

SWAMI VIVEKANAND UNIVERSITY, SIRONJA, SAGAR (M.P.)



SYLLABUS

For

**BACHELOR OF TECHNOLOGY (B.Tech)
Information Technology Engineering**

Course Code : BTIT

Department of Information Technology Engineering

Faculty of Engineering

Duration of Course : 4 Years

Examination Mode : Semester

Examination System : Grading

Swami Vivekanand University, Sironja Sagar (M.P.)

2016-2017



BTIT - 0301 - ENGINEERING MATHEMATICS II

Unit I

Fourier Series: Introduction of Fourier series , Fourier series for Discontinuous functions, Fourier series for even and odd function, Half range series Fourier Transform: Definition and properties of Fourier transform, Sine and Cosine transform.

Unit II

Laplace Transform: Introduction of Laplace Transform, Laplace Transform of elementary functions, properties of Laplace Transform, Change of scale property, second shifting property, Laplace transform of the derivative, Inverse Laplace transform & its properties, Convolution theorem, Applications of L.T. to solve the ordinary differential equations

Unit III

Second Order linear differential equation with variable coefficients: Methods one integral is known, removal of first derivative, changing of independent variable and variation of parameter, Solution by Series Method

Unit IV

Linear and Non Linear partial differential equation of first order: Formulation of partial differential equations, solution of equation by direct integration, Lagrange's Linear equation, Charpit's method. Linear partial differential equation of second and higher order: Linear homogeneous and Non homogeneous partial diff. equation of nth order with constant coefficients. Separation of variable method for the solution of wave and heat equations

Unit V

Vector Calculus: Differentiation of vectors, scalar and vector point function, geometrical meaning of Gradient, unit normal vector and directional derivative, physical interpretation of divergence and Curl. Line integral, surface integral and volume integral, Green's, Stoke's and Gauss divergence theorem

References

- (i) Advanced Engineering Mathematics by Erwin Kreyszig, Wiley India
- (ii) Higher Engineering Mathematics by BS Grewal, Khanna Publication
- (iii) Advance Engineering Mathematics by D.G.Guffy
- (iv) Mathematics for Engineers by S.Arumungam, SCITECH Publuication
- (v) Engineering Mathematics by S S Sastri. P.H.I.



BTIT- 0303 OOPS METHODOLOGY

Unit I

Introduction, Object Oriented Programming Concepts, Flow chart, Objects, Objects as software modules, Objects interaction, Classes, Method lookup, Hierarchies of classes, Inheritance, Polymorphism, Abstract classes.

Unit II

Identifying objects and classes, Representation of objects, Modeling, objects and classes, Relationships. Association between objects, aggregate components of objects. Storage Management :Memory allocation, Dynamic allocation.

Unit III

Object oriented programming languages, Class declarations, Object declarations, Mandatory profiles, Message sending, Association, Recursive association, Many to many association, Argument passing.

Unit IV

Inherited methods, Redefined methods, The protected interface, Abstract base classes, Public and protected properties, Private operations, Disinheritance, Multiple inheritance.

Unit V

Study of C++ as object oriented programming language.

References:

1. Object oriented programming in C++ by Robert Lafore.
2. J. Rumbaugh, Object-Oriented Modeling and Design using UML, Pearson Education.
3. Balagurusamy; Object oriented programming with C++; TMH
4. Rajesh K Shukla, Object Oriented Programming by C++, Wiley, India
5. Kahate A; Object oriented analysis and design; TMH
6. Ken Barclay, Object oriented design with C++.
7. Kamthane,"Object Oriented Programming using Turbo C++", Pearson Education
8. Josuttis, Object Oriented Programming With C++, Wiley, India

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, inheritance, polymorphism etc.



BTIT- 0304 ELECTRONICS DEVICES & CIRCUITS

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 multivibrators. Clippers and clampers, Differential amplifier, calculation of differential, common mode gain and CMRR using hparameters, 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



BTIT- 0305 DATA STRUCTURE & ALGORITHM

Unit I

Introduction: Basic Terminology, Data types and its classification, Algorithm complexity notations like big Oh. 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 ISRD Group; Data structures using C; TMH
2. Horowitz and Sahani, "Fundamentals of data Structures", Galgotia Publication Pvt. Ltd., N Delhi.
3. A M. Tenenbaum, "Data Structures using C & C++", Prentice-Hall of India Pvt. Ltd., New Delhi.
4. Data Structures Trembley and Sorenson, TMH Publications
5. Pai; Data structure and algorithm; TMH
6. Introduction to Algorithm- Corman, AWL
7. Lipschutz; Data structure (Schaum); TMH

List of Experiments (expandable):

Programs in C relating to different theory units.



BTIT- 0306 JAVA TECHNOLOGY

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.

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 CONSTRUCTOR
10. Write a program to show Interfacing between two classes
11. Write a program to Add a Class to a Package



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BTIT- 0307 SELF STUDY (INTERNAL ASSESSMENT)

Objective of Self Study: is to induce the student to explore and read technical aspects of his area of interest / hobby or new topics suggested by faculty.

Evaluation will be done by assigned faculty based on report/seminar presentation and viva.



Swami Vivekanand University, Sagar (M.P.)

2016-2017



**BTIT- 0308 SEMINAR / GROUP DISCUSSION
(INTERNAL ASSESSMENT)**

Objective of GD and seminar is to improve the MASS COMMUNICATION and CONVINCING/ understanding skills of students and it is to give student an opportunity to exercise their rights to express themselves.

Evaluation will be done by assigned faculty based on group discussion and power point presentation.



BTIT- 0401 - ENGINEERING MATHEMATICS III

Unit I

Functions of complex variables : Analytic functions, Harmonic Conjugate, Cauchy-Riemann Equations, Line Integral, Cauchy's Theorem, Cauchy's Integral Formula, Singular Points, Poles & Residues, Residue Theorem , Application of Residues theorem for evaluation of real integrals

Unit II

Errors & Approximations, Solution of Algebraic & Trancedental Equations (Regula Falsi , Newton-Raphson, Iterative, Secant Method), Solution of simultaneous linear equatins by Gauss Elimination, Gauss Jordan, Crout's methods , Jacobi's and Gauss-Siedel Iterative methods

Unit III

Difference Operators, Interpolation (Newton Forward & Backward Formulae, Central Interpolation Formulae, Lagrange's and divided difference formulae), Numerical Differentiation and Numerical Integration.

Unit IV

Solution of Ordinary Differential Equations(Taylor's Series, Picard's Method, Modified Euler's Method, Runge-Kutta Method, Milne's Predictor & Corrector method), Correlation and Regression, Curve Fitting (Method of Least Square).

Unit V

Concept of Probability : Probability Mass function, Probability density function. Discrete Distribution: Binomial, Poisson's, Continuous Distribution: Normal Distribution, Exponential Distribution ,Gamma Distribution ,Beta Distribution ,Testing of Hypothesis |:Students t-test, Fisher's z-test, Chi-Square Method

Reference:

- (i) Numerical Methods using Matlab by J.H.Mathews and K.D.Fink, P.H.I.
- (ii) Numerical Methods for Scientific and Engg. Computation by MKJain, Iyengar and RK Jain, New Age International Publication
- (iii)Mathematical Methods by KV Suryanarayan Rao, SCITECH Publuication
- (iv)Numerical Methods using Matlab by Yang,Wiley India
- (v) Pobability and Statistics by Ravichandran ,Wiley India
- (vi)Mathematical Statistics by George R., Springer



BTIT- 0402 – COMPUTER SYSTEM ORGANIZATION

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



BTIT- 0403 – DATABASE MANAGEMENT SYSTEM

Unit 1

Basic Concepts: DBMS Concepts and architecture Introduction, Review of file organization techniques, Database approach v/s Traditional file accessing approach, Advantages of database systems, Data models, Schemas and instances, Data independence, Functions of DBA and designer. Entities and attributes, Entity types, Value, Sets, Key attributes, Relationships, Defining the E-R diagram of database,

Unit 2:

Data models and Relational Databases Various data models, Basic concepts of Hierarchical data model, Network data model, and Relational data model, Comparison between the three types of models, Relational Data models: Domains, Tuples, Attributes, Relations, Characteristics of relations, Keys, Key attributes of relation, Relational database, Schemas, Integrity constraints, Intension and Extension,

Unit 3:

Structured Query Language Relational Query languages: Relational algebra and relational calculus, Relational algebra operations like select, Project, Join, Division, outer union. **SQL:** Data definition in SQL, update statements and views in SQL QUEL & QBE: Data storage and definitions, Data retrieval queries and update statements.

Unit 4:

Database Design Data Base Design: Introduction to normalization, Normal forms, Functional dependency, Decomposition, Dependency preservation and lossless join, problems with null valued and dangling tuples, multi-valued dependencies.

Unit 5:

Advance Concepts: Introduction to: Distributed databases, protection, security and integrity constraints, concurrent operation on databases, recovery and transaction processing, basic concepts of object oriented data base system and design.

References:

1. Elmasri, Navathe, "Fundamentals Of Database Systems", Addison Wesley
2. Korth, Silbertz, Sudarshan, "Database Concepts", McGraw Hill
3. Toledo; Data base management systems;TMH
4. Panneeselvam "Database Management System" PHI
5. Date C J, "An Introduction To Database System", Addison Wesley
6. Majumdar ; DBMS; TMH

Suggested list of experiments(expandable): -

In this subject the students are supposed to prepare a small database application in complete semester like financial accounting system, Railway reservation system, institute time-table management system, student record system, library management system, hospital management system in RDBMS (preferably ORACLE 9i 10g).



BTIT- 0404 – ANALYSIS DESIGN & ALGORITHM

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. Cormen 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, Roberto Tamassia, Algorithm Design, Wiley 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.



BTIT- 0405 – ANALOG AND DIGITAL COMM.

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, Shannon-Hartley theorem (S/N-BW trade off) Source encoding code properties; Shannon, 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 heterodyne receiver and characteristics of ratio radio receiver.
10. To construct frequency multiplier circuit and to observe the waveform
11. Study of AVC and AFC.



