Rajiv Gandhi Technological University, Bhopal (MP)

B.E. (CS) Computer Science Engineering

Revised syllabus and Scheme of Examination effective from July 2007

THIRD SEMESTER

S.No	Course Category	Course Code (New)	Subject	Period Per Week				Distribution of Marks				
								Theory Exam	Practical Exam	Internal Assessment		Total
				L	T	P	C			MST	TW	
1.	BS-5	BE 301	Mathematics III	3	1	0	4	100	-	20	-	**120**
2.	HS-2	CS/IT 302	Energy Environment Ethics & Society	3	1	0	4	100	-	20	-	**120**
3.	DC-1	CS/BM 303	Digital Circuit & System	3	1	2	6	100	50	20	30	**200**
4.	DC 2	CS/IT304	Electronic Devices and circuit	3	1	2	6	100	50	20	30	**200**
5.	DC-3	CS/IT 305	Data Structures	3	1	2	6	100	50	20	30	**200**
6.	IT-2	CS/IT 306	Java	0	0	4	4	-	50	-	50	**100**
7.	NECC-1	CS 307	Self Study	0	0	1	1	-	-	-	30	**30**
8.	NECC-2	CS 308	Seminar/Group Discussion etc.	0	0	1	1	-	-	-	30	**30**
Total				**15**	**5**	**12**	**32**	**500**	**200**	**100**	**200**	**1000**

BS	Basic Sciences	HS	Humanity Sciences
DC	Department Core	DID	Department Inter Disciplinary
IT	Information Technology subjects	NECC	Non Exam Credit Course
MST	Mid Semester Test	TW	Term Work (Session/ Practical)
C	Credits	L	Lecture Hrs
P	Practical Hrs	T	Tutorial Hrs

Rajiv Gandhi Technological University, Bhopal (MP)

B.E. (CS) Computer Science Engineering

Revised syllabus and Scheme of Examination effective from July 2007

FOURTH SEMESTER

S.No	Course Category	Course Codes (New)	Subject	Period Per Week				Distribution of Marks				
				L	T	P	C	Theory Exam	Practical Exam	Internal Assessment		Total
										MST	TW	
1	DC 4	CS/IT 401	Computer System Organization	3	2	0	5	100	-	20	-	120
2	DC 5	CS/IT 402	Discrete Structures	3	2	0	5	100	-	20	-	120
3	DC 6	CS 403	Object Oriented Technology	3	1	2	6	100	50	20	30	200
4	DC 7	CS/ IT 404	Analysis & Design of Algorithms	3	1	2	6	100	50	20	30	200
5	DID 1	CS/ IT 405	Analog & Digital Communication	3	1	2	6	100	50	20	30	200
6	IT 3	CS/IT 406	Dot.Net	0	0	4	4	-	50	-	50	100
7	NECC 3	CS 407	Self Study	0	0	1	1	-	-	-	30	30
8	NECC 4	CS 408	Seminar/Group Discussion etc.	0	0	1	1	-	-	-	30	30
Total				15	7	12	34	500	200	100	200	1000

BS	Basic Sciences	HS	Humanity Sciences
DC	Department Core	DID	Department Inter Disciplinary
IT	Information Technology subjects	NECC	Non Exam Credit Course
MST	Mid Semester Test	TW	Term Work (Session/ Practical)
C	Credits	L	Lecture Hrs
P	Practical Hrs	T	Tutorial Hrs

COURSE CONTENTS

Category	Title	Code	Credits-4C			Theory Papers
Basic Sciences BS-5	Mathematics-III	BE 301	L	T	P	Max Marks-100
			3	1	0	Min Marks-35
						Duration-3 Hrs

Unit 1 Functions of Complex Variables: Analytic functions, Harmonic Conjugate, Cauchy - Riemann Equations, Line integral, Cauchy's theorem, Cauchy's Integral formula, Singular points, Poles and Residues, Residue theorem, Evaluation of Real Integral, Bilinear Transformation.

Unit 2 Numerical Analysis: Difference operators, Errors and Approximations, Interpolation, Inverse interpolation, Numerical differentiation, Numerical Integration by using Simpson's method, Weddel's rule and Gauss legendre open quadrate formula.

Unit 3 Solutions of algebraic and transcendental equations(Regular False, Newton-Raphson, Iterative, Graffe's root squaring methods), Solutions of simultaneous algebraic equations, Solutions of ordinary differential equations (Tailor's Series, Picard's Method, Modified Euler's method, Runge Kutta Method, Predictor-Corrector Method), Solution of Partial differential equation.

