BHARATHIDASAN UNIVERSITY, TIRUCHIRAPPALLI – 620 024.
M. Sc. Computer Science - Course Structure under CBCS
(Applicable to the candidates admitted from the academic year 2011 - 2012 onwards)

**Eligibility:** B.C.A. or B. Sc. Computer Science or B. Sc. Information Technology and B. Sc. Software Development of this University or from a recognized University or an Examination accepted by the syndicate as equivalent thereto

<table>
<thead>
<tr>
<th>Semester</th>
<th>Course</th>
<th>Course Title</th>
<th>Ins. Hrs / Week</th>
<th>Credit</th>
<th>Exam Hrs</th>
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<tbody>
<tr>
<td>I</td>
<td>Core Course – I (CC)</td>
<td>Mathematical Foundation for Computer Science</td>
<td>5</td>
<td>4</td>
<td>3</td>
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<td>Core Course – II (CC)</td>
<td>OOAD and UML</td>
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<td>Advanced Java Programming</td>
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<td>Core Course – IV (CC)</td>
<td>Distributed Operating System</td>
<td>5</td>
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<td>Core Course – VI (CC)</td>
<td>Advanced Java Programming Lab</td>
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<td>Microprocessors and Microcontrollers</td>
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<td>Parallel Computing</td>
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<td>Web Technologies</td>
<td>5</td>
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<td>Microprocessors and Interfacing Lab</td>
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<td>Digital Image Processing</td>
<td>5</td>
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<td>Core Course – XIII(CC)</td>
<td>Open Source Lab</td>
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<td>Major Project</td>
<td>Dissertation=100 Marks [2 reviews –20+20=40 marks Report Valuation = 40 marks] Viva = 20 Marks</td>
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Recommended Credits Distribution: (Total should not be less than 90 Credits)

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<td>Core (Practical)</td>
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<td><strong>Total</strong></td>
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The Internal and External Marks to be awarded for any **Practical Course** is **40 & 60** respectively and for **Theory course**, it is **25 & 75** respectively for MCA, M.Sc (CS), M.Sc (IT) & PGDCA.

**List of Elective Courses (For 2011 – 2012)**:

<table>
<thead>
<tr>
<th>Elective I</th>
<th>Elective II</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 Mobile Communications</td>
<td>1 Data Mining and Data Warehousing</td>
</tr>
<tr>
<td>2 Grid and Cloud Computing</td>
<td>2 Pattern Recognition</td>
</tr>
<tr>
<td></td>
<td>3 C # and .Net framework</td>
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<table>
<thead>
<tr>
<th>Elective III</th>
<th>Elective IV</th>
</tr>
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<tbody>
<tr>
<td>1 Real Time and Embedded System</td>
<td>1 Open Source Technologies</td>
</tr>
<tr>
<td>2 Network Security</td>
<td>2 Soft Computing</td>
</tr>
<tr>
<td>3 Genetic Algorithms</td>
<td>3 Artificial Neural Networks</td>
</tr>
<tr>
<td>4 Digital Asset Management</td>
<td>4 Bioinformatics</td>
</tr>
</tbody>
</table>

**Elective V**

<p>| |</p>
<table>
<thead>
<tr>
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</thead>
<tbody>
<tr>
<td>1 Pervasive Computing</td>
</tr>
<tr>
<td>2 Software Quality Assurance and Testing</td>
</tr>
<tr>
<td>3 Robotics</td>
</tr>
<tr>
<td>4 Software Project Management</td>
</tr>
</tbody>
</table>
CORE COURSE – I
MATHEMATICAL FOUNDATION FOR COMPUTER SCIENCE

Unit I

Unit II

Unit III
Assignment problem and its solution by Hungarian method. Project Scheduling by PERT - CPM: Phases of project scheduling - Arrow diagram - Critical path method - Probability and Cost Considerations in project scheduling - Crashing of Networks.

Unit IV
Testing of hypothesis : Tests based on normal population - Applications of chi-square, Student’s-t, F-distributions - chi-square Test - goodness of fit - Test based on mean, means, variance, correlation and regression of coefficients.

Unit V
Graph - Directed and undirected graphs - Subgraphs - Chains, Circuits, Paths, Cycles - Connectivity - Relations to partial ordering - adjacency and incidence matrices - Minimal paths - Elements of transport network - Trees - Applications.

