Development Using Html, Dhtml,javascript, Perl Cgi By Ivan Bayross, BPB Publications, 2009.
2. BIG Java Cay Horstmann, Wiley Publication , 3rd Edition., 2009
3. Java 7, The Complete Reference, Herbert Schildt, 8th Edition, 2009.
4. The Complete Reference J2EE, TMH, Jim Keogh, 2002.
5. Java Server Pages, Hans Bergsten, Third Edition, O'Reilly Media December 2003.

COMPUTER SCIENCE LAB CC-XI: Internet Technologies

Credits -2, Marks - 25

Create event driven program for following:

1. Print a table of numbers from 5 to 15 and their squares and cubes using alert.
2. Print the largest of three numbers.
3. Find the factorial of a number n.
4. Enter a list of positive numbers terminated by Zero. Find the sum and average of these numbers.
5. A person deposits Rs 1000 in a fixed account yielding 5% interest. Compute the amount in the account at the end of each year for n years.
6. Read n numbers. Count the number of negative numbers, positive numbers and zeros in the list.

Computer Science CC-XII: Theory of Computation
(Credits: Theory-04, Practicals-02)

Full Marks: 75 (Midterm – 15+ End term – 60)
(Unit Wise question pattern- Answer one question from each Unit)

Unit 1: Languages
Alphabets, string, language, Basic Operations on language, Concatenation, Kleene-Star

Unit II: Finite Automata and Regular Languages
Regular Expressions, Transition Graphs, Deterministics and non-deterministic finite automata, NFA to DFA Conversion, Regular languages and their relationship with finite automata, Pumping lemma and closure properties of regular languages.

Unit III: Context free languages
Context free grammars, parse trees, ambiguities in grammars and languages, Pushdown automata (Deterministic and Non-deterministic), Pumping Lemma, Properties of context free languages, normal forms.

Unit IV: Turing Macines and Models of Computations
RAM, Turing Machine as a model of computation, Universal Turing Machine, Language acceptability, decidability, halting problem,

Unit V: Recursively enumerable and recursive languages, unsolvability problems.

Recommended Books:

1. Daniel I.A.Cohen, Introduction to computer theory – John Wiley (1996 2nd Edition).
2. Lewis & Papadimitriou, Elements of the theory of computation – II Edition PHI 1997.
3. Hoperoft, Aho, Ullman, Introduction to Automata theory, Language & Computation **–3rd** Edition 2006, Pearson Education.
4. P. Linz, An Introduction to Formal Language and Automata 4th edition Publication Jones Bartlett 2006

COMPUTER SCIENCE LAB CC-XII: Theory of Computation
Credits -2, 20 Lectures, Marks - 25

1. Given a set of asphebets (a, b, c, d, e) prepare string using CFG.
2. Write regular expression for a set {0,1}
3. Write grammar using 0,1,1,0
4. Draw transition graphs for a a b a c a d a
5. Use CFG to express a parse tree for expression given
6. Make number of possible strings for utter (e, f, g, h, i)

7. Given one NFA, convent to DFA
8. Prove closure properties of regular language

SEMESTER - VI
Computer Science DSE III: Systems Programming
(Credits: Theory-04, Practicals-02)

Full Marks: 75 (Midterm – 15+ End term – 60)
(Unit Wise question pattern- Answer one question from each Unit)

Unit 1: Assemblers & Loaders, Linkers:

One pass and two pass assembler, design of an assembler, Absolute loader, relocation and linking concepts, relocating loader and Dynamic Linking.

Unit II: Introduction:

Overview of compilation, Phases of a compiler

Lexical Analysis:

Role of a Lexical analyzer, Specification and recognition of tokens, Symbol table, lex

Unit III: Parsing: Bottom up parsing- LR parser, yacc.
Intermediate representations
Three address code generation, syntax directed translation, translation of types, control statements

Unit IV: Storage organization: Activation records, stack allocation

Unit V: Code Generation: Object code generation

Reference Books

1. Santanu Chattopadhyaya, *Systems Programming*, PHI, 2011.
2. Alfred V. Aho, Monica S. Lam, Ravi Sethi, Jeffrey D. Ullman, *Compilers: Principles, Techniques, and Tools*, 2nd edition, Prentice Hall, 2006.
3. D. M. Dhamdhere, *Systems Programming*, Tata McGraw Hill, 2011.
4. Leland Beck, D. Manjula, *System Software: An Introduction to System Programming*, 3rd edition, Pearson Education, 2008.
5. Grune D, Van Reeuwijk . K, Bal H. E, Jacobs C J H, Langendoen K, *Modern Compiler Design*, 2nd edition, Springer, 2012

SYSTEMS PROGRAMMING LAB

Credits -2, 20 Lectures, Marks - 25

[1] To implement an assembler for a hypothetical language.
[2] To get familiar with lex: write a program to recognize numbers, identifiers.

[3] To get familiar with yacc: write a desk calculator.

Computer Science DSE IV:

PROJECT WORK / DISSERTAION

Full Marks - 100

Computer Science CC XIII: Artificial Intelligence
(Credits: Theory-04, Practicals-02)

Full Marks: 75 (Midterm – 15+ End term – 60)
(Unit Wise question pattern- Answer one question from each Unit)

Unit 1. Introduction
Introduction to Artificial Intelligence, Background and Applications, Turing Test and Rational Agent approaches to AI, Introduction to Intelligent Agents, their structure, behavior and environment.