Unit 4 Introduction to optimization by linear programming, only two variable problems solution by graphical and simplex method, concept of degeneracy and duality; simple three variable transport and assignment problems and modeling into LPP.

Unit 5 introduction to Q theory and Markovian process, time independent property of exponential distribution, solution of only M/M/1 (∞/∞/FCFS) Queues; introduction to design of experiments, factorial design, sampling methods, Taguchi Loss Function, robust design methods, variance reduction and six (±3)σ outliers in quality.

References:

1. Kreyszig E; Advanced Engineering Mathematics; Wiley Eastern Limited.
2. Ramana BV; Higher Engineering Mathematics; TMH
3. Grewal BS; Higher Engineering Mathematics; Khanna Publisher.
4. Taha H; Operations Research an Introduction; PHI
5. Ross; Taguchi techniques for Quality engineering, TMH
6. Spiegel; Theory and problems of probability and statistics; TMH
7. Chandrasekharaiah DS; Engineering Maths Part II & III; Prism Books Pvt.
8. Johnson; Miller and Freund's Probability and statistics for Engineers; PHI.
9. Jaggi, Mathur; Engineering Mathematics; Khanna Publisher.

COURSE CONTENTS

Category	Title	Code	Credits-4C			Theory Papers
Humanities Science HS 2	Energy Environment Ethics and Society	CS/IT/EC/EX/EE/EI/BM/302	L	T	P	Max Mark-100 Min Mark-35 Duration-3Hrs
			3	1	0	

Unit 1 Energy: linkage with development, world energy scenario, fossil fuel resource- estimates and duration, India's energy scenario; Finite/ depleting energy resources, coal, oil, gas, nuclear fission, promises and present status of nuclear fusion energy; Renewable energy, solar, hydro, wind, biomass, ocean, tidal, wave and geothermal. Synergy between energy and environment, global environment issues, greenhouse gas emission, global warming, green energy solutions.

Unit 2 Society and environment: exponential growth in population, environmentally optimum sustainable population, free access resources and the tragedy of commons; environment problems and impact of P.A.T (Population, Affluence and Technology), environmentally beneficial and harmful technologies; environment impact assessment policies and auditing interaction between environment, life support systems and socio-culture system.

Unit 3 Ecosystem: definition, concepts, structure, realm of ecology, lithosphere, hydrosphere, biosphere, atmosphere-troposphere-stratosphere; energy balance to earth, matter and nutrient recycling in ecosystems; nitrogen, oxygen, carbon and water cycles, food producers, consumers and decomposers, food chains; biodiversity, threat and conservation of biodiversity. Worldviews and environmentally sustainable economic growth, introduction to Design For Environment (DFE), product lifecycle assessment for environment and ISO 14000; triple bottom-line of economic, environment and social performance; environmental ethics, its world impact and challenges.

Unit 4 (a) Air pollution-primary, secondary; chemical and photochemical reactions, effects of CO, NO, CH and particulates, acid rain, Ozone depletion; monitoring and control of pollutants
(b) Noise pollution-sources and control measures.
(c) Water pollution, analysis and management, heavy metals- and nuclear pollutions; industrial pollution from paper, pharmacy, distillery, tannery, fertilizer, food processing and small scale industries.

Unit 5 Ethics and moral values, ethical situations, objectives of ethics and its study, role morality and conflicts; values, policies and Organization Culture; Non-professional, quasi- and hard-professionals; preventive, personal, common and professional ethics; different ethical value criteria like utilitarian, virtue, right and duty ethics with discussion on the case of priority for improvement of urban (high traffic) or rural (low traffic) intersections causing equal number of fatalities; codes of ethics and their limitations; Institute of engineers code for corporate member, IEEE and ACM professional-code.

References:

1. Miller G. T Jr; Living in the environment; Cengage Publisher.
2. Cunningham W; Principles of Environmental Science: TMH
3. Harris CE, Prichard MS, Rabins MJ, Engineering Ethics; Cengage Pub.
4. Martin; Ethics in Engineering; TMH
5. Govindrajan, Natrajan, Santikumar; Engineering Ethics; PHI pub.
6. Rana SVS;Essentials of ecology and environment; PHI Pub.
7. Gerard Kiely, Environmental Engineering; TMH
8. Khan BH; Non Conventional energy resources; TMH Pub.
9. Raynold G.W. "Ethics in Information Technology; Cengage

Course Contents

Category	Title	Code	Credits-6C			Theory Paper
DC 1	Digital Circuits & Systems	BM/CS/EI 303	L	T	P	Max. Marks-100
			3	1	2	Min.Marks-35 Duration-3hrs.