Text Books

References

******
CORE COURSE II – OOAD AND UML

UNIT-I

Structured approach to system construction : SSADM/SADT - An overview of object oriented systems development & Life cycle

UNIT-II

Various object oriented methodologies – Introduction to UML

UNIT-III

Object oriented analysis – Use cases- Object classification, relationships, attributes, methods

UNIT-IV

Object oriented design – Design axioms – Designing classes – Layering the software design :- data access layer, User interface layer, Control/business logic layer

UNIT-V

UML - Examples on : Behavioral models – Structural models – Architectural models from real world problems.

TEXT BOOK:


******
CORE COURSE III – ADVANCED JAVA PROGRAMMING

Unit I
JDBC Overview - Connection Class - MetaData Function - SQLException - SQL warning - Statement - ResultSet - Other JDBC Classes.

Unit II
InetAddress - TCP/ IP client sockets - TCP/ IP server sockets - URL - URL Connection - Datagrams - Client/ Server application using RMI.

Unit III
Bean Development Kit - Jar Files - Introspection - Design Pattern for properties, events and methods - Constrained Properties - Persistence - Customizers

Unit IV
Life Cycle of Servlet - Generic Servlet - HTTP Servlet - Reading Initialization Parameters - Reading Servlet Parameters - Cookies - Session Tracking

Unit V
JApplet - Button - Combo - Trees - Tables - Panes - AWT Classes - working with Graphics, Color and Font

Text Books

References

******
CORE COURSE IV – DISTRIBUTED OPERATING SYSTEM

Unit I

Unit II

Unit III


Unit IV

Unit V

Text Book

References:
Distributed Operating Systems 1e, Andrew S Tanenbaum, PHI.

******
CORE COURSE V – COMPILER DESIGN

Unit I: Introduction
Compilers – Analysis of the source program – Phases of a compiler – Cousins of the Compiler – Grouping of Phases – Compiler construction tools – Lexical Analysis – Role of Lexical Analyzer – Input Buffering – Specification of Tokens

Unit II: Basic Data Structures

Unit III: Advanced Data Structures
Intermediate Languages – Declarations – Assignment Statements – Boolean Expressions – Case Statements – Back patching – procedure calls

Unit IV: Sorting & Searching Techniques

Unit V: Files

Text Book(s)

References

******
1. Write an Applet which will play two sound notes in a sequence continuously use the play () methods available in the applet class and the methods in the Audio clip interface.

2. Create a Japplet using swing control, which will create the layout shown below and handle necessary events.

   Format

   Enter your Name:

   Enter your Age:

   Select your s/w: * Oracle  *Visual Basic  *Java

   Select your city : *Delhi  *Mumbai  *Chennai

   OK                Cancel

3. Use JDBC connectivity and create Table, insert and update data.

4. Write a program in Java to implement a Client/Server application using RMI.

5. Write a program in Java to create a Cookie and set the expiry time of the same.

6. Write a program in Java to create Servlet to count the number of visitors to a web page.

7. Write a program in Java to create a form and validate a password using Servlet.

8. Develop a Java Bean to demonstrate the use of the same.

9. Write a program in Java to convert an image in RGB to a Grayscale image.


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CORE COURSE VII – MICROPROCESSORS AND MICROCONTROLLERS

Unit I: 8086 Software Aspects


Unit II: I/O Interfaces

I/O Interfaces: Serial communication Interface – Parallel communication Interface – Programmable Timer – Keyboard and Display Controller – DMA Controller – Interrupt Controller.

Unit III: Advanced Processors


Unit IV: 8051 Microcontrollers


Unit V: 8096 16 bit Microcontrollers

8096 16 bit Microcontrollers: Overview of Intel 8096 microcontrollers – Instruction Set and Programming of 8096 – Hardware Features of 8096

Text Books

3. “Microprocessors and Microcontrollers”, N.Senthil Kumar, M.Saravanan and S.Jeevananthan (Unit IV & V)

Reference Books

2. ”Microprocessors and Interfacing”, A.P Godse and D.A. Godse

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CORE COURSE VIII – PARALLEL COMPUTING

Unit I

Unit II

Unit III
Methods for containing interaction overhead – Parallel Algorithm models – one –to – All Broadcast and All – to – One Reduction – All – to – All Broadcast and Reduction

