

B. Sc. HARDWARE SYSTEMS AND NETWORKING

Syllabus

AFFILIATED COLLEGES

Program Code: 26V

2020 – 2021 onwards



BHARATHIAR UNIVERSITY

(A State University, Accredited with “A” Grade by NAAC,
Ranked 13th among Indian Universities by MHRD-NIRF,
World Ranking : Times - 801-1000, Shanghai - 901-1000, URAP - 982)

Coimbatore - 641 046, Tamil Nadu, India

Program Educational Objectives (PEOs)	
The B.Sc. Hardware Systems and Networking program describe accomplishments that graduates are expected to attain within five to seven years after graduation	
PEO1	To enhance the broad knowledge in core area related to computer software and hardware technologies
PEO2	To develop and acquire in-depth knowledge in understanding thoroughly the principles of hardware design in the latest technology
PEO3	To facilitate the graduates to describe and analyze current and relevant advances in computer hardware and software
PEO4	To enrich the learners to develop communication, professional skills and to inculcate team spirit
PEO5	To stimulate the graduates to build awareness on social responsibility , ethical practices and human values in-built in the discipline



Program Specific Outcomes (PSOs)	
After the successful completion of B.Sc. Hardware Systems and Networking program, the students are expected to	
PSO1	To impart education with clear knowledge of the fundamentals and applied aspects of Computer Hardware Systems.
PSO2	Graduates will be able to apply fundamentals of Next-generation systems, Networking devices, in various domains.
PSO3	Ability to engage in life-long learning and adopt fast changing technology to prepare for professional developments
PSO4	Ability to communicate effectively with excellent interpersonal skills and demonstrate the practice of professional ethics for societal benefit
PSO5	Learn latest development and technologies in Hardware and Networking system



Program Outcomes (POs)	
On successful completion of the B.Sc. Hardware Systems and Networking program	
PO1	Disciplinary knowledge: Capable to apply the knowledge of mathematics, algorithmic principles and computing fundamentals in the modeling and design of computer based systems of varying complexity.
PO2	Scientific reasoning/ Problem analysis: Ability to critically analyze, categorizes, formulate and solve the problems that emerges in the field of computer science.
PO3	Problem solving: Able to provide software solutions for complex scientific and business related problems or processes that meet the specified needs with appropriate consideration for the public health and safety and the cultural, societal And environmental considerations.
PO4	Environment and sustainability: Understand the impact of software solutions in environmental and societal context and strive for sustainable development.
PO5	Modern tool usage: Use contemporary techniques, skills and tools necessary for Integrated solutions.
PO6	Ethics: Function effectively with social, cultural and ethical responsibility as an individual or as a team member with positive attitude.
PO7	Cooperation / Team Work: Function effectively as member or leader on Multidisciplinary teams to accomplish a common objective.
PO8	Communication Skills: An ability to communicate effectively with diverse Types of audience and also able to prepare and present technical documents to different groups.
PO9	Self-directed and Life-long Learning: Graduates will recognize the need for self-motivation to engage in lifelong learning to be in par with changing Technology.
PO10	Enhance the research culture and uphold the scientific integrity and objectivity

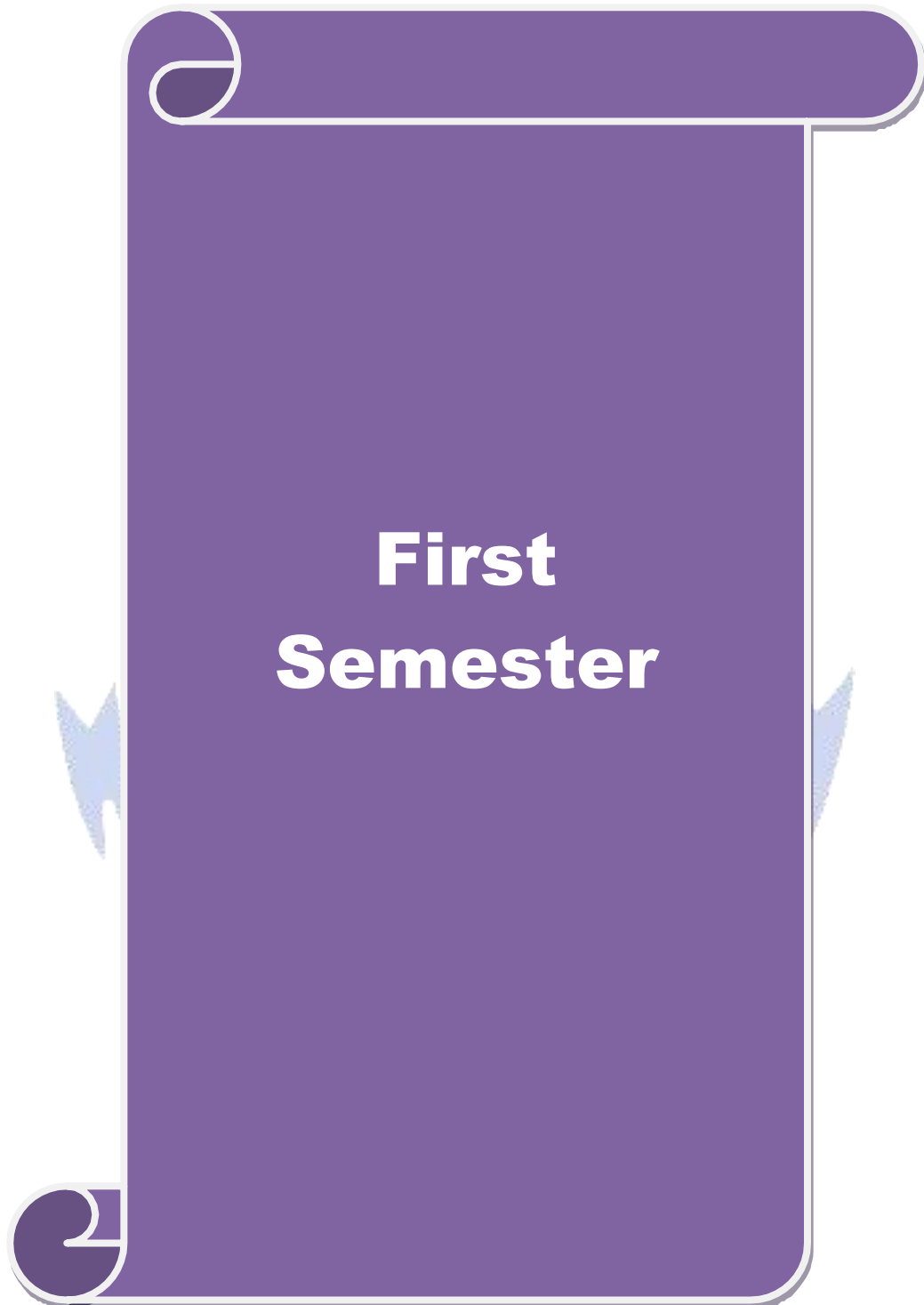
BHARATHIAR UNIVERSITY: : COIMBATORE 641 046