Unit I Number systems & codes, Binary arithmetic , Boolean algebra and switching function. Minimization of switching function, Concept of prime implicant , Karnaugh map method, Quine & McCluskey's method, Cases with don't care terms, Multiple output switching function.

Unit II Introduction to logic gates, Universal gate, Half adder, Half subtractor, Full adder, Full subtractor circuits, Series & parallel addition , BCD adders, Look-ahead carry generator.

Unit III Linear wave shaping circuits, Bistable, Monostable & Astable multivibrator, Schmitt trigger circuits & Schmitt-Nand gates. Logic families : RTL, DTL, All types of TTL circuits , ECL, I2L , PMOS, NMOS & CMOS logic, Gated flip-flops and gated multivibrator , Interfacing between TTL to MOS.

Unit IV Decoders, Encoders, Multiplexers, Demultiplexers, Introduction to various semiconductor memories & designing with ROM and PLA. Introduction to Shift Registers, Counters, Synchronous & asynchronous counters, Designing of Combinational circuits like code converters.

Unit V Introduction of Analog to Digital & Digital to Analog converters, sample & hold circuits and V-F converters.

References:

1. M. Mano; "Digital Logic & Computer Design"; PHI.
2. Malvino & Leach; "Digital Principles & Applications"; TMH
3. W.H. Gothman; "Digital Electronics"; PHI.
4. Millman & Taub; "Pulse, Digital & Switching Waveforms"; TMH
5. Jain RP; Modern digital Electronics; TMH
6. R.J. Tocci, "Digital Systems Principles & Applications".

List of experiment (Expandable)

1. To study and test of operation of all logic gates for various IC's (IC#7400,IC#7403,IC# 7408,IC#74332,IC#7486).
2. Verification of Demorgan's theorem.
3. To construct of half adder and full adder
4. To construct of half subtractor and full subtractor circuits
5. Verification of versatility of NAND gate.
6. Verification of versatility of NOR gate.
7. Designing and verification of property of full adder.
8. Design a BCD to excess-3 code converter.
9. Design a Multiplexer/ Demultiplexer.

Course Contents

Category	Title	Code	Credit-6C			Theory Papers
DC 2	Electronic Devices and Circuits	CS/IT 304	L	T	P	Max.Marks-100 Min.Marks-35 Duration-3hrs.
			3	1	2	

Unit I Semiconductor device, theory of P-N junction, temperature dependence and break down characteristics, junction capacitances. Zener diode, Varactor diode, PIN diode, LED, Photo diode, Transistors BJT, FET, MOSFET, types, working principal, characteristics, and region of operation, load line biasing method. Transistor as an amplifier, gain, bandwidth, frequency response, h- parameters equivalent, type of amplifier.

Unit II Feedback amplifier, negative feedback, voltage-series, voltage shunt, current series and current shunt feedback, Sinusoidal oscillators, L-C (Hartley-Colpitts) oscillators, RC phase shift, Wien bridge, and Crystal oscillators. Power amplifiers, class A, class B, class A B, C amplifiers, their efficiency and power Dissipation.

Unit III Switching characteristics of diode and transistor, turn ON, OFF time, reverse recovery time, transistor as switch, Multivibrators, Bistable, Monostable, Astable multivibarators. Cllipers and clampers, Differential amplifier, calculation of differential, common mode gain and CMRR using h-parameters, Darlington pair, Boot strapping technique. Cascade and cascode amplifier.

Unit IV Operational amplifier characteristics, slew rate, full power bandwidth, offset voltage, bias current, application ,inverting , non inverting amplifier , summer , averager , differentiator, integrator, differential amplifier , instrumentation amplifier , log and antilog amplifier , voltage to current and current to voltage converters , comparators Schmitt trigger , active filters, 555 timer and its application.