Unit IV
Analytical Modeling of Parallel Programs – Sources of overhead in parallel programs – Performance metrics for parallel systems – The effect of Granularity on performances – Scalability of parallel systems – Minimum execution time and minimum cost – optimal execution time – Asymptotic analysis of parallel programs

Unit V
Sorting – Issues in sorting on parallel computers – Sorting Networks – Bubble sort and its variables – Quicksort – Bucket and sample sort – Others sorting algorithms

Text Book:
1. Introduction to Parallel Computing, Second edition, Ananth Grama, Anshul Gupta, George Karypis, Vipin Kumar, Pearson Education

References
1. Introduction to Parallel Processing Algorithms and Architecture, Bchrooz Parhami, Plenum Series, 2002

******
CORE COURSE IX – WEB TECHNOLOGIES

Unit I

Unit II

Unit III

Unit IV

Unit V

Case Studies
The Bar scenario conversations – Relationship between WSCL and WSDL Workflow Business Process Management – Workflow and Workflow management systems – Business process execution language for web services

Text Book(s)

References

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CORE COURSE X – MICROPROCESSORS AND INTERFACING LAB

8086 MICROPROCESSOR LAB
1. Addition / Subtraction of 8/16 bit Data
2. Multiplication / Division of 8 bit Data
3. Block data Transfer
4. Smallest / Largest of N Numbers
5. To arrange in ascending / descending order
6. Sum of N 8 Bit Numbers
7. Factorial of a Number
8. Fibonacci Series

INTERFACING LAB
1. UP / DOWN counter using 7 segment displays
2. Traffic Light Control Interface
3. Data transfer using 8255 (PPI)
4. Square wave generator using 8255
5. ADC Interface
6. DAC Interface
7. Stepper motor interface
8. Printer interface

8051 Microcontroller Lab
1. Arithmetic and Logical Programs
2. Key Interface
3. LED Interface
4. Solid State Relay Interface

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ELECTIVE I:1 – MOBILE COMMUNICATIONS

Unit I

Unit II

Unit III

Unit IV

Unit V

Text Book(s)

References

******
UNIT I – FUNDAMENTALS OF GRID AND CLOUD COMPUTING


UNIT II – DEVELOPING CLOUD SERVICES


UNIT III – CLOUD COMPUTING FOR EVERYONE

Centralizing Email communications – collaborating on Schedules – Collaborating on To-Do Lists – Collaborating Contact Lists – Cloud computing for the Community – Collaborating on Group Projects and Events – Cloud Computing for the Corporation.

UNIT IV – USING CLOUD SERVICES


UNIT V – GRID COMPUTING


REFERENCE BOOKS


******
ELECTIVE II:1 – DATA MINING AND DATA WAREHOUSING

Objective: In this course students shall learn the mathematical & algorithmic details of various data association techniques to discover patterns in underlying data (namely mining data). He also learn how to consolidate huge volume of data in one place efficiently.

UNIT-I
Introduction to data mining – Association Rule Mining.

UNIT-II
Classification – Cluster analysis.

UNIT-III
Web Data Mining – Search engines.

UNIT-IV
Data warehousing – Algorithms & operations to create data warehouse – Designing data warehouse- Applications of data warehouse.

UNIT-V
Online analytical processing – Information Privacy.

TEXT BOOK:
1. G.K.Gupta, Introduction to Data mining with case studies ,Prentice Hall India , 2006 (ISBN 81-203-3053-6) [Unit-1 :(Chapters 1,2); Unit-2 : (Chapters 3,4); Unit-3 (Chapters 5,6); Unit-4 (Chapters 7), Unit-5 (Chapters 8,9)].

REFERENCE BOOK:

*******
ELECTIVE II:2 – PATTERN RECOGNITION

Unit I
Introduction and Bayesian Decision Theory-Introduction to pattern recognition, Systems, design cycles, learning and adoption, Bayesian decision theory, minimum error-rate classification, classifiers, discriminant functions and decisions surfaces.

Unit II

Unit III

Unit IV
Linear Discriminant functions - Linear discriminant functions and decision surfaces, generadized linear discriminant functions, The two category unicolorly separate case, minimizing the perception criterion function, relaxation procedures, nonrepersable behaviour, Minimum squared-error procedures, The Ho – Kashyap Procedures, support vexter machines, multicategory generatization.