B. Sc. Hardware Systems and Networking Curriculum

(For the students admitted during the academic year 2020 – 21 onwards)

Course Code	Title of the Course	Credits	Hours		Maximum Marks		
			Theory	Practical	CIA	ESE	Total
FIRST SEMESTER							
	Language – I	4	6		25	75	100
	English – I	4	6		25	75	100
	Core 1: Computing Fundamentals and C Programming	4	4		25	75	100
	Core 2: Computer Architecture	4	4		25	75	100
	Core Lab 1: Programming Lab – C	4		3	40	60	100
	Allied 1: Mathematical Structures for Computer Science	4	5		25	75	100
	Environmental Studies #	2	2		-	50	50
	Total	26	27	3	165	485	650
SECOND SEMESTER							
	Language – II	4	6		25	75	100
	English – II	4	6		25	75	100
	Core 3: C++ Programming	4	5		25	75	100
	Core Lab 2: Programming Lab – C++	4		4	40	60	100
	Core Lab 3: Internet Basics	2		2	20	30	50
	Allied 2: Discrete Mathematics	4	5		25	75	100
	Value Education – Human Rights #	2	2		-	50	50
	Total	24	24	6	160	440	600
THIRD SEMESTER							
	Core 4: Data Structures	4	6		25	75	100
	Core 5: Fundamentals of Microprocessor	4	6		25	75	100
	Core Lab 4: PC Assembling Lab	4		5	25	75	100
	Allied 3: Computer Based Optimization Techniques	4	6		25	75	100
	Skill based Subject 1 : Software Engineering	3	5		20	55	75
	Tamil @/ Advanced Tamil (OR) Non-major elective-1 (Yoga for Human Excellence)# / Women's Rights#	2	2		-	50	50
	Total	21	25	5	120	405	525

FOURTH SEMESTER							
	Core 6: System Software and Operating System	4	6		25	75	100
	Core 7: Computer Storage Devices	4	6		25	75	100
	Core Lab 5: Fundamentals of microprocessor Lab	4		6	40	60	100
	Allied 4: Embedded Systems	4	6		25	75	100
	Skill based subject 2 (lab) : Software projectManagement Lab	3	4		30	45	75
	Tamil @/ Advanced Tamil (OR) Non-major elective-II (General Awareness) #	2	2		-	50	50
	Total	21	24	6	145	380	525
FIFTH SEMESTER							
	Core 8: Network Security &Cryptography	4	6		25	75	100
	Core 9: Software Testing	4	6		25	75	100
	Core Lab 6: Computer Hardware Maintenance	4		6	40	60	100
	Elective-I Computer Networks	4	6		25	75	100
	Skill based Subject 3: Server Administration	3	6		20	55	75
	Total	19	24	6	135	340	475
SIXTH SEMESTER							
	Core 10: Web Technology	4	5		25	75	100
	Core 11: Mastering LAN & Troubleshooting	4	5		25	75	100
	Core Lab 7: Web Technology Lab	4		5	40	60	100
	Elective-II : Graphics & Multimedia	4	5		25	75	100
	Industrial Project	8		6	-	200	200
	Skill based Subject 4 (lab) : Server Administration Lab	3		4	30	45	75
	Extension Activities	2	-	-	50	-	50
	Total	29	15	15	195	530	725
	Grand Total	140	139	41	920	2580	3500
ONLINE COURSES							



Course code	Computing Fundamentals and C Programming		L	T	P	C
Core/Elective/Supportive	Core Paper: 1		4	0	0	4
Pre-requisite	Students should have basic Computer Knowledge		Syllabus Version		2020-21 Onwards	
Course Objectives:						
The main objectives of this course are to:						
1. To impart knowledge about Computer fundamentals						
2. To understand the concepts and techniques in C Programming						
3. To equip and indulge themselves in problem solving using C						
Expected Course Outcomes:						
On the successful completion of the course, student will be able to:						
1	Learn about the Computer fundamentals and the Problem solving					K2
2	Understand the basic concepts of C programming					K2
3	Describe the reason why different decision making and loop constructs are available for iteration in C					K3
4	Demonstrate the concept of User defined functions , Recursions , Scope and Lifetime of Variables, Structures and Unions					K4
5	Develop C programs using pointers Arrays and file management					K3
K1 - Remember; K2 - Understand; K3 - Apply; K4 - Analyze; K5 - Evaluate; K6 - Create						
Unit:1	Fundamentals of Computers & Problem Solving in C				12 hours	
Fundamentals of Computers : Introduction – History of Computers-Generations of Computers-Classification of Computers-Basic Anatomy of a Computer System-Input Devices-Processor-Output Devices-Memory Management – Types of Software- Overview of Operating System-Programming Languages-Translator Programs-Problem Solving Techniques - Overview of C.						
Unit:2	Overview of C				15 hours	
Overview of C - Introduction - Character set - C tokens - keyword & Identifiers - Constants - Variables - Data types - Declaration of variables - Assigning values to variables - Defining Symbolic Constants - Arithmetic, Relational, Logical, Assignment, Conditional, Bitwise, Special, Increment and Decrement operators - Arithmetic Expressions - Evaluation of expression - precedence of arithmetic operators - Type conversion in expression – operator precedence & associativity - Mathematical functions - Reading & Writing a character - Formatted input and output.						
Unit:3	Decision Making , Looping and Arrays				15 hours	
Decision Making and Branching: Introduction – if, if...else, nesting of if ...else statements- else if ladder – The switch statement, The ?: Operator – The goto Statement. Decision Making and Looping: Introduction- The while statement- the do statement – the for statement-jumps in loops. Arrays – Character Arrays and Strings						
Unit:4	User-Defined Functions, Structures and Unions				15 hours	
User-Defined Functions: Introduction – Need and Elements of User-Defined Functions-Definition-Return Values and their types - Function Calls – Declarations – Category of Functions- Nesting of Functions - Recursion – Passing Arrays and Strings to Functions - The						