Unit V Regulated power supplies., Series and shunt regulators, current limiting circuits, Introduction to IC voltage regulators, fixed and adjustable switching regulators, SMPS ,UPS

References:

1. Milliman Hallkias - Integrated Electronics; TMH Pub.
2. Gayakwad; OP-amp and linear Integrated Circuits; Pearson Education
3. Salivahanan; Electronic devices and circuits; TMH
4. Salivahanan; Linear Integrated Circuits; TMH-
5. Miliman Grabel; Micro electronics , TMH
6. RobertBoylestad & Nashetsky; Electronics Devices and circuit Theory; Pearson Ed.

List of Experiments (Expandable):

1. Diode and Transistor characteristics
2. Transistor Applications (Amplifier and switching)
3. OP-Amp and its Applications
4. 555 timer and its Applications

Course Contents

Category	Title	Code	Credits-6C			Theory Paper
Departmental Core DC-3	Data Structures	CS/IT 305	L	T	P	Max. Marks-100 Min.Marks-35 Duration-3hrs.
			3	1	2	

Unit I Introduction: Basic Terminology, Data types and its classification, Algorithm complexity notations like big Oh,θ,Ω. Array Definition, Representation and Analysis of Arrays, Single and Multidimensional Arrays, Address calculation, Array as Parameters, Ordered List and operations, Sparse Matrices, Storage pools, Garbage collection. Recursion-definition and processes, simulating recursion, Backtracking, Recursive algorithms, Tail recursion, Removal of recursion. Tower of Hanoi Problem.

UNIT II Stack, Array Implementation of stack, Linked Representation of Stack, Application of stack: Conversion of Infix to Prefix and Postfix Expressions and Expression evaluation, Queue, Array and linked implementation of queues, Circular queues, D-queues and Priority Queues. Linked list, Implementation of Singly Linked List, Two-way Header List, Doubly linked list, Linked List in Array. Generalized linked list, Application: Garbage collection and compaction, Polynomial Arithmetic.

UNIT III Trees: Basic terminology, Binary Trees, , algebraic Expressions, Complete Binary Tree, Extended Binary Trees, Array and Linked Representation of Binary trees, Traversing Binary trees, Threaded Binary trees, Binary Search Tree (BST), AVL Trees, B-trees. Application: Algebraic Expression, Huffman coding Algorithm.

UNIT IV Internal and External sorting ,Insertion Sort, Bubble Sort, selection sort Quick Sort, Merge Sort, Heap Sort, Radix sort, Searching & Hashing: Sequential search, binary search, Hash Table, Hash Functions, Collision Resolution Strategies, Hash Table Implementation. Symbol Table, Static tree table, Dynamic Tree table.

Unit V Graphs: Introduction, Sequential Representations of Graphs, Adjacency Matrices, Traversal, Connected Component and Spanning Trees, Minimum Cost Spanning Trees.

Reference:

1. R. Kruse et al, "Data Structures and Program Design in C", Pearson Education Asia, Delhi-2002
2. ISRD Group; Data structures using C; TMH
3. Lipschutz; Data structure (Schaum); TMH
4. Horowitz and Sahani, "Fundamentals of data Structures", Galgotia Publication Pvt. Ltd., N Delhi.

A. M. Tenenbaum, "Data Structures using C & C++", Prentice-Hall of India Pvt. Ltd., New Delhi.

5. Data Structures Trembley and Sorenson, TMH Publications
6. Pai; Data structure and algorithm; TMH
7. Introduction to Algorithm- Corman, AWL

List of Experiments (expandable):

Programs in C relating to different theory units.

Course Contents

Category	Title	Code	Credits-4C			Practical
IT-2	JAVA	CS/CE 306	L	T	P	Max. Marks-50
			0	0	4	Min. Marks-25
						Duration-

UNIT-I Basic Java Features - C++ Vs JAVA, JAVA virtual machine, Constant & Variables, Data Types, Class, Methods, Objects, Strings and Arrays, Type Casting, Operators, Precedence relations, Control Statements, Exception Handling, File and Streams, Visibility, Constructors, Operator and Methods Overloading, Static Members, Inheritance: Polymorphism, Abstract methods and Classes

UNIT–II Java Collective Frame Work - Data Structures: Introduction, Type-Wrapper Classes for Primitive Types, Dynamic Memory Allocation, Linked List, Stack, Queues, Trees,
Generics: Introduction, Overloading Generic Methods, Generic Classes, Collections: Interface Collection and Class Collections, Lists, Array List and Iterator, Linked List, Vector.
Collections Algorithms: Algorithm sorts, Algorithm shuffle, Algorithms reverse, fill, copy, max and min Algorithm binary Search, Algorithms add All, Stack Class of Package java. Util, Class Priority Queue and Interface Queue, Maps, Properties Class, Un-modifiable Collections.