BTIT- 0406 – DOT NET

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

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#



BTIT- 0501 – Data Communication

Unit I

Data and signal-Analog and digital signals, Time and frequency domain, Composite signals, - Bandwidth, bit rate, bit length, Baseband and broadband transmission, Attenuation, distortion, noise, Nyquist bit rate, Shannon capacity, Throughput, delay, Jitter, Bandwidth delay product.

Unit II

Data communication concepts – Data transmission – Parallel and serial transmission, synchronous, and Asynchronous transmission, Simplex, half duplex and full-duplex, unipolar and polar line codes, Non return to zero codes, return to zero codes, bipolar line codes, bauds, modem, Line configurations-Point to point and point to multipoint configuration.

Unit III

Telephone Network-Network topology, signaling- SS7, dial-up modems, modem standard, digital subscriber line – ADSL, SDSL, VDSL. Multiplexing, Frequency division multiplexing, time division multiplexing and wavelength division multiplexing, pulse code modulation, pleisochronous digital hierarchy (PDH), synchronous digital hierarchy (SDH), STM -1 frame, virtual container, mapping of data signals on STM- 1.

Unit IV

Switching techniques- Circuit, packet and hybrid switching, Types of error, single bit error, burst error, Error detection, Vertical redundancy check, Longitudinal redundancy check, cyclic redundancy check, error correction, Integrated services digital network, ISDN interface, ISDN devices, reference points, ISDN services, ISDN Protocols

Unit V

Transmission media-Guided and unguided media, twisted pair, Unshielded twisted pair and Shielded twisted pair, coaxial cable and fiber optic cable, radio waves, microwaves and infrared transmission RJ- 45, Network interface card, rack, cable standard-Category 5, 6, and 7, cross connection, straight connection cable coding standards.

References:-

1. “Data communication and networking”, Forouzan, TMH 4 th edition
2. Data communication and Computer Networks, Prakash C Gupta, PHI Learning
3. “Computer Networks” - Tanenbaum, PHI Learning.
4. “Communication Networks-Fundamental concepts and key Architectures”, Leon-Garcia, Widjaja, TMH
5. “Computer Communications & Networking Technologies”-Michael A. Gallo & William M. Hancock -Cengage pearson publications
6. “Network for computer scientists & engineers” – Youlu zheng & shakil akhtar, Oxford pub.



Suggested List of Experiment

1. Case Study of digital interface RS-232
2. Case Study of Synchronous and asynchronous transmission
3. Case Study of various multiplexing techniques
4. Case Study of Parallel and serial transmission
5. ISDN implementation for internet
6. ISDN Devices
7. Study of SDH
8. Study of Network Interface Card
9. Study of twisted pair,coaxial cable and Fiber optic cable
10. Study of cross cable connection and straight cable connection
11. Study of digital subscriber line-ADSL for broadband connection
12. Study of NRZ and RZ Codes



BTIT- 0502 – Information Storage and Management

Unit-I

Introduction to Storage Technology: Data proliferation, evolution of various storage technologies, Overview of storage infrastructure components, Information Lifecycle Management, Data categorization.

Unit-II

Storage Systems Architecture: Intelligent disk subsystems overview, Contrast of integrated vs. modular arrays, Component architecture of intelligent disk subsystems, Disk physical structure components, properties, performance, and specifications, RAID levels & parity algorithms, hot sparing, Front end to host storage provisioning, mapping and operation.

Unit-III

Introduction to Networked Storage: JBOD, DAS, NAS, SAN & CAS evolution and comparison. Applications, Elements, connectivity, standards, management, security and limitations of DAS, NAS, CAS & SAN.

Unit -IV

Hybrid Storage solutions; Virtualization: Memory, network, server, storage & appliances. Data center concepts & requirements, Backup & Disaster Recovery: Principles
Managing & Monitoring: Industry management standards (SNMP, SMI-S, CIM), standard framework applications, Key management metrics (Thresholds, availability, capacity, security, performance).

Unit-V

Information storage on cloud :Concept of Cloud, Cloud Computing, storage on Cloud, Cloud Vocabulary, Architectural Framework, Cloud benefits, Cloud computing Evolution, Applications & services on cloud, Cloud service providers and Models, Essential characteristics of cloud computing, Cloud Security and integration.

References:

1. G. Somasundaram & Alok Shrivastava (EMC Education Services) editors; Information Storage and Management: Storing, Managing, and Protecting Digital Information; Wiley India.
2. Ulf Troppens, Wolfgang Mueller-Friedt, Rainer Erkens, Rainer Wolafka, Nils Haustein; Storage Network explained : Basic and application of fiber channels, SAN, NAS, iSESI,
3. John W. Rittinghouse and James F. Ransome; Cloud Computing : Implementation , Management and Security, CRC Press, Taylor Frances Pub.
4. Nick Antonopoulos, Lee Gillam; Cloud Computing : Principles, System & Application, Springer.



BTIT- 0503 – Computer Networks

Unit I

Importance of computer networks, broadcast and point to point networks, Local area networks and Wide area networks , Introduction to ISO-OSI reference model, TCP/IP reference model , function of each layer, interfaces and services, Protocol data unit, connection oriented and connectionless services, service primitives, comparison of TCP/IP and ISO-OSI reference model, Novel Netware, Arpanet , X.25

Unit II

Data-Link layer: - Data link layer design issues, framing , flow & error control , physical addressing, Stop & Wait protocol ,Go back N ARQ ,selective repeat ARQ ,piggybacking and pipelining ,HDLC LAN Protocol stack-Logical link control and Media Access Control sublayer, IEEE 802.2 LLC Frame format Data link layer in the internet, Serial line IP and Pont to point protocol

Unit III

MAC layer Protocols- , static and dynamic allocation , Pure and slotted ALOHA protocols, Carrier sense multiple access, Persistent and non persistent CSMA, IEEE standard 802.3 and Ethernet,802.3 cabling, IEEE 802.4, IEEE 802.5, FDDI Wireless LAN , Comparison of wired and wireless LAN, WIMAX

Unit IV

The Network layer- logical addressing, classful & classless addressing , address mapping ,packet delivery & forwarding. unicast routing protocols , multicast routing protocols, Routing algorithm- Least Cost, Dijkstra's, Bellman-ford, congestion control algorithms, Internetworking devices, Introduction to Internet protocol IPv4

Unit V

Transport layer-Transport services , Process to process delivery, UDP ,TCP ,congestion control , quality of service , Integrated services, Differentiated services LAN-WAN Design and implementation-Configuring TCP/IP, using Ipconfig, ping command , study of structured LAN , study of internetworking devices and their configuration– switches, hubs, Bridges, routers and Gateways

References:-

1. “Local area networks ”, Forouzan, TMH, 1st edition
2. “Computer Networks” - Tanenbaum ,PHI Learning.
3. Computer Networks: Protocols, Standards and Interfaces By Black, PHI learning



4. “Computer Communications & Networking Technologies”-Michael A. Gallo & William M. Hancock -Cengage pearsen publications

Suggested List of Experiment

1. Establishment and configuration of LAN
2. Colour coding standard of CAT 5,6,7 and crimping of cable in RJ-45
3. Study of WAN
4. Case study of STOP AND WAIT Protocols
5. Study of sliding window protocol
6. study of IEEE 802.3 , 802.4 ,802.5
7. Study of FDDI
8. Study of basic networking commands like ping, ipconfig, etc
9. Case study of various Routing Strategies
10. Case studies of various Network Topologies
11. Establishing & studying the various parameters of a home LAN Network
12. Study of IOS of routers
13. Configuring routers, bridges and switches and gateways



BTIT- 0504 – SYSTEM PROGRAMMING AND OPERATING SYSTEM

Unit I

Introduction Language Processors, Language Processing Activities and Language Processors Development Tools, Assemblers, Compiler, Macros and Macro Processors, Linkers, Software Tools . Introduction to Operating Systems, Types of operating Systems, system protection, Operating system services.

Unit II

Basic concepts of CPU scheduling, Scheduling criteria, Scheduling algorithms, algorithm evaluation, multiple processor scheduling. Process concept, operations on processes, threads, interprocess communication, precedence graphs, critical section problem, semaphores, classical problems of synchronization,

Unit III

Deadlock problem, deadlock characterization, deadlock prevention, deadlock avoidance, deadlock detection, recovery from deadlock, Methods for deadlock handling. Concepts of memory management, logical and physical address space, swapping, Fixed and Dynamic Partitions, Best-Fit, First-Fit and Worst Fit Allocation, paging, segmentation, and paging combined with segmentation.

Unit IV

Concepts of virtual memory, Cache Memory Organization, demand paging, page replacement algorithms, allocation of frames, thrashing, demand segmentation, Role of Operating System in Security, Security Breaches, System Protection, and Password Management.

Unit V

Disk scheduling, file concepts, File manager, File organization, access methods, allocation methods, free space managements, directory systems, file protection, file organization & access mechanism, file sharing implement issue, File Management in Linux, introduction to distributed systems.

References:

1. M. Flynn “ Operating Systems”. Cengage Learning.
2. Silberschatz ,”Operating system”, Willey Pub
3. Tanenbaum “ Modern Operating System” PHI Learning.
4. Dhamdhare, ”System Programming and Operating System”,TMH.
5. Stuart,”Operating System Principles, Design & Applications”,Cengage Learning
6. Operating System : Principle and Design by Pabitra Pal Choudhury, PHI Learning



Suggested List of Experiment

1. Program to implement FCFS CPU scheduling algorithm.
2. Program to implement SJF CPU scheduling algorithm.
3. Program to implement Priority CPU Scheduling algorithm.
4. Program to implement Round Robin CPU scheduling algorithm.
5. Program to implement classical inter process communication problem(producer consumer).
6. Program to implement classical inter process communication problem(Reader Writers).
7. Program to implement classical inter process communication problem(Dining Philosophers).
8. Program to implement FIFO page replacement algorithm.
9. Program to implement LRU page replacement algorithm
10. Program to implement LFU page replacement.