Scope, Visibility and Lifetime of Variables- Multi file Programs. Structures and Unions		
Unit:5	Pointers & File Management	15 hours
Pointers: Introduction-Understanding pointers -Accessing the address of a variable Declaration and Initialization of pointer Variable – Accessing a variable through its pointer Chain of pointers- Pointer Expressions – Pointer Increments and Scale factor- Pointers and Arrays- Pointers and Strings – Array of pointers – Pointers as Function Arguments Functions returning pointers – Pointers to Functions – Pointers and Structures. File Management in C.		
Unit:6	Contemporary Issues	3 hours
Problem Solving through C Programming - Edureka		
Total Lecture hours		75 hours
Text Book(s)		
1	E Balagurusamy: Computing Fundamentals & C Programming – Tata McGraw-Hill, Second Reprint 2008	
Reference Books		
1	Ashok N Kamthane: Programming with ANSI and Turbo C, Pearson, 2002.	
2	Henry Mullish & Hubert L.Cooper: The Sprit of C, Jaico, 1996.	
Related Online Contents [MOOC, SWAYAM, NPTEL, Websites etc.]		
1	Introduction to Programming in C – NPTEL	
2	Problem solving through Programming in C – SWAYAM	
3	C for Everyone : Programming Fundamentals – Coursera	
Course Designed By:		

Mapping with Programme Outcomes										
COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	S	S	S	M	M	M	S	M	S	L
CO3	S	M	S	M	M	L	S	L	S	L
CO3	S	S	S	M	M	M	S	M	S	M
CO4	S	S	S	M	S	M	S	M	S	M
CO5	S	S	S	M	M	M	S	M	S	M

*S-Strong; M-Medium; L-Low

Course code	Computer Architecture			L	T	P	C
Core/Elective/Supportive	Core Paper : 2			4	0	-	4
Pre-requisite	Student should have basic computer knowledge			Syllabus Version	2020-21 Onwards		
Course Objectives:							
On successful completion of this subject the students should have Knowledge on							
<ol style="list-style-type: none"> To familiarize with different number systems and digital arithmetic & logic circuits To understand the concepts of Combinational Logic and Sequential Circuits To impart the knowledge of buses, I/O devices, flip flops, Memory and bus structure. To understand the concepts of memory hierarchy and memory organization To understand the various types of microprocessor architecture 							
Expected Course Outcomes:							
On the successful completion of the course, student will be able to:							
1	Learn the basic structure of number system methods like binary, octal and Hexadecimal and understand the arithmetic and logical operations are performed by computers.						K3
2	Define the functions to simplify the Boolean equations using logic gates.						K1
3	Understand various data transfer techniques in digital computer and control unit operations.						K2
4	Compare the functions of the memory organization						K4
5	Analyze architectures and computational designs concepts related to architecture organization and addressing modes						K4
K1 - Remember; K2 - Understand; K3 - Apply; K4 - Analyze; K5 - Evaluate; K6 – Create							
Unit:1	Micro Computer System and its types					12 hours	
Microcomputer System: Introduction-Hardware and Software-Memory-ALU-Control Unit-Input and Output Techniques-Advanced System Concepts-Micro Computer Types-Multitasking and Multiprogramming.							
Unit:2	Peripheral Devices					14 hours	
Peripheral Devices: Keyboard and Mouse-CRT-Printer-Printer Types-Magnetic Storage Devices-Hard disk drive-DVD-CDROM-Scanner-Modem-Speakers.							
Unit:3	Micro programmed Control and addressing Modes					12 hours	
Micro programmed Control: Control Memory-Addressing Sequence-Design of Control Unit. CPU: General Register Organization-Stack Organization-Instruction Format-Addressing Modes-RISC-Program Control.							
Unit:4	PC Hardware Overview					10 hours	
PC Hardware Overview: BIOS-Power Connector-Inside the System Box-SMPS-Motherboard-PC Expansion Boards-Front Panel Indicator-Serial Interface-Floppy Disk Controller-Hard Disk Controller-Post Sequence.							
Unit:5	MICROPROCESSOR AND ITS TYPES					6 hours	
Microprocessor: Types-Processor Modes-Features-Manufacturing-Sockets-Heat and Cooling Problems-Math Coprocessors-Processor Bugs-Processor Upgrades.							