UNIT–III Advance Java Features - Multithreading: Thread States, Priorities and Thread Scheduling, Life Cycle of a Thread, Thread Synchronization, Creating and Executing Threads, Multithreading with GUI, Monitors and Monitor Locks. Networking: Manipulating URLs, Reading a file on a Web Server, Socket programming, Security and the Network, RMI, Networking, Accessing Databases with JDBC: Relational Database, SQL, MySQL, Oracle

UNIT–IV Advance Java Technologies - Servlets: Overview and Architecture, Setting Up the Apache Tomcat Server, Handling HTTP get Requests, Deploying a web Application, Multitier Applications, Using JDBC from a Servlet, Java Server Pages (JSP): Overview, First JSP Example, Implicit Objects, Scripting, Standard Actions, Directives, Multimedia: Applets and Application: Loading, Displaying and Scaling Images, Animating a Series of Images, Loading and playing Audio clips

UNIT–V Advance Web/Internet Programming (Overview): J2ME, J2EE, EJB, XML.

References:

1. Deitel & Deitel, "JAVA, How to Program"; PHI, Pearson.
2. E. Balaguruswamy, "Programming In Java"; TMH Publications
3. The Complete Reference: Herbert Schildt, TMH
4. Peter Norton, "Peter Norton Guide To Java Programming", Techmedia.
5. Merlin Hughes, et al; Java Network Programming , Manning Publications/Prentice Hall
6. Cay Horstmann, Big JAVA, Wiely India.

List of Program to be perform (Expandable)

1. Installation of J2SDK
2. Write a program to show Scope of Variables
3. Write a program to show Concept of CLASS in JAVA
4. Write a program to show Type Casting in JAVA
5. Write a program to show How Exception Handling is in JAVA
6. Write a Program to show Inheritance
7. Write a program to show Polymorphism
8. Write a program to show Access Specifiers (Public, Private, Protected) in JAVA
9. Write a program to show use and Advantages of CONTRUCTOR
10. Write a program to show Interfacing between two classes

11. Write a program to Add a Class to a Package
12. Write a program to show Life Cycle of a Thread
13. Write a program to demonstrate AWT.
14. Write a program to Hide a Class
15. Write a Program to show Data Base Connectivity Using JAVA
16. Write a Program to show “HELLO JAVA ” in Explorer using Applet
17. Write a Program to show Connectivity using JDBC
18. Write a program to demonstrate multithreading using Java.
19. Write a program to demonstrate applet life cycle.
20. Write a program to demonstrate concept of servlet.

Course Contents

Category	Title	Code	Credit-4			Theory paper
			L	T	P	
DC-4	Computer System Organization	CS/EC/IT 401	3	1		Max. Marks-100 Min. Marks: 35 Duration: 3 hrs.

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

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

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

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

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

References:

1. Morris Mano: Computer System Architecture, PHI.
2. Tanenbaum: Structured Computer Organization, Pearson Education
3. J P Hayes, Computer Architecture and Organisations, Mc- Graw Hills, New Delhi
4. Gaonkar: Microprocessor Architecture, Programming, Applications with 8085; Penram Int.
5. William Stallings: Computer Organization and Architecture, PHI
6. ISRD group; Computer orgOrganization; TMH
7. Carter; Computer Architecture (Schaum); TMH
8. Carl Hamacher: Computer Organization, TMH

Course Contents

Category	Title	Code	Credits-4C			Theory Paper
Departmental Core DC-5	Discrete Structure	CS/IT 402	L	T	P	Max.Marks-100
			3	1	0	Min.Marks-35 Duration-3hrs.

Unit-I Set Theory, Relation, Function, Theorem Proving Techniques : Set Theory: Definition of sets, countable and uncountable sets, Venn Diagrams, proofs of some general identities on sets Relation: Definition, types of relation, composition of relations, Pictorial representation of relation, Equivalence relation, Partial ordering relation, Job-Scheduling problem Function: Definition, type of functions, one to one, into and onto function, inverse function, composition of functions, recursively defined functions, pigeonhole principle. Theorem proving Techniques: Mathematical induction, Proof by contradiction.

