

BHARATHIAR UNIVERSITY, COIMBATORE.
M. Sc. SOFTWARE SYSTEM
 (Affiliated Colleges - Effective from the academic Year 2010-2011)
SCHEME OF EXAMINATIONS – CBCS PATTERN

Sem	Study Components	Course title	Ins. hrs/ week	Examinations				Credit
				Dur.	CIA	Marks	Total Marks	
	FIRST YEAR							
	Paper I English		2	3	25	75	100	3
	Paper II Algebra & Calculus		4	3	25	75	100	3
	Paper III Numerical Methods		3	3	25	75	100	3
	Paper IV Applied Physics		3	3	25	75	100	3
	Paper V Fundamentals of Digital Computer		3	3	25	75	100	3
	Paper V I Fundamentals of S/W Development		3	3	25	75	100	3
	Paper VII Accounting & Financial Management		3	3	25	75	100	3
	Practical I PC Software Laboratory		3	3	40	60	100	3
	Practical II Digital Electronics Laboratory		3	3	40	60	100	3
	Practical III 'C' Programming Laboratory		3	3	40	60	100	3

	SECOND YEAR							
III	Paper I Applied Mathematics		4	3	25	75	100	3
	Paper II Microprocessors & Assembly Language Programming		4	3	25	75	100	3
	Paper III Computer Organization		4	3	25	75	100	3
	Paper IV Data Structures		3	3	25	75	100	3
	Paper V COBOL & Business Data Processing		3	3	25	75	100	3
	Practical I Data Structures Lab(C)		3	3	40	60	100	3
	Practical II Data Processing Lab(COBOL)		3	3	40	60	100	3
	Practical III Assembly Language Programming Lab		3	3	40	60	100	3
	Elective /Dip.I Paper I Multimedia		3	3	25	75	100	3
IV	Paper I Discrete Structures		4	3	25	75	100	3
	Paper II Operation Research		4	3	25	75	100	3
	Paper III Data Structures II		3	3	25	75	100	3
	Paper IV Operating System		3	3	25	75	100	3
	Paper V Object Oriented Programming in C++		4	3	25	75	100	3
	Practical I XBASE Lab		3	3	40	60	100	3
	Practical II Object Oriented Programming Lab		3	3	40	60	100	3
	Practical III Operation Research Lab		3	3	40	60	100	3
	Elective /Dip.I Paper II Multimedia Lab - Photoshop		3	3	40	60	100	3

FIFTH YEAR							
IX	Paper I Principles of Management & Marketing	4	3	25	75	100	3
	Paper II Software Quality Assurance	4	3	25	75	100	3
	Paper III Software Testing	4	3	25	75	100	3
	Paper IV Special Elective – III	3	3	25	75	100	3
	Paper V Special Elective – IV	3	3	25	75	100	3
	Practical I Software Quality Assurance Lab	3	3	40	60	100	3
	Practical II Software Testing Lab	3	3	40	60	100	3
	Practical III Elective Lab	3	3	40	60	100	3
	Elective /Dip. II Paper III ASP.NET	3	3	25	75	100	3
	Elective /Dip.II ASP.NET programming Lab	3	3	40	60	100	3
X	Project work and Viva voce	6 MONTHS			200*		14
	Total				7000		225

* Project report - 160 marks; Viva-voce – 40 marks

**SPECIAL ELECTIVE – I FOR II AND II
(VIII SEM)**

- E.1. Principles of Programming Languages
- E.2. Neural Networks
- E.3. Security in Computing
- E.4. Artificial Intelligence & Expert Systems
- E.5 Modeling Languages and Applications
- E.6 PC Testing & Trouble Shooting

**SPECIAL ELECTIVE – III AND IV
(IX SEM)**

- E.7 Multimedia and Applications
- E.8 Client Server Administration
- E.9 Architecture Of Unix And Windows
- E.10 Modeling And Simulation
- E.11 Tcp/Ip Networks
- E.12 Component Technology
- E.13 Embedded Systems And Real
Time Operating Systems

Note: The syllabi for the above papers be the same as prescribed for the academic year 2007-08

Note :

1. The syllabus for the above papers (except **Third year Paper VI Animation Techniques & Fourth year Paper IV Web Designing**) be the same as prescribed for the academic year 2007-08.
2. The Syllabus for the **Third year Paper VI Animation Techniques & Fourth year Paper IV Web Designing** are furnished below :

Third year Paper VI - ANIMATION TECHNIQUES

UNIT-I: What is mean by Animation – Why we need Animation – History of Animation – Uses of Animation – Types of Animation – Principles of Animation – Some Techniques of Animation – Animation on the WEB – 3D Animation – Special Effects - Creating Animation.

UNIT-II: Creating Animation in Flash: Introduction to Flash Animation – Introduction to Flash – Working with the Timeline and Frame-based Animation - Working with the Timeline and Tween-based Animation – Understanding Layers - Actionscript.

UNIT-III: 3D Animation & its Concepts – Types of 3D Animation – Skeleton & Kinetic 3D Animation – Texturing & Lighting of 3D Animation – 3D Camera Tracking – Applications & Software of 3D Animation.

UNIT-IV: Motion Caption – Formats – Methods – Usages – Expression – Motion Capture Software's – Script Animation Usage – Different Language of Script Animation Among the Software.

UNIT-V: Concept Development –Story Developing –Audio & Video – Color Model – Device Independent Color Model – Gamma and Gamma Correction - Production Budgets - 3D Animated Movies.

TEXT BOOK:

1. **PRINCIPLES OF MULTIMEDIA – Ranjan Parekh, 2007, TMH. (Unit I, Unit V)**
2. **Multimedia Technologies – Ashok Banerji, Ananda Mohan Ghosh – McGraw Hill Publication. (Unit II: Chapter 10)**

Fourth year Paper IV : Web DESIGNING
(for the candidates admitted during 2008-09 batch and onwards)

Subject Description

This Course presents the basics of Web designing.

Goals:

To enable the students to learn the Programming Languages for Web designing

Objectives :

On successful completion of the course the students should have:

- Understood the fundamentals of Internet
- Understood the fundamentals of Web design and how to program using HTML and XML.

Contents

Unit I

Introduction to Internet – World Wide Web – Browsers: Introduction – Popular Web Browsers – know your browsers – Electronic Mail : Introduction – E-mail networks and servers – E-mail protocols – Structure of an E-mail.

Unit II

HTML : Introduction – Getting started – Creating and saving an HTML document – Document Layout of HTML Page – HTML elements – Some other formatting Styles – Hypertext Links.

Unit III

HTML (contd) : URLs – Images – HTML tables – Forms – Special Characters – Metatages.

Interactivity Tools and Multimedia : Introduction – DHTML – Scripting Languages – Java – ASP.

Unit IV

XML :XML basics – Introduction – need for XML – Advantages – Working with an XML Document – Structure of an XML Document – DTD- XML Schema

Unit V

XML (contd) : Working with XML Schema - Declaring Attributes – XML namespaces – Reusing Schema Components – Grouping elements and attributes.

XML Style sheets : Introduction – CSS – eXtensible Style Sheet language – Formatting Data based on controls – Displaying data in a Tabular Format.

REFERENCE Books:

1. “Internet and Web Design”, ITL Education, Macmillan India Ltd..
2. “HTML and XML an Introduction”, NIIT, Prentice Hall of India Pvt. Ltd.