Unit:6	Contemporary Issues	2 hours
Expert lectures, online seminars – webinars		
Total Lecture hours		56 hours
Text Book(s)		
1	Govinda Rajulu B, “PC IBM and Clones – Hardware, Troubleshooting and Maintenance”, Tata McGraw Hill Publishing Company Ltd., New Delhi, 1991(UNIT I & II)	
2	Computer System Architecture-M. Morris Mano, Third Edition(UNIT III)	
3	Upgrading and Repairing PC’s, 17th Edition By „Scott Mueller”; Publisher: Que Pub Date: March 24, 2006 ; Print ISBN-10: 0-7897-3404-4(UNIT IV & V)	
Reference Books		
1	Digital Electronics Circuits and Systems, V.K. Puri, TMH.	
2	Computer Architecture, M. Carter, Schaum’s outline series, TMH.	
Related Online Contents [MOOC, SWAYAM, NPTEL, Websites etc.]		
1	https://nptel.ac.in/courses/106/103/106103068/	
2	http://www.nptelvideos.in/2012/12/digital-computer-organization.html	
3	http://brittunculi.com/foca/materials/FOCA-Chapters-01-07-review-handout.pdf	
Course Designed By:		

Mapping with Programme Outcomes										
COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	S	S	S	M	S	M	S	M	M	L
CO3	S	M	S	M	M	S	M	M	M	L
CO3	S	S	S	M	S	S	S	M	M	M
CO4	S	S	S	S	S	S	S	M	S	S
CO5	S	S	S	S	S	S	S	M	S	S

*S-Strong; M-Medium; L-Low

Course code		Programming Lab – C	L	T	P	C
Core/Elective/Supportive		Core Lab: 1	0	0	3	4
Pre-requisite	Students should have basic knowledge in C programming and algorithms		Syllabus Version	2020-21 Onwards		
Course Objectives:						
The main objectives of this course are to:						
1. To practice the Basic concepts, Branching and Looping Statements and Strings in C programming						
2. To implement and gain knowledge in Arrays, functions, Structures, Pointers and File Handling						
Expected Course Outcomes:						
On the successful completion of the course, student will be able to:						
1	Remember and Understand the logic for a given problem and to generate Prime numbers & Fibonacci Series (Program-1,2,3)					K1, K2
2	Apply the concepts to print the Magic square, Sorting the data , Strings, Recursive functions and Pointers (Program-4,5,6,8,10)					K2, K3
3	Remember the logic used in counting the vowels in a sentence (Program-7)					K1
4	Apply and Analyze the concepts of Structures and File management (Program-9,11,12)					K3&K4
K1 - Remember; K2 - Understand; K3 - Apply; K4 - Analyze; K5 - Evaluate; K6 – Create						
Programs						36 hours
1. Write a C program to find the sum, average, standard deviation for a given set of numbers.						
2. Write a C program to generate n prime numbers.						
3. Write a C program to generate Fibonacci series.						
4. Write a C program to print magic square of order n where n > 3 and n is odd.						
5. Write a C program to sort the given set of numbers in ascending order.						
6. Write a C program to check whether the given string is a palindrome or not using pointers.						
7. Write a C program to count the number of Vowels in the given sentence.						
8. Write a C program to find the factorial of a given number using recursive function.						
9. Write a C program to print the students Mark sheet assuming roll no, name, and marks in 5 subjects in a structure. Create an array of structures and print the mark sheet in the university pattern.						
10. Write a function using pointers to add two matrices and to return the resultant matrix to the calling function.						
11. Write a C program which receives two filenames as arguments and check whether the file contents are same or not. If same delete the second file						
12. Write a program which takes a file as command line argument and copy it to another file. At the end of the second file write the total i) no of chars ii) no. of words and iii) no. of lines.						
Total Lecture hours						36 hours
Text Book(s)						
1	E Balagurusamy: Computing Fundamentals & C Programming – Tata McGraw-Hill, Second Reprint 2008					
Reference Books						
1	Ashok N Kamthane: Programming with ANSI and Turbo C, Pearson, 2002.					
2	Henry Mullish & Hubert L.Cooper: The Sprit of C, Jaico, 1996.					
Related Online Contents [MOOC, SWAYAM, NPTEL, Websites etc.]						
1	Introduction to Programming in C – NPTEL					

2	Problem solving through Programming in C – SWAYAM
3	C for Everyone : Programming Fundamentals – Course
Course Designed By:	

Mapping with Programme Outcomes										
Cos	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	S	S	S	M	L	M	S	S	S	L
CO3	S	S	S	M	L	M	S	S	S	M
CO3	S	S	S	L	L	M	S	S	S	L
CO4	S	S	S	M	L	M	S	S	S	M

*S-Strong; M-Medium; L-Low





**Second
Semester**

Course code	C++ PROGRAMMING			L	T	P	C
Core/Elective/Supportive	Core: 3			5	0	0	4
Pre-requisite	Before starting this course one should have a basic understanding of computer programs and computer programming language. If you know the concepts of C programming it will be much easier to understand this course			Syllabus Version		2020-21 Onwards	
Course Objectives:							
The main objectives of this course are to:							
<ol style="list-style-type: none"> 1. Impart knowledge of object oriented programming concepts and implement them in C++ 2. Enable to differentiate procedure oriented and object-oriented concepts. 3. Equip with the knowledge of concept of Inheritance so that learner understands the need of inheritance. 4. Explain the importance of data hiding in object oriented programming 							
Expected Course Outcomes:							
On the successful completion of the course, student will be able to:							
1	Define the different programming paradigm such as procedure oriented and object oriented programming methodology and conceptualize elements of OO Methodology					K1	
2	Illustrate and model real world objects and map it into programming objects for a legacy system.					K2	
3	Identify the concepts of inheritance and its types and develop applications using overloading features.					K3	
4	Discover the usage of pointers with classes					K4	
5	Explain the usage of Files, templates and understand the importance of exception Handling					K5	
K1 - Remember; K2 - Understand; K3 - Apply; K4 - Analyze; K5 - Evaluate; K6 - Create							
Unit:1	INTRODUCTION TO C++					10 hours	
Key concepts of Object-Oriented Programming –Advantages – Object Oriented Languages – I/O in C++ - C++ Declarations. Control Structures: - Decision Making and Statements: If.. Else, jump, goto, break, continue, Switch case statements - Loops in C++: for, while, do - functions in C++ - inline functions – Function Overloading..							
Unit:2	CLASSES AND OBJECTS					10 hours	
Declaring Objects – Defining Member Functions – Static Member variables and functions – array of objects –friend functions – Overloading member functions – Bit fields and classes – Constructor and destructor with static members.							
Unit:3	OPERATOR OVERLOADING					12 hours	
Overloading unary, binary operators – Overloading Friend functions – type conversion – Inheritance: Types of Inheritance – Single, Multilevel, Multiple, Hierarchal, Hybrid, Multi path inheritance – Virtual base Classes – Abstract Classes.							
Unit:4	POINTERS					13 hours	
Declaration – Pointer to Class , Object – this pointer – Pointers to derived classes and Base classes – Arrays – Characteristics – array of classes – Memory models – new and delete operators – dynamic object – Binding, Polymorphism and Virtual Functions.							