Unit-II Algebraic Structures: Definition, Properties, types: Semi Groups, Monoid, Groups, Abelian group, properties of groups, Subgroup, cyclic groups, Cosets, factor group, Permutation groups, Normal subgroup, Homomorphism and isomorphism of Groups, example and standard results, Rings and Fields: definition and standard results.

Unit-III Propositional Logic: Proposition, First order logic, Basic logical operation, truth tables, tautologies, Contradictions, Algebra of Proposition, logical implications, logical equivalence, predicates, Normal Forms, Universal and existential quantifiers. Introduction to finite state machine Finite state machines as models of physical system equivalence machines, Finite state machines as language recognizers

Unit-IV Graph Theory: Introduction and basic terminology of graphs, Planer graphs, Multigraphs and weighted graphs, Isomorphic graphs, Paths, Cycles and connectivity, Shortest path in weighted graph, Introduction to Eulerian paths and circuits, Hamiltonian paths and circuits, Graph coloring, chromatic number, Isomorphism and Homomorphism of graphs.

Unit V Posets, Hasse Diagram and Lattices: Introduction, ordered set, Hasse diagram of partially, ordered set, isomorphic ordered set, well ordered set, properties of Lattices, bounded and complemented lattices.
Combinatorics: Introduction, Permutation and combination, Binomial Theorem, Multimonial Coefficients
Recurrence Relation and Generating Function: Introduction to Recurrence Relation and Recursive algorithms , Linear recurrence relations with constant coefficients, Homogeneous solutions, Particular solutions, Total solutions , Generating functions , Solution by method of generating functions,

Refereences:

1. C.L.Liu, “Elements of Discrete Mathematics” Tata Mc Graw-Hill Edition.
2. Trembley, J.P & Manohar; “Discrete Mathematical Structure with Application CS”, McGraw Hill.
3. Kenneth H. Rosen, “Discrete Mathematics and its applications”, McGraw Hill.
4. Lipschutz; Discrete mathematics (Schaum); TMH
5. Deo, Narsingh, “Graph Theory With application to Engineering and Computer.Science.”, PHI.
6. Krishnamurthy V; “Combinatorics Theory & Application”, East-West Press Pvt. Ltd., New Delhi.
7. S k Sarkar “ Discrete Mathematics”, S. Chand Pub

Course Contents

Category	Title	Code	Credits-6C			Theory Paper
Departmental Core DC 6	Object Oriented Technology	CS 403	L	T	P	Max. Marks-100
			3	1	2	Min.Marks-35 Duration-3hrs.

Unit I Abstract data types, Objects and classes, Attributes and Methods, Objects as software units, Encapsulation and Information hiding, Objects instantiations and interactions, Object lifetime, Static and dynamic objects, global and local objects, Metaclass, Modeling the real world objects.

Unit II Relationships between classes, Association of objects, Types of Association, Recursive Association, Multiplicities, Navigability, Named association, Aggregation of objects. Types of Aggregation, Delegation, Modeling Association and Aggregation.

Unit III Inheritance and Polymorphism, Types of polymorphism, Static and dynamic polymorphism, Operator and Method overloading, Inherited methods, Redefined methods, the protected interface, Abstract methods and classes, Public and protected properties, Private operations, Disinheritance, Multiple inheritance.

Unit IV Container Classes, Container types, typical functions and iterator methods, Heterogeneous containers, Persistent objects, stream, and files, Object oriented programming languages,

Unit V Study of C++/Java as Object-oriented programming language.

References:

1. David Parsons; Object oriented programming with C++; BPB publication
2. Object oriented programming in C++ by Robert Lafore: Galgotia
3. Balagurusamy; Object oriented programming with C++; TMH
4. Java Complete Reference: Herbert Schildt, Mc Graw Hill
5. Hubbard; Programming in C++ (Schaum); TMH
6. Mastering C++ by Venugopal, TMH

List of experiments (Expandable):

Programming assignments may be given to students so that they can better understand the concepts of object oriented programming such as objects, classes, class-relationships, association, aggregation, inheritance, polymorphism etc.

Course Contents

Category	Title	Code	Credits-6C			Theory Papers
Departmental Core DC-7	Analysis & Design of Algorithm	CS/IT-404	L	T	P	Max.Marks-100 Min.Marks-35 Duration-3 hrs.
			3	1	2	

Unit I Algorithms, Designing algorithms, analyzing algorithms, asymptotic notations, heap and heap sort. Introduction to divide and conquer technique, analysis, design and comparison of various algorithms based on this technique, example binary search, merge sort, quick sort, strassen's matrix multiplication.