BTIT- 0505 – Java Programming

UNIT-I

The Java Environment: Java Development Kit (JDK) ,Java virtual machine , Java programming environment (compiler, interpreter, applet viewer, debugger), , Java Applications Programming Interface (API), Basic idea of application and applet. Java as an object oriented language: objects, classes, encapsulation, inheritance, and software reuse, polymorphism, abstract classes and abstract methods, : defining an interface, implementing & applying interfaces, variables in interfaces, extending interfaces, Packages, scope and lifetime; Access specifiers; Constructors; Copy constructor; this pointer; finalize () method; arrays; Memory allocation and garbage collection

UNIT-II

AWT: Containers and components, AWT classes, window fundamentals: Component, Container, Panel, Window, Frame, Canvas, AWT Controls, Layout Managers and Menus: adding and removing control, Labels, Button, Check Box, Radio Button, Choice ,menu, Text area, Scroll list, Scroll bar; Frame; Layout managers- flow layout, Grid layout, Border layout, Card layout.

Java Event Handling Model: Java's event delegation model – Ignoring the event, Self contained events, Delegating events; The event class hierarchy; The relationship between interface, methods called, parameters and event source; Adapter classes; Event classes action Event, Adjustment Event, Container Event, Focus Event, Item Event, Key Event, Mouse Event, Text Event, Window Event.

Applets: Applet security restrictions; the class hierarchy for applets; Life cycle of applet; HTML Tags for applet

Introduction to Swing: swing library, Building applications using Swings

UNIT-III

Multithreading and Exception Handling:

Overview of simple threads, Basic idea of multithreaded programming, Thread synchronization: Locks, synchronized methods, synchronized block, Thread scheduling, Producer-consumer relationship, Daemon thread, Basic idea of exception handling, stack based execution and exception propagation, Exception types:, Exception Handling: Try, Catch, Finally, Throw statement, Assertions

UNIT-IV

Input/Output : Exploring Java I/O., Directories, stream classes The Byte stream : Input stream, output stream, file input stream, file output stream, print stream, Random access file, the character streams, Buffered reader, buffered writer, print writer, serialization.

JDBC: JDBC-ODBC bridge; The connectivity model; The driver manager; Navigating the result set object contents; java.sql Package; The JDBC exception classes; Connecting to Remote database.



UNIT-V

Java Networking: exploring java.net package Networking Basics: Socket, Client server, reserved sockets, proxy servers, Internet addressing, TCP sockets, UDP sockets. RMI: Client/Server architecture, RMI registry services; Steps of creating RMI Application and an example.

REFERENCES:-

1. Naughton & Schildt “The Complete Reference Java 2”, Tata McGraw Hill
2. Deitel “Java- How to Program:” Pearson Education, Asia
3. Horstmann & Cornell “Core Java 2” (Vol I & II) , Sun Microsystems
4. Ivan Bayross “Java 2.0” : BPB publications
5. Ivor Horton’s “Beginning Java 2, JDK 5 Ed., Wiley India.
6. Java Programming for the absolute beginners By Russell, PHI Learning



BTIT- 0506 – Java Programming (Lab)

Unit I

JDK Installation and setting the path, JDK Tool(Java Compiler, Java Virtual Machine, Debugger, Appletviewer, Javadoc, Jar), Compile and run java program, Compiler options and JVM options, Data type, Operators , Control Statement (if, if...else, switch ...case, while, for, do...while, break, continue, labeled break, labeled continue) , Arrays ,Memory allocation and garbage collection, Classes and object scope and life time ,Access specifies, Constructor and finalize method , this keyword, instance block, static block, static data member, static method, Inheritance, method overriding, dynamic method dispatch, constructors in Inheritance ,super keyword, abstract method and abstract class, final method ,final data member, final class, defining an Interface, Implementing and applying interface, extending Interface.

Unit-II

creating package , using package. Try, catch, throw, throws, finally, Object Class, String Class, String Buffer class, Math Class, Wrapper Classes, String Token Class, Collection, Set, List Map, Array List, Sorted Set, Iterator , File Class, Thread class and its method, Creating Thread , lifecycle of a thread, Runnable Interface, thread synchronization, wait, notify, Thread Group class.

Unit -III

Command Line Arguments, Input Stream , Output Stream, Reader, Writer, ,File Input Stream, File Output Stream, Data Output Stream, Data Input Stream, File Reader, File Writer, Input Stream Reader, Buffered Reader ,Object Output Stream, Object Input Stream, Object Serialization., Scanner , Random Access File.

Unit -IV

Abstract Window toolkit, awt package, Applet, Lifecycle of an Applet, GUI Component (Button, Label, Text Field, Text Area, List, Choice, Check Box), Panel, Event Source, Event handlers, Event classes, Containers, Frame class, Panel ,Dialog , Layout Manager, Swing, swing components, JFrame, JApplet, JPanel, JButton, JLabel, JTable, JTextField, JTextArea, JRadioButton, JCheckBox, JList JTree, Icon, LookAndFeel.,Graphics2D and drawing Image.

Unit-V

Networking basics, Socket, port, Proxy servers, Internet addressing and URL, java.net – networking classes and interfaces, Implementing TCP/IP based Server and Client. Classes to be covered Socket, ServerSocket, IPAddress, URL connections; Programs on chatting 1-1 & 1-M (Threading),Implementing UDP based Server and Client DatagramPacket and DatagramSocket. Introduction of RMI & Architecture ,Implementing RMI ,Writing RMI Server, Designing Remote Interface, Implementing Remote Interface, Passing Object in RMI, Creating RMI Client. Types of JDBC Drivers, Writing JDBC applications using select, insert, delete, update; Types of Statement



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objects (Statement, PreparedStatement and CallableStatement); ResultSet, ResultSetMetaData;
Inserting and updating records, Connection Pooling.

Reference Books:-

1. Java 2 Complete Reference (5th Ed), Herbert Schildt, TMH
2. Core Java Volume-I, Horstman and Cornell, Pearson Education
3. Core Java Volume-II, Horstman and Cornell, Pearson Education



BTIT- 0601 – Distributed System

Unit I:

Characterization of Distributed Systems: Introduction, Examples of distributed Systems, Resource sharing and the Web Challenges. System Models: Architectural models, Fundamental Models Theoretical Foundation for Distributed System : Limitation of Distributed system, absence of global clock, shared memory, Logical clocks, Lamport's & vectors logical clocks. Distributed Mutual Exclusion: Classification of distributed mutual exclusion, requirement of mutual exclusion theorem, Token based and non token based algorithms.

Unit II:

Distributed Deadlock Detection: system model, resource Vs communication deadlocks, deadlock prevention, avoidance, detection & resolution, centralized dead lock detection, distributed dead lock detection, path pushing algorithms, edge chasing algorithms. Agreement Protocols: Introduction, System models, classification of Agreement Problem, Byzantine agreement problem, Consensus problem.

Unit III:

Distributed Objects and Remote Invocation: Communication between distributed objects, Remote procedure call, Events and notifications, Java RMI case study. Security: Overview of security techniques, Distributed File Systems: File service architecture, Sun Network File System, The Andrew File System.

Unit IV:

Distributed Transactions: Flat and nested distributed transactions, Atomic Commit protocols, Concurrency control in distributed transactions, Distributed deadlocks, Transaction recovery. Replication: System model and group communication, Fault-tolerant services, Transactions with replicated data.

Unit V

Distributed Algorithms: Destination based routing, APP (assignment problem in parallel), Deadlock free Packet switching, Introduction to Wave & traversal algorithms, Election algorithm. CORBA Case Study: CORBA, CORBA services.

References:-

P K Sinha, "Distributed operating systems; Concepts and design", PHI Learning. Sunita Mahajan & Shah, Distributed Computing, Oxford Press

Tanenbaum and steen, "Distributed systems: Principles and paradigms", 2nd edition, PHI Learning.

Singhal & Shivaratri, "Advanced Concept in Operating Systems", McGraw Hill Coulouris, Dollimore, Kindberg, "Distributed System: Concepts and Design", Pearson Ed. Gerald Tel, "Distributed Algorithms", Cambridge University Press



List of Experiment:-

Case Study – CORBA.

Implementation of Deadlock through Simulation. Implementation of Election Algorithm.S/W

Simulation for Clock Synchronization in Distributed System using Lamport's Algorithm.

Implementation of Banker's Algorithm for avoiding Deadlock Case Study on.

a) Inventory Management

b) Supply Chain Management c) Reservation System

d) University Counseling e) Online Chain Management.



BTIT- 0602 – Computer Graphics and Multimedia

Unit I

Introduction to Raster scan displays, Storage tube displays, refreshing, flickring, interlacing, colour monitors, display processors resolution, working principle of dot matrix, inkjet laser printers, working principles of keyboard, mouse scanner, digitizing camera, track ball, tablets and joysticks, graphical input techniques, positioning techniques, rubber band techniques, dragging etc.

Unit II

Scan conversion techniques, image representation, line drawing, simple DDA, Bresenham's Algorithm, Circle drawing, general method, symmetric DDA, Bresenham's Algorithm, curves, parametric function, Bezier Method, B-spline Method.

Unit III

2D & 3D Co-ordinate system, Translation, Rotation, Scaling, Reflection Inverse transformation, Composite transformation, world coordinate system, screen coordinate system, parallel and perspective projection, Representation of 3D object on 2D screen. Point Clipping. Line Clipping Algorithms, Polygon Clipping algorithms, Introduction to Hidden Surface elimination, Basic illumination model, diffuse reflection, specular reflection, phong shading, Gourand shading ray tracing, color models like RGB, YIQ, CMY, HSV etc.

Unit IV

An Introduction – Multimedia applications – Multimedia System Architecture – Evolving technologies for Multimedia – Defining objects for Multimedia systems – Multimedia Data interface standards – Multimedia Databases. Multimedia components, Multimedia Hardware, SCSI, IDE, MCI, Multimedia -Tools, presentation tools, Authoring tools .

Unit V

Compression & Decompression – Multimedia Data & File Format standards :-TIFF, MIDI, JPEG, DIB, MPEG,RTF, – Multimedia I/O technologies - Digital voice and audio – Video image and animation–Full motion video – Storage and retrieval technologies.