Unit:5	FILES	13 hours
File stream classes – file modes – Sequential Read / Write operations – Binary and ASCII Files – Random Access Operation – Templates – Exception Handling - String – Declaring and Initializing string objects – String Attributes – Miscellaneous functions .		
Unit:6	Contemporary Issues	2 hours
Expert lectures, online seminars – webinars		
Total Lecture hours		60 hours
Text Book(s)		
1	Ashok N Kamthane, Object-Oriented Programming with Ansi And Turbo C++, Pearson Education, 2003.	
2		
Reference Books		
1	E. Balagurusamy, Object-Oriented Programming with C++, TMH, 1998.	
2	Maria Litvin & Gray Litvin, C++ for you, Vikas publication, 2002.	
3	John R Hubbard, Programming with C, 2nd Edition, TMH publication, 2002.	
Related Online Contents [MOOC, SWAYAM, NPTEL, Websites etc.]		
1	https://www.spoken-tutorial.org	
2	https://www.tutorialspoint.com/cplusplus/index.htm	
3	https://www.w3schools.com/cpp/	
Course Designed By:		

Mapping with Programme Outcomes										
COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	S	S	S	M	M	M	M	M	M	L
CO2	S	S	S	S	S	S	S	M	M	M
CO3	S	S	S	S	S	S	S	M	M	M
CO4	S	S	S	S	S	S	S	M	M	S
CO5	S	S	S	S	S	S	S	M	M	S

*S-Strong; M-Medium; L-Low

Course code	PROGRAMMING LAB - C++			L	T	P	C
Core/Elective/Supportive	Core Lab : 2			0	0	4	4
Pre-requisite	Basic understanding of computer programs and computer programming language like C.			Syllabus Version		2020-21 Onwards	
Course Objectives:							
The main objectives of this course are to:							
<ol style="list-style-type: none"> 1. Impart knowledge of object oriented programming concepts and implement them in C++ 2. Enable to differentiate procedure oriented and object-oriented concepts. 3. Equip with the knowledge of concept of Inheritance so that learner understands the need of inheritance. 4. Explain the importance of data hiding in object oriented programming 							
Expected Course Outcomes:							
On the successful completion of the course, student will be able to:							
1	Define the different programming paradigm such as procedure oriented and object oriented programming methodology and conceptualize elements of OO methodology					K1	
2	Illustrate and model real world objects and map it into programming objects for a legacy system.					K2	
3	Identify the concepts of inheritance and its types and develop applications using overloading features.					K3	
4	Discover the usage of pointers with classes					K4	
5	Explain the usage of Files, templates and understand the importance of exception Handling					K5	
K1 - Remember; K2 - Understand; K3 - Apply; K4 - Analyze; K5 - Evaluate; K6 - Create							
Programs						36 hours	
1. Write a C++ Program to create a class to implement the data structure STACK. Write a constructor to initialize the TOP of the STACK. Write a member function PUSH() to insert an element and member function POP() to delete an element check for overflow and underflow conditions..							
2. Write a C++ Program to create a class ARITHMETIC which consists of a FLOAT and an INTEGER variable. Write member functions ADD (), SUB(), MUL(), DIV() to perform addition, subtraction, multiplication, division respectively. Write a member function to get and display values.							
3. Write a C++ Program to read an integer number and find the sum of all the digits until it reduces to a single digit using constructors, destructors and inline member functions.							
4. Write a C++ Program to create a class FLOAT that contains one float data member. Overload all the four Arithmetic operators so that they operate on the object FLOAT							
5. Write a C++ Program to create a class STRING. Write a Member Function to initialize, get and display strings. Overload the operators ++ and == to concatenate two Strings and to compare two strings respectively.							
6. Write a C++ Program to create class, which consists of EMPLOYEE Detail like E_Number, E_Name, Department, Basic, Salary, Grade. Write a member function to get and display them. Derive a class PAY from the above class and write a member function to calculate DA, HRA and PF depending on the grade.							
7. Write a C++ Program to create a class SHAPE which consists of two VIRTUAL FUNCTIONS Calculate_Area() and Calculate_Perimeter() to calculate area and perimeter of various figures. Derive three classes SQUARE, RECTANGLE, TRIANGE from class Shape and Calculate Area and Perimeter of each class separately and display the result.							
8. Write a C++ Program to create two classes each class consists of two private variables, a integer and a float variable. Write member functions to get and display them. Write a FRIEND Function common to both classes, which takes the object of above two classes as arguments and the integer and float values of both objects separately and display the result.							

9. Write a C++ Program using Function Overloading to read two Matrices of different Data Types such as integers and floating point numbers. Find out the sum of the above two matrices separately and display the sum of these arrays individually.	
10. Write a C++ Program to check whether the given string is a palindrome or not using Pointers	
11. Write a C++ Program to create a File and to display the contents of that file with line numbers.	
12. Write a C++ Program to merge two files into a single file.	
Text Book(s)	
1	Ashok N Kamthane, Object-Oriented Programming with Ansi And Turbo C++, Pearson Education, 2003
Reference Books	
1	E. Balagurusamy, Object-Oriented Programming with C++, TMH, 1998.
2	Maria Litvin & Gray Litvin, C++ for you, Vikas publication, 2002.
3	John R Hubbard, Programming with C, 2nd Edition, TMH publication, 2002.
Related Online Contents [MOOC, SWAYAM, NPTEL, Websites etc.]	
Course Designed By:	