Unit II Study of Greedy strategy, examples of greedy method like optimal merge patterns, Huffman coding, minimum spanning trees, knapsack problem, job sequencing with deadlines, single source shortest path algorithm, etc.

Unit III Concept of dynamic programming, problems based on this approach such as 0/1 knapsack, multistage graph, reliability design, Floyd-Warshall algorithm, etc.

Unit IV Backtracking concept and its examples like 8 queen's problem, Hamiltonian cycle, Graph coloring problem etc. Introduction to branch & bound method, examples of branch and bound method like traveling salesman problem etc. Meaning of lower bound theory and its use in solving algebraic problem, introduction to parallel algorithms.

Unit V Binary search trees, height balanced trees, 2-3 trees, B-trees, basic search and traversal techniques for trees and graphs (In order, preorder, postorder, DFS, BFS), NP-completeness.

References:

1. Coremen Thomas, Leiserson CE, Rivest RL; Introduction to Algorithms; PHI.
2. Horowitz & Sahani; Analysis & Design of Algorithm
3. Dasgupta; algorithms; TMH
4. Ullmann; Analysis & Design of Algorithm;
5. Michael T Goodrich, Robarto Tamassia, Algorithm Design, Wiely India

List of Experiments(expandable):

1. Write a program for Iterative and Recursive Binary Search.
2. Write a program for Merge Sort.
3. Write a program for Quick Sort.
4. Write a program for Strassen's Matrix Multiplication.
5. Write a program for optimal merge patterns.
6. Write a program for Huffman coding.
7. Write a program for minimum spanning trees using Kruskal's algorithm.
8. Write a program for minimum spanning trees using Prim's algorithm.
9. Write a program for single sources shortest path algorithm.
10. Write a program for Floye-Warshal algorithm.
11. Write a program for traveling salesman problem.
12. Write a program for Hamiltonian cycle problem.

Course Contents

Category	Title	Code	Credit-6C			Theory Paper
DID-1	Analog and Digital Communication	BM/CS/EE/IT 405	L	T	P	Max.Marks-100
			3	1	2	Min.Marks-35
						Duration-3hrs.

Unit-I Time domain and frequency domain representation of signal, Fourier Transform and its properties, Transform of Gate, Periodic gate, Impulse periodic impulse sine and cosine wave, Concept of energy density and power density (Parseval's theorem), Power density of periodic gate and impulse function, impulse response of a system, convolutions, convolution with impulse function, causal and non causal system impulse response of ideal low pass filter, Correlation & Auto correlation.

Unit-II Base band signal, need of modulation, Introduction of modulations techniques,Amplitude modulation, Equation and its frequency domain representation, Bandwidth, Power distribution. AM suppressed carrier waveform equation and frequency domain representation Generation (Balance/Chopper modulator) and synchronous detection technique, errors in synchronous detection, Introduction to SSB and VSB Transmission Angle modulation, Frequency and phase modulation equation and their relative phase and frequency deviations, modulation index frequency spectrum, NBFM and WBFM, Bandwidth comparison of modulation techniques.

Unit-III Sampling of signal, sampling theorem for low pass and Band pass signal, Pulse amplitude modulation (PAM), Time division, multiplexing (TDM). Channel Bandwidth for PAM-TDM signal Type of sampling instantaneous, Natural and flat top, Aperture effect, Introduction to pulse position and pulse duration modulations, Digital signal, Quantization, Quantization error, Pulse code modulation, signal to noise ratio, Companding, Data rate and Baud rate, Bit rate, multiplexed PCM signal, Differential PCM (DPCM), Delta Modulation (DM) and Adaptive Delta Modulation (ADM), comparison of various systems.

Unit-IV Digital modulations techniques, Generation, detection, equation and Bandwidth of amplitude shift keying (ASK) Binary Phase Shift keying (BPSK), Differential phase shift keying (DPSK), offset and non offset quadrature phase shift keying (QPSK), M-Ary PSK, Binary frequency Shift Keying (BFSK), M-Ary FSK Quadrature Amplitude modulation (QAM), MODEM, Introduction to probability of error.