Unit II: Problem Solving and Searching Techniques
Problem Characteristics, Production Systems, Control Strategies, Breadth First Search, Depth First Search, Hill climbing and its Variations, Heuristics Search Techniques: Best First Search, A* algorithm, Constraint Satisfaction Problem, Means-End Analysis, Introduction to Game Playing, Min-Max and Alpha-Beta pruning algorithms.

Unit III: Knowledge Representation
Introduction to First Order Predicate Logic, Resolution Principle, Unification, Semantic Nets, Conceptual Dependencies, Frames, and Scripts, Production Rules, Conceptual Graphs.
Programming in Logic (PROLOG)

Unit IV: Dealing with Uncertainty and Inconsistencies
Truth Maintenance System, Default Reasoning, Probabilistic Reasoning, Bayesian Probabilistic Inference, Possible World Representations.

Unit V: Understanding Natural Languages
Parsing Techniques, Context-Free and Transformational Grammars, Recursive and Augmented Transition Nets.

BOOKS RECOMMENDED:

1. DAN.W. Patterson, Introduction to A.I and Expert Systems – PHI, 2007.
2. Russell &Norvig, Artificial Intelligence-A Modern Approach**,** LPE, Pearson Prentice Hall, 2nd edition, 2005.
3. Rich & Knight, Artificial Intelligence – Tata McGraw Hill, 2nd edition, 1991.
4. W.F. Clocksin and Mellish, Programming in PROLOG, Narosa Publishing House, 3rd edition, 2001.
5. Ivan Bratko, Prolog Programming for Artificial Intelligence, Addison-Wesley, Pearson Education, 3rd edition, 2000.

COMPUTER SCIENCE LAB CC-XIII: Artificial Intelligence Lab

Credits -2, 20 Lectures, Marks - 25

1. Write a prolog program to calculate the sum of two numbers.
2. Write a prolog program to find the maximum of two numbers.
3. Write a prolog program to calculate the factorial of a given number.
4. Write a prolog program to calculate the nth Fibonacci number.
5. Write a prolog program, insert_nth(item, n, into list, result) that asserts that result is the list into list with item inserted as the n‘th element into every list at all levels.
6. Write a Prolog program to remove the Nth item from a list.
7. Write a Prolog program, remove-nth(Before, After) that asserts the After list is the Before list with the removal of every n‘th item from every list at all levels.
8. Write a Prolog program to implement append for two lists.
9. Write a Prolog program to implement palindrome(List).
10. Write a Prolog program to implement max(X,Y,Max) so that Max is the greater of two numbers X and Y.
11. Write a Prolog program to implement max list (List, Max) so that Max is the greatest number in the list of numbers List.
12. Write a Prolog program to implement sumlist (List,Sum) so that Sum is the sum of a given list of numbers List.
13. Write a Prolog program to implement two predicates even length(List) and odd length (List) so that they are true if their argument is a list of even or odd length respectively.
14. Write a Prolog program to implement reverse (List, Reversed List) that reverses lists.
15. Write a Prolog program to implement max list (List, Max) so that Max is the greatest number in the list of numbers List using cut predicate.
16. Write a Prolog program to implement GCD of two numbers.
17. Write a prolog program that implements Semantic Networks/Frame Structures.

Computer Science CC-XIV: Computer Graphics
(Credits: Theory-04, Practicals-02)

Full Marks: 75 (Midterm – 15+ End term – 60)
(Unit Wise question pattern- Answer one question from each Unit)

Unit 1: Introduction
Basic elements of Computer graphics, Applications of Computer Graphics.

Graphics Hardware
Architecture of Raster and Random scan display devices, input/output devices.

Unit II: Fundamental Techniques in Graphics
Raster scan line, circle and ellipse drawing, thick primitives, Polygon filling, line and polygon clipping algorithms, 2D and 3D Geometric Transformations, 2D and 3D Viewing Transformations (Projections- Parallel and Perspective), Vanishing points.

Unit III: Geometric Modeling: Representing curves & Surfaces.

Unit IV: Visible Surface determination
Hidden surface elimination.

Unit V: Surface rendering
Illumination and shading models. Basic color models and Computer Animation.

Books Recommended:

1. J.D.Foley, A.Van Dan, Feiner, Hughes Computer Graphics Principles & Practice 2nd edition Publication Addison Wesley 1990.
2. D.Hearn, Baker: Computer Graphics, Prentice Hall of India 2008.
3. D.F.Rogers Procedural Elements for Computer Graphics, McGraw Hill 1997.
4. D.F.Rogers, Adams Mathematical Elements for Computer Graphics, McGraw Hill 2nd edition-1988

COMPUTER SCIENCE LAB CC-XIV: Computer Graphics Lab

Credits -2, 20 Lectures, Marks - 25

1. Write a program to implement Bresenham‘s line drawing algorithm.
2. Write a program to implement mid-point circle drawing algorithm.
3. Write a program to clip a line using Cohen and Sutherland line clipping algorithm.
4. Write a program to clip a polygon using Sutherland Hodgeman algorithm.
5. Write a program to fill a polygon using Scan line fill algorithm.
6. Write a program to apply various 2D transformations on a 2D object (use homogenous coordinates).
7. Write a program to apply various 3D transformations on a 3D object and then apply parallel and perspective projection on it.
8. Write a program to draw Hermite/Bezier curve.