Unit V
Multilayer Neural Networks - Feed forward operations and classifications, back propagation algorithm, error factors, back propagation as feature & mapping, back propagation, bayer theory and probability, practical techniques for improving back propagation, regularization, complexity adjustment and pruning.

Text / Reference Books:

******
UNIT I

UNIT II

UNIT III

UNIT IV

UNIT V

TEXT BOOKS:

REFERENCES:

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CORE COURSE XI – DISTRIBUTED TECHNOLOGIES

Unit I
Introduction to distributed Computing – Challenges involved in establishing remote connection – Strategies involved in remote computation – Current Distributed computing practices through Dot Net and Java technologies

Unit II
Advanced ADO, NET – Disconnected Data Access – Gridview, Details View, Form View controls – Crystal Reports – Role of ADO, NET in Distributed Applications

Unit III
Advanced ASP, NET – AdRotator, Multiview, Wizard and Image Map Controls – Master Pages – Site Navigation – Web Parts – Uses of these controls and features in Website development

Unit IV
Advanced features of ASP.NET – Security in ASP, NET – State Management in ASP, NET – Mobile Application development in ASP, NET – Critical usage of these features in Website development

Unit V
Web services – Role of Web services in Distributed Computing – WSDL, UDDI, SOAP concepts involved in Web Services – Connected a Web Service to a Data Base – Accessing a Web Service through n ASP, NET application

Text Book(s)
1. Walther, ASP, NET 3.5, SAMS Publication, 2005

******
CORE COURSE XII – DIGITAL IMAGE PROCESSING

Unit I :

Unit II :
IMAGE TRANSFORMS : 2-D orthogonal and Unitary transforms, 1-D and 2-D DFT, Cosine, Sine, Walsh, Hadamard, Haar, Slant, Karhunen-loeve, Singular value Decomposition transforms.

Unit III :
IMAGE ENHANCEMENT : Point operations - contrast stretching, clipping and thresholding density slicing, Histogram equalization, modification and specification, spatial operations - spatial averaging, low pass, high pass, band pass filtering, direction smoothing, medium filtering, generalized cepstrum and homomorphic filtering, edge enhancement using 2-D IIR and FIR filters, color image enhancement.

Unit IV :
IMAGE RESTORATION : Image observation models, sources of degradation, inverse and Wiener filtering, geometric mean filter, non linear filters, smoothing splines and interpolation, constrained least squares restoration.

Unit V :
IMAGE DATA COMPRESSION AND IMAGE RECONSTRUCTION FROM PROJECTIONS Image data rates, pixel coding, predictive techniques transform coding and vector DPCM, Block truncation coding, wavelet transform coding of images, color image coding. Random transform, back projection operator, inverse random transform, back projection algorithm, fan beam and algebraic restoration techniques.

Book for study :

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1. Write a server side PHP program that displays marks, total, grade of a student in tabular format by accepting user inputs for name, number and marks from a HTML form.

2. Write a PHP program that adds products that are selected from a web page to a shopping cart.

3. Write a PHP program to access the data stored in a mysql table.

4. Write a PHP program interface to create a database and to insert a table into it.
   i). Write a PHP program using classes to create a table.
   ii). Write a PHP program to upload a file to the server.

5. Write a PHP program to create a directory, and to read contents from the directory.

6. Write a shell program to find the details of an user session.

7. Write a shell program to change the extension of a given file.

8. Create a mysql table and execute queries to read, add, remove and modify a record from that table.

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CORE COURSES XIV – DISTRIBUTED TECHNOLOGIES LAB

1) Create a table and insert a few records using Disconnected Access.

2) Develop a project to update and delete few records using Disconnected Access.

3) Develop a project to view the records using GridView, DetailsView, FormView Controls.

4) Develop a project to generate a crystal report from an existing database.

5) Design a web page that makes uses of Ad Rotator Control.

6) Design a web page involving Multi View or Wizard Control.

7) Make use of Image Control involving two hot spots in a web page.

8) Design a simple web site that makes use of Master Pages.

9) Establish the security features in a simple web site with five pages.

10) Use state management concepts in a mobile web application.

11) Develop a web service that has an ASP.NET client.

12) Develop a web service to fetch a data from a table and send it across to the client.