Unit-V Information theory and coding- Information, entropies (Marginal and conditional), Model of a communication system, Mathematical representation of source, channel and receiver characteristics, Mutual information, channel capacity efficiency of noise free channel Binary symmetric channel (BSC) Binary erasure channel (BEC), Repetition of signal, NM symmetric Binary channel, Shannon theorem, Shanon-Hartley theorem (S/N-BW trade off)Source encoding code properties; Shanon, Fano and Huffman coding methods and their efficiency error control coding, Minimum Hamming distance, Linear Block Code, Cyclic code and convolution codes. Line Encoding: Manchester coding, RZ, NRZ coding.

References:

1. Singh & Sapre, Communication System, TMH
2. Taub & shilling, Communication System, TMH
3. Hsu; Analog and digital communication(Schaum); TMH
4. B.P. Lathi, Modern Digital and analog communication system,
5. Simon Haykins, Communication System. John Willy
6. Wayne Tomasi, Electronic Communication system.
7. Martin S. Roden, Analog & Digital Communication System; Discovery Press.
8. Frank R. Dungan, Electronic Communication System, Thomson/Vikas.

List of Experiments(Expandable)

1. Study of sampling process and signal reconstruction and aliasing.
2. Study of PAM PPM and PDM
3. Study of PCM transmitter and receiver.
4. Time division multiplexing (TDM) and De multiplexing
5. Study of ASK PSK and FSK transmitter and receiver.
6. Study of AM modulation and Demodulation techniques (Transmitter and Receiver) Calculate of parameters
7. Study of FM modulation and demodulation (Transmitter and Receiver) & Calculation of parameters
8. To construct and verify pre emphasis and de-emphasis and plot the wave forms.
9. Study of super hetrodyne receiver and characteristics of ratio radio receiver.
10. To construct frequency multiplier circuit and to observe the waveform
11. Study of AVC and AFC.

Course Contents

Category	Title	Code	Credit-4			Practical
IT-3	Dot.Net	CS/IT /EE/EX406	L	T	P	Max. Marks-50 Min. Marks: 25 Duration: 3 hrs.
			-	-	4	

UNIT I Introduction .NET framework, features of .Net framework, architecture and component of .Net, elements of .Net.

UNIT II Basic Features Of C# Fundamentals, Classes and Objects, Inheritance and Polymorphism, Operator Overloading, Structures. **Advanced Features Of C#** Interfaces, Arrays, Indexers and Collections; Strings and Regular Expressions, Handling Exceptions, Delegates and Events.

UNIT III Installing ASP.NET framework, overview of the ASP .net framework, overview of CLR, class library, overview of ASP.net control, understanding HTML controls, study of standard controls, validations controls, rich controls. **Windows Forms:** All about windows form, MDI form, creating windows applications, adding controls to forms, handling Events, and using various Tolls

UNIT IV Understanding and handling controls events, **ADO.NET-** Component object model, ODBC, OLEDB, and SQL connected mode, disconnected mode, dataset, data-reader **Data base controls:** Overview of data access data control, using grid view controls, using details view and frame view controls, ado .net data readers, SQL data source control, object data source control, site map data source.

UNIT V XML: Introducing XML, Structure, and syntax of XML, document type definition (DTD), XML Schema, Document object model, Presenting and Handling XML. xml data source, using navigation controls, introduction of web parts, using java script, Web Services

References:

1. C# for Programmers by Harvey Deitel, Paul Deitel, Pearson Education
2. Balagurusamy; Programming in C#; TMH
3. **Web** Commerce **Technology** Handbook by Daniel **Minoli**, Emma **Minoli** , TMH
4. Web Programming by Chris Bates, Wiley
5. XML Bible by Elliotte Rusty Harold ,
6. ASP .Net Complete Reference by McDonald, TMH.
7. ADO .Net Complete Reference by Odey, TMH

List of Experiments/ program (Expandable):

1. Working with call backs and delegates in C#
2. Code access security with C#.
3. Creating a COM+ component with C#.
4. Creating a Windows Service with C#
5. Interacting with a Windows Service with C#
6. Using Reflection in C#
7. Sending Mail and SMTP Mail and C#
8. Perform String Manipulation with the String Builder and String Classes and C#:
9. Using the System .Net Web Client to Retrieve or Upload Data with C#
10. Reading and Writing XML Documents with the XML Text-Reader/-Writer Class and C#
11. Working with Page using ASP .Net.
12. Working with Forms using ASP .Net
13. Data Sources access through ADO.Net,
14. Working with Data readers , Transactions
15. Creating Web Application.