References:-

1. Donald Hearn and M.Pauline Baker, “Computer Graphics C Version”, Pearson Education, 2003.
2. Prabat K Andleigh and Kiran Thakrar, “Multimedia Systems and Design”, PHI Learning, 3rd Indian reprint edition, 2008.
- 3.. Tay Vaughan, “Multimedia making it work”, Tata McGraw Hill edition.
4. Amarendra N Sinha & Arun D Udai, “Computer Graphics”, McGraw Hill publication .
Fundamental of Computer Graphics and Multimedia, Mukherjee, PHI Learning



Suggested list of experiment

1. Write a program to implement DDA line drawing algorithm
2. Write a program to implement Bresenham's line drawing algorithm.
3. Write a program to implement Bresenham's circle drawing algorithm.
4. Write a program to draw an ellipse using Bresenham's algorithm.
5. Write a program to perform various transformations on line, square & rectangle.
6. Write a program to implement Cohen Sutherland line clipping algorithm.
7. Write a program to implement Liang-Bersky line clipping algorithm.
8. Write a program to implement Cohen-Sutherland polygon clipping algorithm to clip a polygon with a Pattern.
9. Write a program to convert a color given in RGB space to its equivalent CMY color space.
10. Study of various Multimedia file formats:-RTF,MIDI,GIF,JPEG,MPEG,TIFF etc.
11. Write a program to implement JPEG compression scheme for still images.
12. Write a program to perform Packbits compression & decompression.
13. Write a short program to create a TIFF file using bitmap segments and text files as the TIFF File components.
14. Write a program to convert a BMP file into either JPEG or GIF file.
15. Study of various Multimedia Authoring Tools.



BTIT- 0603 – Internet Technology & Network Management

Unit-I

Binding Protocol Address- Address Resolution Protocol & RARP, ARP & RARP , packet format, Encapsulation. Internet protocol: Introduction, Ipv4 header, Ipv4Datagrams, Encapsulation, Fragmentation and Reassembly, IP routing, Subnet addressing, Subnet mask, Super netting-special case of IP addresses Ipv6-Motivation, frame format and addressing, comparison of Ipv4 and Ipv6.

Unit-II

ICMP: Introduction, ICMP Header, ICMP message types, ICMP timestamp request and reply, trace route, ping program . Intra & inter domain routing-distance vector routing, RIP, Link State Routing, OSPF, Path Vector Routing ,BGP. Unicast Routing protocols . IGMP-IGMP message, operation, encapsulation.

Unit-III

TCP: Introduction, services, headers, connection establishment and termination, timeout of connection Establishment, maximum segment size- half, close, state transition diagram, port no. and socket addresses , TCP timers UDP: Introduction, UDP header, UDP checksum, UDP operations , encapsulation & decapsulation ,queuing ,SCTP-Services ,transmission sequence number, stream identifier ,stream sequence number, packet format. .

Unit-IV

BOOTP:-operation, packet format. DHCP:-Address allocation, configuration & packet Format, DNS: Distribution of name spaces , DNS in the internet . FTP:-Connection, Communication, command processing , TFTP. E-Mail:-SMTP, POP & IMAP . SNMP:-Management components, SMI, MIB.

Unit-V

Network management applications:-Configuration management, Fault Management , Performance management , Security management , Accounting management , Report Management , policy based management .

References:-

- 1.“TCP/IP-Protocol suite”, Forouzan, TMH 3 edition
- 2.“Computer Networks and Internets”, D.E.Comer, Pearson
- 3.“Network management- principles & practice” Mani Subramaniam , Pearson education.
- 4.“TCP/IP Illustrated” Volume I ,W. Richard Stevens, Addison Wesley Internetworking with TCP/IP Vol. I, II & III, Comer, PHI Learning



BTIT- 0604 – Web Technology

UNIT I

History of the internet, internetworking concepts, architecture, and protocol: switch, router, protocols for internetworking, internet address and domains. Introduction World Wide Web (WWW), working of web browser and web server, Web server and its deployment, N-tier architecture, services of web server, Common gateway interface (CGI), Uniform Resource Locator (URL), format of the URL, Hyper Text Transfer Protocol (HTTP), feature of HTTP protocol HTTP request-response model, Hyper Text Transfer Protocol Secure (HTTPS).

UNIT II

Introduction to Hyper Text Markup Language (HTML), HTML elements, XHTML syntax and Semantics, extensible Markup Language (XML), element, attributes, entity declarations. DTD files and basics of Cascading Style Sheet (CSS). Document object Model (DOM) history and levels, Document tree, DOM event handling.

UNIT III

Introduction to Java Script, Basic concepts, variables and data types, functions, conditional statements, Loops, Operators, Arrays, Standard Objects and form processing in Java

UNIT IV

Evaluation of web applications, type of web documents, feature of web pages, multitier web applications, introduction to Apache web server. Security in application: authentication, authorization, auditing, security issues, security on the web, proxy server, Firewall. Middleware Concepts, CORBA, Java Remote Method Invocation (RMI) , Message Oriented Middleware(MOM), EJB, Microsoft's Distributed Component Object Model(DCOM) Web Servers HTTP request types System Architecture Server side Scripting. Web server and its deployment, Web client, services of web server, mail server proxy server, multimedia server.

UNIT V

Introduction to servlet, Overview Architecture Handling HTTP Request, Get and post request, redirecting request multi-tier applications. Introduction to JSP, basic JSP, Java Bean class and JSP. Setting up an Open Data Base Connectivity (ODBC) data source.

References:-

1. Web Technologies- A computer science perspective By Jeffrey C. Jackson, Pearson Education .
2. Web Technologies-TCP/IP Architecture, and Java Programming By Achyut S. Godbole and Atul Kahate
3. An introduction to Web Design+Programming by Paul S. Wang Sanda, S Katila, CENGAGE Learning.
4. Web Technology- A developer's Perspective by N.P.Gopalan, J.Akilandeswari , PHI Learning



BTIT- 0605 – Software Engineering & Project Management

Unit I

Introduction, Software- problem and prospects Software development process: Software life cycle models, Open source software development, the unified process, documentation, configuration management, Safety, risk assessment.

Unit II

Measures, Metrics and Indicators, Metrics in the Process and Project Domains, Software Measurement, Metrics of Software Quality, S/W reliability, Software estimation techniques, loc and FP estimation. Empirical models like COCOMO, project tracking and scheduling, reverse engineering.

Unit III

Software requirements and specification: feasibility study, Informal/ formal specifications, pre/post conditions, algebraic specification and requirement analysis models, Specification design tools. Software design and implementation: Software design objectives, design techniques, User interface design, modularity Functional decomposition Data flow design, Data structure design, Object-oriented design, Design patterns implementation strategies like top- down, bottom-up, team etc.

Unit IV

Coding standard and guidelines, programming style, code sharing, code review, software components, rapid prototyping, specialization, construction, class extensions, intelligent software agents, reuse performance improvement, debugging. Software Testing Strategies: Verification and Validation, Strategic Issues, test plan, white box, black-box testing, unit and integration testing, system testing test case design and acceptance testing, maintenance activities.

Unit V

Organizing: Alternatives for project managers, matrix organization, Staffing, Directing: leadership, delegation, motivation, Controlling risk analysis and RMMM plan, project scheduling and tracking plan, SQA and quality planning, SCM activities and plan, project management plan. Re-engineering, reverse, forward engineering, web engineering, Software project management standards

References:

1. Software Engineering. A Practitioner's Approach by P,S. Pressman New edition McGraw.
2. Software project Management from concept to development Black Book by Kieron Conway, Dreamtech Press.
3. Software Engineering principle and practices- Deepak Jain Oxford University Press.
4. Software Engineering for students 4/e - Bell Douglas Pearson Education



BTIT- 0701 – Object Oriented Analysis and Design

Unit I

Overview of Object Oriented concepts: Objects and classes, abstraction, generalization and inheritance, encapsulation, multiple inheritance, aggregation abstraction classes, polymorphism, link and association, Need for object oriented approach

Unit II

System design life cycle, object oriented S/W development process model, Object Oriented Analysis, Object Modeling Technique (OMT): object model, function model, relationship among models, object diagrams, state diagrams, data flow diagrams, analysis.

Unit III

Object oriented Design: Overview of object design, Combination the models, Designing algorithms, design optimization, Implementation of control, Adjustment, Design of association, object representation, physical packaging, documenting design decision, comparison of use-case driven approach.

Unit IV

Translation Object Oriented design into implementation, Programming style, Documentation, characterization of object oriented languages, Comparison of object oriented language like C++, JAVA, object programming.

Unit V

Unified Modeling Language (UML): Class diagram sequence diagram Use case diagram, Collaboration, diagram, state, chart diagram, Activity diagram, component diagram, deployment diagram, Object oriented Database: Relational Vs .object oriented database, the architecture of object oriented database, query language for Object Oriented database.

References:-

1. Satzinger, Jackson and Burd, "Object oriented Analysis and design with the Unified Process", CENGAGE Learning.
2. Michael Blaha and J. Rumbaugh, "Object oriented Modeling and design with UML", Pearson Education
3. O'Docherty, "Object Oriented Analysis and Design Understanding, System Development with UML2.0", Wiley India.

List of Experiment:-

1. Draw Object, state, Data flow Diagram of ATM.
2. Draw Object, state, Data flow Diagram of Telephone Call.
3. Draw Object, state, Data flow Diagram of Library Information System.
4. Draw Object, state, Data flow Diagram of Airline reservation System.
5. Draw Object, state, Data flow Diagram of Calculator.
6. Draw Object, state, Data flow Diagram of College Management system.
7. Draw Object, state, Data flow Diagram of Payroll System.
8. Draw Object, state, Data flow Diagram of Railway Reservation system.
9. Draw Object, state, Data flow Diagram of Online Sales.
10. Draw Object, state, Data flow Diagram of Examination result display System of a University.



BTIT- 0702 – Wireless & Mobile Computing

Unit I

Antenna , variation pattern, antenna types, antenna gain, propagation modes, types of fading. Model for wireless digital communication, multiple access technique-SDMA, TDMA, FDMA, CDMA, DAMA, PRMA, MAC/CA, Cellular network organization, operations of cellular system, mobile radio propagation effects, , handoff, power control, sectorization, traffic engineering, Infinite sources, lost calls cleared, grade of service, poisson arrival process

Unit II

GSM- Services, system architecture, radio interface, logical channels, protocols, localization and calling, handover, security, HSCSD, GPRS-architecture, Interfaces, Channels, mobility management DECT, TETRA, UMTS.