Mapping with Programme Outcomes										
COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	S	S	S	M	M	M	M	M	M	L
CO2	S	S	S	S	S	S	S	M	M	M
CO3	S	S	S	S	S	S	S	M	M	M
CO4	S	S	S	S	S	S	S	M	M	S
CO5	S	S	S	S	S	S	S	M	M	S

*S-Strong; M-Medium; L-Low

Course code	Internet Basics		L	T	P	C
Core/Elective/Supportive	Core Lab : 3		0	0	2	2
Pre-requisite	Knowledge of WINDOWS Operating Systems		Syllabus Version		2020-21 Onwards	
Course Objectives:						
The main objectives of this course are to:						
<ol style="list-style-type: none"> 1. Introduce the fundamentals of Internet and the Web functions. 2. Impart knowledge and essential skills necessary to use the internet and its various components. 3. Find, evaluate, and use online information resources. 4. Use Google Apps for education effectively. 						
Expected Course Outcomes:						
On the successful completion of the course, student will be able to:						
1	Understand the fundamentals of Internet and the Web concepts				K2	
2	Explain the usage of internet concepts and analyze its components.				K2	
3	Identify and apply the online information resources				K3	
4	Inspect and utilize the appropriate Google Apps for education effectively				K3, K4	
K1 - Remember; K2 - Understand; K3 - Apply; K4 - Analyze; K5 - Evaluate; K6 - Create						
Programs						36 hours
1. Create an email account in Gmail. Using the account created compose a mail to invite other college students for your college fest, enclose the invitation as attachment and send the mail to at least 50 recipients. Use CC and BCC options accordingly						
2. Open your inbox in the Gmail account created, check the mail received from your peer from other college inviting you for his college fest, and download the invitation. Reply to the mail with a thank you note for the invite and forward the mail to other friends.						
3. Assume that you are studying in final year of your graduation and are eagerly looking for a job. Visit any job portal and upload your resume.						
4. Create a meeting using Google calendar and share meeting id to the attendees. Transfer the ownership to the Manager once the meeting id is generated.						
5. Create a label and upload bulk contacts using import option in Google Contacts						
6. Create your own Google classroom and invite all your friends through email id. Post study material in Google classroom using Google drive. Create a separate folder for every subject and upload all unit wise E-Content Materials.						
7. Create and share a folder in Google Drive using 'share a link' option and set the permission to access that folder by your friends only.						
8. Create one-page story in your mother tongue by using voice recognition facility of Google Docs.						
9. Create a registration form for your Department Seminar or Conference using Google Forms.						
10. Create a question paper with multiple choice types of questions for a subject of your choice, using Google Forms.						
11. Create a Google form with minimum 25 questions to conduct a quiz and generate a certificate after submission.						
12. Create a meet using Google Calendar and record the meet using Google Meet.						
13. Create a Google slides for a topic and share the same with your friends.						
14. Create template for a seminar certificate using Google Slides.						
15. Create a sheet to illustrate simple mathematical calculations using Google Sheets.						

16. Create student's internal mark statement and share the Google sheets via link.	
17. Create different types of charts for a range in CIA mark statement using Google Sheets.	
18. Create a mark statement in Google Sheets and download it as PDF, .xls and .csv files	
Text Book(s)	
1	Ian Lamont, Google Drive & Docs in 30 Minutes, 2 nd Edition.
2	
Reference Books	
1	Sherry Kinkoph Gunter, My Google Apps, 2014.
2	
3	
Related Online Contents [MOOC, SWAYAM, NPTEL, Websites etc.]	
1	https://www.youtube.com/watch?v=NzPNk44tdlQ
2	https://www.youtube.com/watch?v=PKuBtQuFa-8
4	https://www.youtube.com/watch?v=hGER1hP58ZE
Course Designed By:	

Mapping with Programme Outcomes										
COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	S	M	S	S	S	S	M	M	S	L
CO2	S	M	S	S	S	S	S	S	S	M
CO3	S	S	S	S	S	S	S	S	S	S
CO4	S	S	S	S	S	S	S	S	S	S

*S-Strong; M-Medium; L-Low



**Third
Semester**

Course code	Data Structures		L	T	P	C
Core/Elective/Supportive	Core: 4		6	0	0	4
Pre-requisite	Basic understanding of Data storage, retrieval and algorithms.		Syllabus Version		2020-21 Onwards	
Course Objectives:						
The main objectives of this course are to:						
1. To introduce the fundamental concept of data structures						
2. To emphasize the importance of data structures in developing and implementing efficient algorithms.						
3. Understand the need for Data Structures when building application						
4. Ability to calculate and measure efficiency of code						
5. Improve programming logic skills.						
Expected Course Outcomes:						
On the successful completion of the course, student will be able to:						
1	Understand the basic concepts of data structures and algorithms					K1-K2
2	Construct and analyze of stack and queue operations with illustrations					K2-K4
3	Enhance the knowledge of Linked List and dynamic storage management.					K2-K3
4	Demonstrate the concept of trees and its applications					K2-K3
5	Design and implement various sorting and searching algorithms for applications and understand the concept of file organizations					K1-K4
K1 - Remember; K2 - Understand; K3 - Apply; K4 - Analyze; K5 - Evaluate; K6 - Create						
Unit:1	INTRODUCTION				15 hours	
Introduction of Algorithms, Analysing Algorithms. Arrays: Sparse Matrices - Representation of Arrays. Stacks and Queues. Fundamentals - Evaluation of Expression Infix to Postfix Conversion - Multiple Stacks and Queues						
Unit:2	LINKED LIST				12 hours	
Linked List: Singly Linked List - Linked Stacks and Queues - Polynomial Addition- More on Linked Lists - Sparse Matrices - Doubly Linked List and Dynamic – Storage Management - Garbage Collection and Compaction.						
Unit:3	TREES				15 hours	
Basic Terminology - Binary Trees - Binary Tree Representations – Binary Trees-Traversal-More On Binary Trees – Threaded Binary Trees - Binary Tree. Representation of Trees - Counting Binary Trees. Graphs: Terminology and Representations-Traversals, Connected Components and Spanning Trees, Shortest Paths and Transitive Closure						
Unit:4	EXTERNAL SORTING				15 hours	
Storage Devices -Sorting with Disks: K-Way Merging – Sorting with Tapes Symbol Tables: Static Tree Tables - Dynamic Tree Tables - Hash Tables: Hashing Functions - Overflow Handling.						
Unit:5	INTERNAL SORTING				15 hours	
Insertion Sort - Quick Sort - 2 Way Merge Sort - Heap Sort – Shell Sort - Sorting on Several Keys. Files: Files, Queries and Sequential organizations – Index Techniques -File Organizations.						
Unit:6	Contemporary Issues				3 hours	
Expert lectures, online seminars - webinars						
Total Lecture hours					75 hours	