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ELECTIVE III:1 – REAL TIME AND EMBEDDED SYSTEM

Unit I

INTRODUCTION: Introduction to Embedded systems – Processor and memory organization-Devices and buses for Device Networks – Device drivers and Interrupt servicing mechanism.

Unit II

RTOS : RTOS – Programming tools – Case studies- Hardware- software Co0design in an Embedded system

Unit III

REAL TIME SYSTEMS : Basic Real time concepts – Computer hardware – Language issues – Software life Cycle

Unit IV

REAL TIME SPECIFICATIONS: Design techniques – Real-time kernels – Intertask communication and synchronization – Real –time memory management

Unit V

MULTIPROCESSING SYSTEMS: Multiprocessing Systems - Hardware/Software integration- Real time Applications

Text Book(s)


References


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ELECTIVE III:2 – NETWORK SECURITY

Unit I

Overview-Symmetric Ciphers: Classical Encryption Techniques

Unit II

Symmetric Ciphers: Block ciphers and the Data Encryption Standards Public-key Encryption and Hash Functions: Public-Key Cryptography and RSA

Unit III


Unit IV


Unit V

System Security: Intruders-Malicious Software-Firewalls

Text Book(s)


References

2. Atul kahate, Cryptography and Network Security, TMH.

******
ELECTIVE III:3 – GENETIC ALGORITHMS

Unit I

Unit II
Constraint satisfaction: penalty-function and other methods; repair and write-back; feasibility issues. Experimental issues: design and analysis of sets of experiments by t-tests, F-tests, bootstrap tests etc. Some theory: the schema theorem and its flaws; selection takeover times; optimal mutation rates; other approaches to providing a theoretical basis for studying GA issues. Rival methods: hill-climbing, simulated annealing, population-based incremental learning, tabu search, etc. Hybrid/memetic algorithms.

Unit III
Multiple-solutions methods: crowding, niching; island and cellular models. Multi-objective methods: Pareto optimisation; dominance selection; VEGA; COMOGA.

Unit IV

Unit V
Genetic planning: evolving plans, evolving heuristics, evolving planners, optimising plans. Ant Colony Optimization: Basic method for the TSP, local search, application to bin packing. Applications: engineering optimisation; scheduling and timetabling; data-mining; neural net design; etc. Some further ideas: co-evolution; evolvable hardware; multi-level Gas; polyploid GAs.

Text/References Books:

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ELECTIVE III:4 – DIGITAL ASSET MANAGEMENT

Unit I


Unit II

Compressing and Indexing - Document Databases, Compression, Indexes, Text Compression, Indexing Techniques, Image Compression, Mixed Text And Images.

Unit III

Content Management - Systems For Managing Content, The Enterprise Content Management System (CMS), Major Parts Of A CMS, Need For A CMS, Roots Of Content Management, Branches Of Content Management.

Unit IV

Design Of CMS - The Wheel Of CMS, Working With Metadata, Cataloging Audiences, Designing Publications, Designing Content Components, Accounting For Authors, Accounting For Acquisition Sources.

Unit V

Building CMS - Content Markup Languages, XML And Content Management, Processing Content.

Textbook:

1. John Rice And Brian Mckerman (Editors), Peter Bergman, “Creating Digital Content”, Mcgraw-Hill, USA, 2001 [Unit 1]
2. Ian H Witten, Alistair Moffat, Timothy C Bell, “Managing Gigabytes”, Academic Press, USA, 1999 [Unit 2]

Reference book:


******
ELECTIVE IV:1 – OPEN SOURCE TECHNOLOGIES

UNIT I: OPEN SOURCE

UNIT II: LINUX
Introduction: Linux Essential Commands - Filesystem Concept - Standard Files - The Linux Security Model - Vi Editor - Partitions creation - Shell Introduction - String Processing - Investigating and Managing Processes - Network Clients - Installing Application

UNIT III: APACHE

UNIT IV: MySQL
Introduction to MY SQL - The Show Databases and Table - The USE command - Create Database and Tables - Describe Table - Select, Insert, Update, and Delete statement - Some Administrative detail - Table Joins - Loading and Dumping a Database.