Unit III

IEEE 802.11: LAN-architecture, 802.11 a, b and g, protocol architecture, physical layer, MAC layer , MAC management, HIPERLAN-protocol architecture, physical layer, access control sub layer, MAC sub layer. Bluetooth-user scenarios- physical layer, MAC layer.

Unit IV

Mobile IP, DHCP, Ad hoc networks: Characteristics, performance issue, routing in mobile host. Wireless sensor network, Mobile transport layer: Indirect TCP, Snooping TCP, Mobile TCP, Time out freezing, Selective retransmission, and transaction oriented TCP. Introduction to WAP.

Unit V

Intruders, Intrusion detection, password management, viruses and related threads, worms, trojan horse defense, difference biometrics and authentication system, firewall design principle.

References:-

- J. Schiller, “Mobile Communication”, Addison , Wiley
- William Stalling, “Wireless Communication and Network”, Pearson Education
- Open Dalal,” Wireless Communication”, Oxford Higher Education
- Dr. Kamilo Feher, “Wireless Digital communication”, PHI
- William C.Y Lee, “Mobile Communication Design Fundamental” , John Wiley.



BTIT- 0703 – Cloud Computing

Unit-I

Introduction: Historical development ,Vision of Cloud Computing, Characteristics of cloud computing as

per NIST , Cloud computing reference model ,Cloud computing environments, Cloud services requirements, Cloud and dynamic infrastructure, Cloud Adoption and rudiments .Overview of cloud applications: ECG Analysis in the cloud, Protein structure prediction, Gene Expression Data Analysis ,Satellite Image Processing ,CRM and ERP ,Social networking .

Unit-II

Cloud Computing Architecture: Cloud Reference Model, Types of Clouds, Cloud Interoperability & Standards, Scalability and Fault Tolerance, Cloud Solutions: Cloud Ecosystem, Cloud Business Process Management, Cloud Service Management. Cloud Offerings: Cloud Analytics, Testing Under Control, Virtual Desktop Infrastructure.

Unit –III

Cloud Management & Virtualization Technology: Resiliency, Provisioning, Asset management, Concepts

of Map reduce , Cloud Governance, High Availability and Disaster Recovery. Virtualization: Fundamental concepts of compute ,storage, networking, desktop and application virtualization .Virtualization benefits, server virtualization, Block and file level storage virtualization Hypervisor management software, Infrastructure Requirements , Virtual LAN(VLAN) and Virtual SAN(VSAN) and their benefits .

Unit-IV

Cloud Security: Cloud Information security fundamentals, Cloud security services, Design principles, Secure Cloud Software Requirements, Policy Implementation, Cloud Computing Security Challenges, Virtualization security Management, Cloud Computing Security Architecture

Unit-V

Market Based Management of Clouds , Federated Clouds/Inter Cloud: Characterization & Definition ,Cloud

Federation Stack , Third Party Cloud Services .Case study : Google App Engine, Microsoft Azure , Hadoop , Amazon , Aneka

List of Experiments:

1. Installation and configuration of Hadoop/Euceliptus etc.
2. Service deployment & Usage over cloud.
3. Management of cloud resources.
4. Using existing cloud characteristics & Service models .
5. Cloud Security Management.
6. Performance evaluation of services over cloud .



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Recommended Text:

1. Buyya, Selvi ,” Mastering Cloud Computing “,TMH Pub
2. Kumar Saurabh, “Cloud Computing” , Wiley Pub
3. Krutz , Vines, “Cloud Security “ , Wiley Pub
4. Velte, “Cloud Computing- A Practical Approach” ,TMH Pub
5. Sosinsky, “ Cloud Computing” , Wiley Pub



BTIT- 0704(A) - Advanced Concepts In Database Systems

Unit I

An overview of database, The Extended Entity Relationship Model and Object Model: The ER model revisited, Motivation for complex data types, User defined abstract data types and structured types, Subclasses, Super classes, Inheritance, Specialization and Generalization, Constraints and characteristics of specialization and Generalization, Relationship types of degree higher than two.

Unit II

Query Processing, Optimization & Database Tuning: Algorithms For Executing Query Operations. Heuristics For Query Optimizations, Estimations of Query Processing Cost, Join Strategies for Parallel Processors, Database Workloads, Tuning Decisions, DBMS Benchmarks, Clustering & Indexing, Multiple Attribute Search Keys, Query Evaluation Plans, Pipelined Evaluations, System Catalogue in RDBMS.

Unit III

Distributed Database System: Structure of Distributed Database, Data Fragmentation, Data Model, Query Processing, Semi Join, Parallel & Pipeline Join, Distributed Query Processing In R * System, Concurrency Control In Distributed Database System, Recovery In Distributed Database System, Distributed Deadlock Detection and Resolution, Commit Protocols.

Unit IV

Enhanced Data Model For Advanced Applications: Database Operating System, Introduction to Temporal Database Concepts, Spatial And Multimedia Databases, Data Mining, Active Database System, Deductive Databases, Database Machines, Web Databases, Advanced Transaction Models, Issues in Real Time Database Design.

Unit V

Accessing databases from Web, JavaScript, JDBC, Java Servlets , database technology to Web related areas such as semi-structured databases and data integration, XML, XQuery, XPath, XML Schemas, distributed database design, distributed database transactions, and distributed query processing

References:-

1. Majumdar & Bhattacharya, "Database Management System", TMH.
2. Elmasri, Navathe, "Fundamentals of Database Systems", Addison Wesley.
3. Korth, Silbertz, Sudarshan, " Database Concepts", McGraw Hill.
4. David M. Croenke and David J. Auer "Database Processing" Eleventh Edition, PHI
5. Ramakrishnan, Gehrke, "Database Management System", McGraw Hill.



BTIT- 0704(B) - Simulation and Modeling

Unit I

PHYSICAL MODELING: Concept of system and environment, continuous and discrete system, linear and nonlinear system, stochastic activities, static and dynamic models, principles used in modeling, Basic simulation modeling, Role of simulation in model evaluation and studies, Advantages and Disadvantages of simulation. Modeling of systems, Iconic, analog and Mathematical Modeling.

Unit II

COMPUTER BASED SYSTEM SIMULATION: Technique of simulation, Monte Carlo method, experimental nature of simulation, numerical computation techniques, calumnious system models, analog and hybrid simulation, feedback systems, Buildings simulation models- Financial Model for an office Building, Sensitivity analysis for office building Model.

Unit III

SYSTEM DYNAMICS MODELING: Identification of problem situation, Exponential Growth Model and Decay Model, Logistic Curve, System Dynamic Diagrams, Simulation of System Dynamics- Waiting Times in Single Server Queuing System.

Unit IV

PROBABILITY CONCEPTS IN SIMULATION: Stochastic variables, discrete and continuous probability functions, Distributed Random numbers, generation of random numbers-Uniform and Non Uniform Random numbers, variance reduction techniques-Introduction, Common Random numbers- Rationale, Applicability and Synchronization.

Unit V

SIMULATION SOFTWARE: Introduction, Comparison of Simulation Package with Programming Languages, Classification of Simulation Software, Desirable Software features, General Purpose Simulation Package-ARENA, EXTEND, Study of SIMULA, DYNAMO,

References:-

1. Gordon G., "System simulation", Printice Hall.
2. Averill M Law " Simulation Modeling and Analysis", TMH
3. Seila,Ceric and Tadikamalla " Applied Simulation Modeling", Cengage Learning.
4. Severance" System Modelling & Simulation : An Introduction",John Wiley
5. Payer T., "Introduction to system simulation", McGraw Hill.
6. Allan Carrie, "Simulation and Modeling", McGraw Hill.



BTIT- 0704(C) - Human-Computer Interaction

Unit I

Introduction, Human Computer Interaction (HCI) concepts and definitions, Nature of interaction human and Machine, interaction design, understanding and conceptualizing interaction, understanding users, interfaces and interactions, data gathering.

Unit II

Introduction to User Centered System Design (UCSD), Natural computing, user centered system design, core concepts, interactive design and its strength and weakness, types of user model, user model and evaluation, Heuristic evaluation.

Unit III

Psychological user models. Black box models of human performance, including perception, motor control, memory and problem-solving. Quantitative analysis of performance. Human processor, keystroke level model, and GOMS descriptions of user performance.

Unit IV

Modeling of system understanding. Mental models and metaphor, use of design prototypes, controlled experiments. Cognitive walkthrough. Evaluation from the perspective of a novice learning to use the system.

Unit V

Task analysis and design. Contextual and qualitative studies, use-case driven design. Research techniques. Cognitive dimensions of notations, CSCW, ubiquitous computing, new interaction techniques, and programmability.

References:-

1. Alan Dix, Janet E. Finlay, "Human-Computer interaction", Pearson Education.
2. Olsen, "Human-Computer Interaction", Cengage Learning.
3. Preece, J. Sharp, H. & Rogers, "Interaction design: beyond human-computer interaction Y. Wiley.
4. Smith Atakan Serengal, "Human-Computer Interaction", Cengage Learning.



BTIT- 0704(D) - Automata and Compiler Design

Unit I

Introduction: Alphabets, Strings and Languages; Automata and Grammars, Deterministic finite Automata (DFA)-Formal Definition, Simplified notation: State transition graph, Transition table, Language of DFA, Nondeterministic finite Automata (NFA), Equivalence of NFA and DFA, Minimization of Finite Automata, Regular Expressions, Arden's theorem.