Text Book(s)	
1	Ellis Horowitz, Sartaj Shani, Data Structures, Galgotia Publication.
2	Ellis Horowitz, Sartaj Shani, Sanguthevar Rajasekaran, Computer Algorithms, Galgotia Publication.
3	S.Lovelyn Rose, R.Venkatesan, Data Structures, Wiley India Private Limited,2015, 1 st Edition
Reference Books	
1	Jean-Paul,Tremblay & Paul G.Sorenson , An Introduction to Data structures with Applications Tata McGraw Hill Company 2008, 2ndEdition.
2	Samanta.D , Classic Data Structure Prentice Hall of India Pvt Ltd 2007, 9 th Edition
3	Seymour Lipschutz, Data Structures McGraw Hill Publications, 2014, 1st Edition
Related Online Contents [MOOC, SWAYAM, NPTEL, Websites etc.]	
1	
2	
3	
Course Designed By:	

Mapping with Programme Outcomes										
COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	S	S	S	M	M	M	S	M	M	M
CO2	S	S	S	M	M	M	M	M	M	M
CO3	S	S	S	M	S	M	M	M	S	S
CO4	S	S	S	M	S	S	S	S	M	M
CO5	S	S	S	M	M	S	S	M	M	S

*S-Strong; M-Medium; L-Low

Course code	FUNDAMENTALS OF MICROPROCESSOR		L	T	P	C
Core/Elective/Supportive	Core: 5		6	0	0	4
Pre-requisite	The objective of the course is to train the students to basic structure of a processor - arithmetic registers, address registers, basic addressing modes		Syllabus Version		2020-21 Onwards	
Course Objectives:						
The main objectives of this course are to:						
<ol style="list-style-type: none"> To expose the students with the basic structure of a processor The concepts of addressing modes 						
Expected Course Outcomes:						
On the successful completion of the course, student will be able to:						
1	The competence and the development of small to medium sized application programs that demonstrate professionally acceptable coding					K1-K2
2	Demonstrate the concept of microprocessor					K2-K4
3	Apply the concept of data transfer					K3
4	Develop CPU I/O Communication					K3
5	Understand the fundamental concepts of RISC and CISC					K1-K2
K1 - Remember; K2 - Understand; K3 - Apply; K4 - Analyze; K5 - Evaluate; K6 - Create						
Unit:1	MICROPROCESSOR				15 hours	
Introduction of Microprocessor , Block Diagram of Micro Computer , Block Diagram of CPU with system Bus -Architecture–Bus Organization– Bus Organization in Microprocessor , Pin Detail , Diagram of Microprocessor , Data & Address deviation , Generate Control Signal in Microprocessor , Detail of Microprocessor Functional diagram and pin out diagram of 8085						
Unit:2	ADDRESSING MODES OF 8085				12 hours	
Addressing modes of 8085 – Direct addressing Mode-Indirect Addressing Mode – Data Transfer - Instruction set of 8085 – simple programs						
Unit:3	I/O SCHEMES AND MEMORY ACCESS				15 hours	
I/O Schemes – Peripherals and Interfaces .Input – Output Organization: Input – output interface – I/O Bus and Interface – I/O Bus Versus Memory Bus – Isolated Versus Memory – Mapped I/O – Example of I/O Interface. Asynchronous data transfer: Strobe Control and Handshaking – Priority Interrupt: Daisy-Chaining Priority, Parallel Priority Interrupt. Direct Memory Access: DMA Controller, DMA Transfer. Input – OutputProcessor: CPU-IOP Communication.						
Unit:4	MEMORY ORGANIZATION				15 hours	
Memory Organization: Memory Hierarchy – Main Memory- Associative memory: Hardware Organization, Match Logic, Read Operation, Write Operation. Cache Memory: Associative, Direct, Set associative Mapping – Writing Into Cache Initialization. Virtual Memory: Address Space and Memory Space, Address Mapping Using Pages, Associative Memory Page Table, Page Replacement.						
Unit:5	INTRODUCTION TO 8086				15 hours	
Introduction to 8086: Pin out diagram -Functional Block diagram of 8086 – Architecture-instruction set-comparison with 8085 & 8086 :Interfacing IC –RISC & CISC						

Unit:6	Contemporary Issues	3 hours
Expert lectures, online seminars - webinars		
Total Lecture hours		75 hours
Text Book(s)		
1	Microprocessor Architecture programming & application with 8085 & 8080 – by Ramesh.s.Gaonkar –Wiley eastern.	
2	Introduction to microprocessors – Adithya.P.Mathus – TMHPublication.	
3	Microprocessor interfaces – Douglas Hall – MC Graw Hill.	
Reference Books		
1	8086/8088 family Design, programming and interfacing by John Utter Bery - PHI.	
2	Microprocessors PC Hardware and interfacing –N.Mathivanan -PHI	
Related Online Contents [MOOC, SWAYAM, NPTEL, Websites etc.]		
1	www.spoken-tutorial.org	
2	www.nptel.ac.in	
Course Designed By:		