UNIT V: PHP

Text Book
1. "Open Source Web Development with LAMP using Linux, Apache, MySQL, Perl and PHP", James Lee and Brent Ware, Dorling Kindersley(India) Pvt. Ltd, 2008

Reference books

*******
ELECTIVE IV: 2 – SOFT COMPUTING

UNIT I – FUZZY SET THEORY


UNIT II – OPTIMIZATION


UNIT III – NEURAL NETWORKS


UNIT IV – NEURO FUZZY MODELING


UNIT V – APPLICATION OF COMPUTATIONAL INTELLIGENCE


TEXT BOOK


REFERENCE BOOK


******
ELECTIVE IV:3 – ARTIFICIAL NEURAL NETWORKS

Unit I

BASICS OF ARTIFICIAL NEURAL NETWORKS: Characteristics of Neural Networks – Historical development of Neural Network principles – Artificial Neural Networks: Terminology – Models of Neuron – Topology – Basic Learning Laws.

Unit II


Unit III


Unit IV


Unit V


Text Books:

1. For Units I to IV: “ARTIFICIAL NEURAL NETWORKS”, B.YEGNANARAYANAN, Eastern Economy edition – Chapter 1, 2.

Reference Books:


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ELECTIVE IV:4 – BIOINFORMATICS

Unit I
Molecular Biology, Gene Structure and Information Content, Molecular Biology Tools, Genomic Information Content, Data Searches and Pairwise Alignments, Gaps, Scoring Matrices, Needleman and Wunsch Algorithm, Global and Local Alignments, Database Searches.

Unit II
Patterns of Substitution Within Genes, Estimating Substitution Numbers, Molecular Clocks, Molecular Phylogenetics, Phylogenetic Trees, Distance Matrix Methods.

Unit III
Character-Based Methods Of Phylogenetics, Parsimony, Ancestral Sequences, Searches, Consensus Trees, Tree Confidence, Genomics, Prokaryotic Gene Structure, Gene Density, Eukariotic Genomes, Gene Expression.

Unit IV
Protein and Rna Structure Prediction, Polypeptic Composition, Secondary and Tertiary Structure, Algorithms For Modeling Protein Folding, Structure Prediction

Unit V
Proteomics, Protein Classification, Experimental Techniques, Ligand Screening, Post-Translational Modification Prediction.

Text Book:

References Book:
ELECTIVE V:1 – PERVERSIVE COMPUTING

Unit I
Pervasive Computing: Past, Present and Future Pervasive Computing-Pervasive Computing Market-m-Business-Application examples: Retail, Airline check-in and booking-Sales force automation-Health care-Tracking-Car information system-E-mail access via WAP

Unit II
Device Technology: Hardware-Human Machine Interfaces-Biometrics-Operating Systems-Java for Pervasive devices

Unit III

Unit IV
WAP and Beyond: Components of the WAP architecture-WAP infrastructure-WAP security issues-WML-WAP push-Products-i-Mode-Voice Technology: Basics of Speech recognition- Voice Standards-Speech applications-Speech and Pervasive Computing

Unit V
PDA: Device Categories-PDA operation Systems-Device Characteristics-Software Components-Standards-Mobile Applications-PDA Browsers Pervasive Web Application architecture: Background-Scalability and availability-Development of Pervasive Computing web applications-Pervasive application architecture

Text Book(s)

References

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ELECTIVE V:2 – SOFTWARE QUALITY ASSURANCE AND TESTING

Unit I
Principles of Testing – Software Development Life Cycle Models

Unit II
White Box Testing-Integration Testing-System and acceptance testing.

Unit III

Unit IV
Test Planning, Management, Execution and Reporting.

Unit V
Software Test Automation-Test Metrics and Measurements

Text Book(s)
1. Software Testing -Srinivasan Desikan, Gopalaswamy Ramesh, Pearson Education
   2006.

References

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ELECTIVE V:3 – ROBOTICS

Unit I

Unit II

Unit III
Configuration of a robot controller : End effectors - Mechanical and other types of grippers - Tools as end effectors - Robot and effector interface - Gripper selection and design - Introduction to robot languages.

Unit IV

Unit V
Simulation of robotic work cells - Typical applications of robots in material transfer, machine loading/unloading; processing operations; assembly and inspection.

Text Book:

References Book:

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ELECTIVE V:4 – SOFTWARE PROJECT MANAGEMENT

Unit I


Unit II


Unit III


Unit IV

SOFTWARE MANAGEMENT DISCIPLINES – II: Project Control and Process Instrumentation – Tailoring the Process

Unit V


Text Book:

1. "Software Project Management" - Walker Royce - Pearson Education

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