Unit II

Compiler Structure: Compilers and Translators, Various Phases of Compiler, Pass Structure of Compiler, Bootstrapping of Compiler. Lexical Analysis: The role of Lexical Analyzer, A simple approach to the design of Lexical Analyzer, Implementation of Lexical Analyzer. The Syntactic Specification of Programming Languages: CFG, Derivation and Parse tree, Ambiguity, Capabilities of CFG. Basic Parsing Techniques: Top-Down parsers with backtracking, Recursive Descent Parsers, Predictive Parsers,

Unit III

Bottom-up Parsers, Shift-Reduce Parsing, Operator Precedence Parsers, LR parsers (SLR, Canonical LR, LALR) Syntax Analyzer Generator: YACC, Intermediate Code Generation: Different Intermediate forms: three address code, Quadruples & Triples. Syntax Directed translation mechanism and attributed definition. Translation of Declaration, Assignment, Control flow, Boolean expression, Array References in arithmetic expressions, procedure calls, case statements, postfix translation.

Unit IV

Run Time Memory Management: Static and Dynamic storage allocation, stack based memory allocation schemes, Symbol Table management Error Detection and Recovery: Lexical phase errors, Syntactic phase errors, Semantic errors.

Unit V

Code Optimization and Code Generation: Local optimization, Loop optimization, Peephole optimization, Basic blocks and flow graphs, DAG, Data flow analyzer, Machine Model, Order of evaluation, Register allocation and code selection

References:-

1. Louden, "Compiler construction", Cengage learning .
2. Alfred V Aho, Jeffrey D. Ullman, "Principles of Compiler Design", Narosa.
3. A.V. Aho, R. Sethi and J.D Ullman, "Compiler: principle, Techniques and Tools", AW.
4. Michal Sipser, "Theory of Computation", Cengage learning.
5. H.C. Holub, "Compiler Design in C", Prentice Hall Inc.



BTIT- 0705(A) - Embedded System

Unit I

Introduction to Embedded System, Categories, Requirements, Applications, Challenges and Issues. Core of Embedded system, Memory, Sensors and Actuators, communication interface, Embedded firmware, system components.

Unit II

Fundamental issues of hardware software co-design, computational models in embedded design data flow graph, control flow graph, state machine model, sequential programmed model, concurrent model, unified modeling language.

Unit III

Architecture of 8085 microcontroller, memory organization, registers, interrupts, addressing modes, instruction sets.

Unit IV

Embedded firmware design approaches- OS based, Super loop based. Embedded firmware development languages- Assembly language based, high level language based, mixed. Programming in embedded C.

Unit V

Types of Operating system, Task, process and threads, Multi processing and multi task, Task scheduling, Task communication, Task synchronization.

References:-

1. Shibu K V, "Introduction to Embedded System", TMH.
2. David E Simon, "An Embedded Software Primer", Pearson education Asia, 2001.
3. Steven F. Baret, Daniel J. Pack, "Embedded Systems" Pearson education, First Impression 2008.
4. Vahid Frank, Tony Givargis, "Embedded System Design", John Wiley and Sons, Inc.
5. Dream Tech Software Team, "Programming for Embedded Systems" Wiley Publishing house Inc.
6. Sriram V Iyer, Pankaj Gupta, "Embedded Realtime Systems Programming", TMH.
7. Raj Kamal, "Embedded Systems", TMH.



BTIT- 0705(B) e-Commerce and Governance

Unit I

Introduction to e-commerce: History of e-commerce, e-business models B2B, B2C, C2C, C2B, legal; environment of e-commerce, ethical issues, electronic data interchange, value chain and supply chain, advantages and disadvantages of e-commerce.

Unit II

Electronic Payment Systems: Credit cards, debit cards, smart cards, e-credit accounts, e-money, Marketing on the web, marketing strategies, advertising on the web, customer service and support, introduction to m-commerce, case study: e-commerce in passenger air transport.

Unit III

E-Government, theoretical background of e-governance, issues in e-governance applications, evolution of e-governance, its scope and content, benefits and reasons for the introduction of e-governance, e-governance models- broadcasting, critical flow, comparative analysis, mobilization and lobbying, interactive services / G2C2G.

Unit IV

E-readiness, e-government readiness, E- Framework, step & issues, application of data warehousing and data mining in e-government, Case studies: NICNET-role of nation wide networking in egovernance, e-seva.

Unit V

E-Government systems security: Challenges and approach to e-government security, security concern in e-commerce, security for server computers, communication channel security, security for client computers.

References:-

1. Gary P. Schneider, "E-commerce", Cengage Learning India.
2. C.S.R. Prabhu, "E-governance: concept and case study", PHI Learning Private Limited.
3. V. Rajaraman, "Essentials of E-Commerce Technology", PHI Learning Private Limited.
4. David Whiteley, "E-commerce study , technology and applications", TMH.
5. J. Satyanarayan, "E-government: The science of the possible", PHI Learning Private Limited.
6. P.T. Joseph, "E-Commerce An Indian Perspective", PHI Learning Private Limited.
7. Hanson and Kalyanam, "E-Commerce and Web Marketing", Cengage Learning India.



BTIT- 0705(C) High Performance Computing

Unit I

Introduction to high performance computing: Aim, Architectures, Cluster, Grid, Meta-computing, Middleware, Examples of representative applications. Programming models: Parallel programming paradigms, task partitioning and mapping, shared memory, message passing, peer-to-peer, broker-based. Introduction to PVM and MPI.

Unit II

Architecture of cluster-based systems, Issues in cluster design: performance, single-system-image, fault tolerance, manageability, programmability, load balancing, security, storage. High performance sequential computing: Effects of the memory hierarchy, Out-of-order execution, superscalar processors, Vector processing.

Unit III

Shared-memory processing: Architectures (extensions of the memory hierarchy), Programming paradigms, OpenMP. Distributed-memory processing: Architectural issues (networks and interconnects), Programming paradigms, MPI (+MPI2).

Unit IV

Grids: Computational grids, Data grids ,Architecture of Grid systems, Grid security infrastructure. Examples of Grids: Globus. The productivity crisis & future directions: Development overheads, Petaflops programming, New parallel languages: UPC, Titanium, Co-Array FORTRAN.

Unit V

Performance Issues and Techniques: Cost and Frequency Models for I/O, paging, and caching. Notion of Cacheing; temporal and spatial locality models for instruction and data accesses; Intra-process parallelism and pipelining. Typical Compiler Optimizations of Programs; Improving Performance: Identifying program bottlenecks -profiling, tracing; simple high-level-language optimizations - locality enhancement, memory disambiguation, moving loop-invariants.

References:-

1. Charles Severance, Kevin Dowd, O'reilly, "High Performance Computing", Second Edition July 1998
2. David j. Kuck, "High Performance Computing", Oxford Univ Pr, 1996
3. Gary W. Sabot, "High Performance Computing ", Addison-Wesley, 1995
4. Dowd K, "High Performance Computing", O' Reilly Series, 1993.
5. R.E. Bryant and D. O'Hallaron, "Computer Systems:A Programer's Perspective", Pearson Education, 2003.



BTIT- 0705(D) Bioinformatics

Unit I

Introduction to bioinformatics: Definition and History of Bioinformatics, Application and research of bioinformatics, finding Bioinformatics data online Bioinformatics, private and future data sources, Meta data Summary and reference systems.

Unit II

Bioinformatics Database: Characteristics and categories of Bioinformatics database, Navigating databases, Information retrieval Systems, Sequence database Nucleotide(primary and Secondary), Protein sequence, Structure Databases: File Formats, Protein Structure, PDB, MMDB, CATH, Other Database Enzyme, MEROPS, BRENDA, Pathway databases

Unit III

Bioinformatics Tools: Need for tools, Industry Trends, Data Mining Tools, Data Submission tools: Nucleotide Sequence, protein Submission tools, Data Analysis tools: Nucleotide Sequence, protein Sequence, Prediction Tools: Phylogenetic trees, Gene prediction, Protein Structure and Function prediction, Modeling Tools: 2D and 3D Protein Modeling.

Unit IV

Bioinformatics Algorithms: Classification of Algorithms, Biological Algorithm, Sequence Comparison Algorithm, Substitution Matrices Algorithms, Sequence Alignment Algorithm ,Gene Prediction Algorithm.

Unit V

Bioinformatics Software: Local Alignment Search Tool (BLAST),Purpose of BLAST,BLAST Analysis, Purpose of BLAST II, Scoring Metrics, PAM, BLOSUM, Working of BLAST. Introduction of HMMER, Practical example of HMMER.

References:-

1. Orpita Bosu and Simminder Kaur Thukral, "Bioinformatics Databases,Tools and Algorithms", Oxford University Press 2007.
2. Harshawardhan P.bal, "Bioinformatics Principle and Applications", TMH.
3. Lesk, A.M.2002, "Introduction to Bioinformatics", Oxford University Press.
4. Rastogi, S.C. ,Mendiratta N, "Bioinformatics Concepts,Skill & Applications", CBS Publishers.
5. Claverie, J.M and Notredame C, "Bioinformatics for Dummies", Wiley Editor.



BTIT- 0801 Information Security

Unit I

Basic of Cryptography, secret key cryptography, Types of attack, Substitution ciphers, Transposition ciphers, block ciphers and steam ciphers, Confusion and Diffusion, Data encryption standard, round function, modes of operation, cryptanalysis, brute force attack, Security Goals (Confidentiality, Integrity, Availability).

Unit II

Public key Cryptography, Modulo arithmetic, Greatest common divisor, Euclidean algorithm, RSA algorithm, hash function, attack on collision resistance, Diffie hellman key exchange, Digital signature standard, elliptic curve cryptography.

Unit III

Authentication: One way Authentication, password based, certificate based, Mutual Authentication ,shared secret based, Asymmetric based, Authentication and key agreement, centralized Authentication, eavesdropping, Kerberos, IP security overview:- security association & Encapsulating security payload ,tunnel and transfer modes, internet key exchange protocol, Secure Socket Layer(SSL), Transport Layer Security (TLS).

Unit IV

Software vulnerabilities: Phishing Attacks, buffer overflow vulnerability, Format String attack, Cross Site Scripting, SQL injection Attacks, Email security:- Security services of E-mail ,Establishing keys, Privacy ,Authentication of the source, Message integrity ,Non-Repudiation, Viruses, Worms, Malware.

Unit V

Web Issue: Introduction, Uniform Resource Locator/uniform resource identify, HTTP, Cookies, Web security problem, Penetration Testing, Firewalls:- functionality, Polices and Access Control, Packet filters, Application level gateway, Encrypted tunnel, Security architecture, Introduction to intrusion detection system.

References:-

1. Bernard Menezes, “ Network Security and Cryptography”, CENGAGE Learning. Charlie Kaufman, “ Network Security”, PHI.
2. Forouzan, “Cryptography & Network Security”, TMH
3. Randy Weaver, “ Network Infrastructure Security”, Cengage Learning. Atul Kahate, “ Cryptography and Network Security”, TMH.
4. William Stalling, “ Cryptography and Network security”, Pearson.



List of Experiment:-

1. Study of Network Security fundamentals - Ethical Hacking, Social Engineering practices.
2. System threat attacks - Denial of Services.
3. Sniffing and Spoofing.
4. Web Based Password Capturing.
5. Virus and Trojans.
6. Anti-Intrusion Technique – Honey pot.
7. Symmetric Encryption Scheme – RC4.
8. Block Cipher – S-DES, 3-DES.
9. Asymmetric Encryption Scheme – RSA.
10. IP based Authentication.



BTIT- 0802 – Soft Computing

Unit I

Introduction to Neural Network: Concept, biological neural network, evolution of artificial neural network, McCulloch-Pitts neuron models, Learning (Supervise & Unsupervise) and activation function, Models of ANN-Feed forward network and feedback network, Learning Rules- Hebbian, Delta, Perceptron Learning and Windrow-Hoff, winner take all.

Unit II

Supervised Learning: Perceptron learning,- Single layer/multilayer, linear Separability, Adaline, Madaline, Back propagation network, RBFN. Application of Neural network in forecasting, data compression and image compression.

Unit III

Unsupervised learning: Kohonen SOM (Theory, Architecture, Flow Chart, Training Algorithm) Counter Propagation (Theory , Full Counter Propagation NET and Forward only counter propagation net), ART (Theory, ART1, ART2). Application of Neural networks in pattern and face recognition, intrusion detection, robotic vision.

Unit IV

Fuzzy Set: Basic Definition and Terminology, Set-theoretic Operations, Member Function, Formulation and Parameterization, Fuzzy rules and fuzzy Reasoning, Extension Principal and Fuzzy Relations, Fuzzy if-then Rules, Fuzzy Inference Systems. Hybrid system including neuro fuzzy hybrid, neuro genetic hybrid and fuzzy genetic hybrid, fuzzy logic controlled GA. Application of Fuzzy logic in solving engineering problems.

Unit V

Genetic Algorithm: Introduction to GA, Simple Genetic Algorithm, terminology and operators of GA (individual, gene, fitness, population, data structure, encoding, selection, crossover, mutation, convergence criteria). Reasons for working of GA and Schema theorem, GA optimization problems including JSPP (Job shop scheduling problem), TSP (Travelling salesman problem), Network design routing, timetabling problem. GA implementation using MATLAB.

References:-

1. S.N. Shivnandam, "Principle of soft computing", Wiley.
2. S. Rajshekar and G.A.V. Pai, "Neural Network , Fuzzy logic And Genetic Algorithm", PHI.
3. Jack M. Zurada, "Introduction to Artificial Neural Network System" JAico Publication. Simon Haykins, "Neural Network- A Comprehensive Foudation"
4. Timothy J.Ross, "Fuzzy logic with Engineering Applications", McGraw-Hills 1.



List of Experiment:-

1. Form a perceptron net for basic logic gates with binary input and output.
2. Using Adaline net, generate XOR function with bipolar inputs and targets.
3. Calculation of new weights for a Back propagation network, given the values of input pattern, output pattern, target output, learning rate and activation function.
4. Construction of Radial Basis Function Network.
5. Use of Hebb rule to store vector in auto associative neural net.
6. Use of ART algorithm to cluster vectors.
7. Design fuzzy inference system for a given problem.
8. Maximize the function $y = 3x^2 + 2$ for some given values of x using Genetic algorithm.
9. Implement Travelling salesman problem using Genetic Algorithm.
10. Optimisation of problem like Job shop scheduling using Genetic algorithm.



BTIT – 0803(A) Component Based Software Engineering

Unit I

Introduction to Component Based Development: Definition of Software Component and its Elements, The Component Industry Metaphor, Component Models and Component Services: Concepts and Principles, An Example Specification for Implementing a Temperature Regulator Software Component.

Unit II

Case for Components: The Business Case for Software Components, COTS Myths and Other Lessons Learned in Component-Based Software Development, Roles for Component-Based Development, Common High Risk Mistakes in Component-Based Software Engineering, CBSE Success Factors: Integrating Architecture, Process, and Organization

Unit III

Software Component Infrastructure: Software Components and the UML, Component Infrastructures: Placing Software Components in Context, Business Components, Components and Connectors: Catalysis Techniques for Defining Component Infrastructures, an Open Process for Component-Based Development, Designing Models of Modularity and Integration.

Unit IV

Management of CBD: Measurement and Metrics for Software Components, The Practical Reuse of Software Components, Selecting the Right COTS Software: Why Requirements are important, Build vs. Buy, Software Component Project Management Processes, The Trouble with Testing Software Components, Configuration Management and Component Libraries, The Evolution, Maintenance and Management of Component-Based Systems

Unit V

Component Technologies: Overview of the CORBA Component Model, Transactional COM+ Designing Scalable Applications, The Enterprise JavaBeans Component Model, Choosing Between COM+, EJB, and CCM, Software Agents as Next Generation Software Components,

References:-

1. Component Software ,Clemens Szyperski, Addison-Wesley Professional; 2 edition ,, 2002, ISBN-10: 0201745720, ISBN-13: 978-0201745726
2. Component-Based Software Engineering: Putting the Pieces Together George T.
3. Heineman, William T.Councill, Addison-Wesley Professional, 2001 ISBN 1`0: 0201704854,ISBN-13:9780201704853
4. G Sudha Sadasioam, “Computer-based Technology”, Wiley India, 1st Edition 2008.



BTIT – 0803(B) Real Time Systems

Unit I

Introduction to real time systems, structure, issues, task classes, performance measures for real time systems-their properties, traditional measures, cost functions and hard deadlines. Estimation of program run time-source code analysis, accounting for pipelining and caches.

Unit II

Task Assignment and Scheduling-Rate monotonic scheduling algorithm, Preemptive earliest deadline first algorithm, Using primary and alternative tasks. Task Assignment-Utilization balancing algorithm, next fit for RM(Rate monitoring) scheduling, Bin packing assignment algorithm for EDF, Myopic offline scheduling(MOS) algorithm, Focused addressing and bidding(FAB) algorithm, Buddy strategy, Assignment with precedence conditions.

Unit III

Programming Languages & Tools- Desired language characteristics,, data typing, control structures, hierarchical decomposition, packages, run time error handling, Overloading and genetics, Multitasking, Low level programming, Fex, Euclid, Run time support.

Unit IV

Real time Communication- Communication media, network topologies. Protocols- Contention based, Token based, Stop-and-Go, Polled bus, Hierarchical round robin, deadline based.

Unit V

Fault Tolerance Techniques- Fault, fault types, fault detection, fault and error containment, hardware and software redundancy, time redundancy, information redundancy. Reversal checks, Malicious or Byzantine failures, Integrated failure handling.

References:-

1. C.M Krishna and Kang G. Shin, Real Time Systems, TMH
2. Stuart Bennelt, Real time computer control and introduction, Pearson education, 2003
3. Jane W.S Liu, Real time systems, Mc-Graw Hill



BTIT – 0803(C) Image processing

Unit I

Image representation, fundamental steps in image processing, image model. Sampling & quantization. Neighbors of a pixel, connectivity and distance measures. Basic transformations and perspective transformations. Two dimensional Fourier transform, Discrete Fourier transform and their properties. Fast Fourier transform, Walsh Transform, Hadamard transform and Discrete Cosine transform.

Unit II

Image Enhancement: Intensity transformations, histogram processing, Image subtraction, image averaging, Spatial filtering-smoothing and sharpening filters, frequency domain filtering methods- low pass filtering, high pass filtering, median filtering.

Unit III

Image compression: Redundancy and its types. Image compression model, variable length coding, bit plane coding, constant area coding, run length coding, lossless and lossy predictive coding, transform coding.

Unit IV

Image restoration and Segmentation: Degradation model, effect of diagonalisation on degradation, algebraic approach. Detection of discontinuities by point, line and edge detection. Edge linking, graph theoretic techniques, thresholding techniques, region oriented segmentation.

Unit V

Representation & Description: Chain codes, polygonal approximations, signatures, boundary segments, skeleton, boundary descriptors, shape descriptors regional descriptors, image morphology-dilation, erosion, opening, closing, thickening, thinning, skeleton, pruning, hit or miss transform.

References:-

1. R.C Gonzalez & Richard E Wood, “Digital Image Processing” ,Addison Wesley Publishing
2. Anil K Jain, “Fundamentals of Digital image processing”. PHI.
3. Sonka, Hlavac, Boyle, “Digital image processing and computer vision”, cengage learning, India Edition.
4. B Chanda, D. Dutta Majumder, “Digital image Processing and Analysis”, PHI.



BTIT – 0803(D) Artificial Intelligence

Unit I

Meaning and definition of artificial intelligence, Various types of production systems, Characteristics of production systems, Study and comparison of breadth first search and depth first search. Techniques, other Search Techniques like hill Climbing, Best first Search. A* algorithm, AO* algorithms etc, and various types of control strategies.

Unit II

Knowledge Representation, Problems in representing knowledge, knowledge representation using propositional and predicate logic, comparison of propositional and predicate logic, Resolution, refutation, deduction, theorem proving, inferencing, monotonic and non- monotonic reasoning.

Unit III

Probabilistic reasoning, Baye's theorem, semantic networks, scripts, schemas, frames, conceptual dependency, fuzzy logic, forward and backward reasoning.

Unit IV

Game playing techniques like minimax procedure, alpha-beta cut-offs etc, planning, Study of the block world problem in robotics, Introduction to understanding and natural languages processing.

Unit V

Introduction to learning, Various techniques used in learning, introduction to neural networks, applications of neural networks, common sense, reasoning, some example of expert systems.

References:-

1. Rich E and Knight K, “Artificial Intelligence”, TMH, New Delhi.
2. Nelsson N.J., “Principles of Artificial Intelligence”, Springer Verlag, Berlin.



BTIT – 0804(A) Data Mining & Warehousing

Unit I

Data Warehousing: Need for data warehousing , Basic elements of data warehousing, Data Mart, Data Warehouse Architecture, extract and load Process, Clean and Transform data, Star ,Snowflake and Galaxy Schemas for Multidimensional databases, Fact and dimension data, Partitioning Strategy-Horizontal and Vertical Partitioning.

Unit II

Data Warehouse and OLAP technology, Multidimensional data models and different OLAP Operations, OLAP Server: ROLAP, MOLAP, Data Warehouse implementation ,Efficient Computation of Data Cubes, Processing of OLAP queries, Indexing data.

Unit III

Data Mining: Data Preprocessing ,Data Integration and Transformation, Data Reduction, Discretizaion and Concept Hierarchy Generation , Basics of data mining, Data mining techniques, KDP (Knowledge Discovery Process), Application and Challenges of Data Mining, Introduction of Web Structure Mining, Web Usage Mining, Spatial Mining, Text Mining, Security Issue, Privacy Issue, Ethical Issue.

Unit IV

Mining Association Rules in Large Databases: Association Rule Mining, Single- Dimensional Boolean Association Rules, Multi-Level Association Rule, Apriori Algorithm, Fp- Growth Algorithm, Time series mining association rules, latest trends in association rules mining.

Unit V

Classification and Clustering Distance Measures, Types of Clustering, K-Means Algorithm, Decision Tree Induction, Bayesian Classification, Association Rule Based, Other Classification Methods, Prediction, Classifier Accuracy, Categorization of methods, Partitioning methods, Outlier Analysis.

Reference:-

1. P.Ponnian, “Data Warehousing Fundamentals”, John Weliey.
2. Han,Kamber, “Data Mining Concepts & Techniques”, M.Kaufman.
3. M.H.Dunham, “Data Mining Introductory & Advanced Topics”, Pearson Education.
4. Ralph Kimball, “The Data Warehouse Lifecycle Tool Kit”, John Wiley.
5. M.Berry , G.Linoff, “Master in Data Mining”, John Wiley.
6. W.H.Inmon, “Building the Data Ware houses”, Wiely Dreamtech.
7. E.G. Mallach , “The Decision Support & Data Warehouse Systems”, TMH



BTIT – 0804(B) Cyber law & Forensic

Unit I

Cyber world: an overview, internet and online resources, security of information, digital signature, intellectual property (IP), historical background of IP, IPR governance, National patent offices, the world intellectual property organization (WIPO).

Unit II

Introduction about the cyber space, cyber law, regulation of cyber space, scope of cyber laws: ecommerce; online contracts; IPRs (copyright, trademarks and software patenting), e- taxation; e-governance and cyber crimes, cyber law in India with special reference to Information Technology Act, 2000.

Unit III

Introduction to computer and cyber crimes. Cyber crimes and related concepts, distinction between cyber crimes and conventional crimes, Cyber criminals and their objectives. Kinds of cyber crimes cyber stalking; cyber pornography, forgery and fraud, crime related to IPRs, cyber terrorism; computer vandalism etc. Cyber forensics, computer forensics and the law, forensic evidence, computer forensic tools.

Unit IV

Regulation of cyber crimes, Issues relating to investigation, issues relating to jurisdiction, issues relating to evidence, relevant provisions under Information Technology Act 2000, Indian penal code, pornography Act and evidence Act etc.

Unit V

Copyright issues in cyberspace: linking, framing, protection of content on web site, international treaties, trademark issues in cyberspace: domain name dispute, cyber squatting, uniform dispute resolution policy, computer software and related IPR issues.

References:-

- Nelson, Phillips, “Computer Forensics and Investigations”, Cengage Learning India.
- Vinod V. Sople, “Managing Intellectual Property” PHI Learning Private Limited.
- Dr.R.K.Tiwari P.K.Sastri,K.V. Ravikumar, “Computer crime and Computer Forensics”, First Edition 2002, Select publishers.
- NIIT, Understanding Forensics in IT, PHI Learning.
- IT Act 2000 Details www.mit.gov.in
- Simpson, “Ethical Hacking and Network Defense”, Cengage Learning India



BTIT – 0804(C) Ad-hoc Network

Unit I

Introduction :Introduction-Fundamentals of Wireless Communication Technology, The Electromagnetic Spectrum, GSM, GPRS, PCS, WLAN and UMTS, Components of Packet Radios, Routing in PRNETs, Route calculation, Pacing techniques, Ad Hoc Wireless Networks, Heterogeneity in Mobile Devices, Wireless Sensor Networks, Traffic Profiles, Types of Ad Hoc Mobile Communications, Types of Mobile Host Movements, Challenges Facing Ad Hoc Mobile Networks.

Unit II

Ad Hoc wireless MAC protocols- Introduction, Synchronous and asynchronous MAC protocols, Problem in Ad Hoc channel access, Receiver-initiated and sender-initiated MAC protocols, Existing Ad Hoc MAC protocols, Ad Hoc Routing Protocols- Introduction, Issues in Designing a Routing Protocol for Ad Hoc Wireless Networks, Classifications of Routing Protocols: Table-Driven Routing Protocols – Destination Sequenced Distance Vector (DSDV), Wireless Routing Protocol (WRP), Cluster Switch Gateway Routing (CSGR), Source-Initiated On-Demand Approaches - Ad Hoc On-Demand Distance Vector Routing (AODV), Dynamic Source Routing (DSR), Temporally Ordered Routing Algorithm (TORA), Signal Stability Routing (SSR) Location- Aided Routing (LAR), Power-Aware Routing (PAR), Zone Routing Protocol (ZRP).

Unit III

Multicast routing In Ad Hoc Networks : Introduction, Issues in Designing a Multicast Routing Protocol, Operation of Multicast Routing Protocols, An Architecture Reference Model for Multicast Routing Protocols, Classifications of Multicast Routing Protocols, Tree-Based Multicast Routing Protocols, Mesh- Based Multicast Routing Protocols, Summary of Tree-and Mesh-Based Protocols - Energy-Efficient Multicasting, Multicasting with Quality of Service Guarantees, Application Dependent Multicast Routing, Comparisons of Multicast Routing Protocols.

Unit IV

Transport Layer, Security Protocols : Introduction, Issues in Designing a Transport Layer Protocol for Ad Hoc Wireless Networks, Design Goals of a Transport Layer Protocol for Ad Hoc Wireless Networks, Classification of Transport Layer Solutions, TCP Over Ad Hoc Wireless Networks, Other Transport Layer Protocols for Ad Hoc Wireless Networks, Security in Ad Hoc Wireless Networks, Network Security Requirements, Issues and Challenges in Security Provisioning, Network Security Attacks, Key Management, Secure Routing in Ad Hoc Wireless Networks.

Unit V

QoS and Energy Management : Introduction, Issues and Challenges in Providing QoS in Ad Hoc Wireless Networks, Classifications of QoS Solutions, MAC Layer Solutions, Network Layer Solutions, QoS Frameworks for Ad Hoc Wireless Networks, Energy Management in Ad Hoc Wireless Networks – Introduction, Need for Energy Management in Ad Hoc Wireless Networks,



Swami Vivekanand University, Sagar (M.P.)

2016-2017



Classification of Energy Management Schemes, Battery Management Schemes, Transmission Power Management Schemes, System Power Management Schemes.

References Books:-

- C. Siva Ram Murthy and B.S. Manoj “Ad Hoc Wireless Networks: Architectures and Protocols”, Pearson Education.
- C.K. Toh, “Ad Hoc Mobile Wireless Networks: Protocols and Systems”, Pearson Education.
- George Aggelou, “Mobile Wireless Networks”, Tata McGraw- Hill.
- Charles E. Perkins, Ad Hoc Networking, Pearson Education.



BTIT – 0804(D) Operation Research

Unit I

Introduction to Linear Programming, Solution by Graphical and Simplex Method, Concept of Degeneracy and Duality, Artificial Variable Techniques : Big-M Method, Two Phase Method , Solution of Transportation Problems by North-West Corner Method, Lowest Cost Entry Method, Vogel's Method, Non- Degenerate Basic Feasible Solution, Assignment Model

Unit II

Integer Programming: Relationship to Linear Programming, Branch and Bound, Cutting Plane Techniques: General Cutting Planes , Dynamic Programming: Introduction, Bellman's Principle of optimality, Applications of dynamic programming, Critical Path Method, PERT

Unit III

Replacement, Introduction, Replacement of items that deteriorate with time when money value is not counted and counted, Replacement of items that fail completely, group replacement. Games Theory: Introduction, Minimax (maximin), Criterion and optimal strategy, Solution of games with saddle points, Rectangular games without saddle points, 2 X 2 games, dominance principle– m X 2 & 2 X n games.

Unit IV

Inventory : Introduction , Single item – Deterministic models, Purchase inventory models with one price break and multiple price breaks shortages are not allowed , Stochastic models demand may be discrete variable or continuous variable, Instantaneous production. Instantaneous demand and continuous demand and no set up cost.

Unit V

Waiting Lines: Introduction, Single Channel, Poisson arrivals, exponential service times with infinite population and finite population models, Multi channel, Poisson arrivals, exponential service times with infinite population single channel Poisson arrivals: (M/M/1 : /FCFS), (M/M/1 : N/FCFS), (M/Ek/1 : /FCFS), (M/M/S : /FCFS)

References:-

1. Ravindran , "Operation Research: Principles and practice", Wiley India , 2ed.
2. S.D.Sharma-Kedar Nath Ramnath & Co, "Operations Research"
3. J.K.Sharma, "Operation Research", MacMilan.
4. Taha, "Introduction to O.R", PHI.
5. Rattindra P. Sen, "Operations Research: Algorithms and applications", PHI Learning.
6. Purna Chandra, "Optimization in Engineering", Scitech publication.