Mapping with Programme Outcomes										
COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	S	S	S	M	S	L	S	M	M	M
CO2	S	S	S	M	S	L	S	M	M	M
CO3	S	S	S	M	S	M	S	S	M	M
CO4	S	S	S	M	S	M	M	S	M	M
CO5	S	S	S	M	S	M	S	S	M	M

*S-Strong; M-Medium; L-Low

Course code	PC ASSEMBLING LAB			L	T	P	C
Core/Elective/Supportive	Core Lab: 4			0	0	5	4
Pre-requisite	Students should know about the system parts or system components			Syllabus Version		2020-21 Onwards	
Course Objectives:							
The main objectives of this course are to:							
1. The main objective of PC Assembling Lab is to provide the students a strong foundation on PC Assembling concepts and its applications through hands-on training.							
2. To practice the Basic concepts, SMPS , Processor and Memory							
3. To implement and gain knowledge in Windows OS Installation with FDISK handling							
Expected Course Outcomes:							
On the successful completion of the course, student will be able to:							
1	Understand the basic concepts of Windows files & Folders					K1, K2	
2	Demonstrate the CMOS Setup and safely open the system case					K2	
3	Add / remove floppy and hard drive					K2, K3	
4	Develop and Demonstrate fdisk					K2,K3	
5	Construct trouble shooting hardware problems					K3	
K1 - Remember; K2 - Understand; K3 - Apply; K4 - Analyze; K5 - Evaluate; K6 - Create							
Programs						36 hours	
1. Start Up, Navigate, and Shut Down a Windows System							
2. Use Files and Folders							
3. CMOS Setup							
4. Safely Open the Case to Identify Components							
5. Collect Resource Information – Windows 98,XP,Windows 2000							
6. Replace s Floppy Drive							
7. Replace the Hard Drive							
8. Add a Slave Drive							
9. Install a Windows Mouse							
10. Partition a Hard Drive – FAT32							
11. Partition a Hard Drive – Two Partitions-using FDISK							
12. Partition HDD-NTFS(Win XP)							
13. Disk Management (Hard Disk)							
14. Replace a Power Supply							
15. Remove and Insert Memory							
16. Remove and Replace a Motherboard							
17. Troubleshoot Hardware Problems							
18. Dual boot Windows XP and Windows 2000							
Total Lecture hours						36 hours	
Text Book(s)							
1	Build Your Own Computer The Complete Step-by-step Manual to Constructing a PC Thats Right for You by Kyle MacRae, Gary Marshall , J H Haynes & Co Ltd						
2							
3							
Reference Books							
1	Pc Troubleshooting & Repair Guide (English, Paperback, Soper M)						

2	
Related Online Contents [MOOC, SWAYAM, NPTEL, Websites etc.]	
1	
2	
3	
Course Designed By:	

Mapping with Programme Outcomes										
COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	S	S	S	L	S	S	S	M	M	L
CO3	S	S	S	L	S	M	S	M	M	L
CO3	S	S	S	M	S	M	S	M	M	L
CO4	S	S	S	M	S	M	S	S	M	S
CO5	S	S	S	M	S	S	S	S	M	S

*S-Strong; M-Medium; L-Low

Course code	SOFTWARE PROJECT MANAGEMENT		L	T	P	C
Core/Elective/Supportive	Skill based Subject : 1		5	0	0	3
Pre-requisite	Basic knowledge on the Software Development Life Cycle.		Syllabus Version		2020-21 Onwards	
Course Objectives:						
The main objectives of this course are to:						
<ol style="list-style-type: none"> To enhance the basic software engineering methods and practices. To learn the techniques for developing software systems. To understand the object oriented design. To understand software testing approaches 						
Expected Course Outcomes:						
On the successful completion of the course, student will be able to:						
1	Understand the basic concepts of software engineering					K1
2	Apply the software engineering models in developing software applications					K2-K3
3	Implement the object oriented design in various projects					K4
4	Knowledge on how to do a software project with in-depth analysis.					K3
5	To inculcate knowledge on Software engineering concepts in turn gives a roadmap to design a new software project.					K1-K4
K1 - Remember; K2 - Understand; K3 - Apply; K4 - Analyze; K5 - Evaluate; K6 - Create						
Unit:1	SOFTWARE ENGINEERING				15 hours	
Software Engineering: A Layered Technology – Software Process – Software Process Models – The Prototyping. Requirement Engineering– Software prototyping - Elements of analysis model – Data modeling – Functional modeling and information flow.						
Unit:2	SOFTWARE DESIGN				12 hours	
Software design and Software engineering – The Design process – Design principles – Design concepts – Effective modular design –Software Architecture						
Unit:3	SOFTWARE TESTING				15 hours	
Software testing fundamentals – Test Case Design - White box testing – Basis path testing – Control structure testing – Black box testing. Unit testing – Validation testing – System testing.						
Unit:4	SOFTWARE CONFIGURATION MANAGEMENT				15 hours	
Software Configuration Management: Definitions and terminology – processes and activities. Software Quality assurance: Definitions – Quality control and Quality assurance – Organization of Structures. Risk Management: Risk Identification – quantification - Monitoring - Mitigation. Software requirements gathering: Steps to be followed – Outputs and Quality Records - Skill sets required – Challenges						
Unit:5	ESTIMATION				15 hours	
Estimation: What is Estimation? – When and Why? – Three phases of Estimation – Estimation methodology – Formal models of Size Estimation. Design and Development phases: Reusability - Technology choices – Standards – Portability -User interface issues – Testability - The Effect of Internet on Project Management.						
Unit:6	Contemporary Issues				3 hours	
Expert lectures, online seminars - webinars						
Total Lecture hours					75 hours	

Text Book(s)	
1	Roger S. Pressman: Software Engineering, Tata McGraw Hill, V Edition.
2	Gopaldaswamy Ramesh, Managing Global Software Projects, Tata McGraw Hill, New Delhi, 2002.
3	Programming with Java – A Primer - E. Balagurusamy, 3rd Edition, TMH.
Reference Books	
1	The Complete Reference Java 2 – Patrick Naughton & Hebert Schildt, 3rd Edition, TMH
2	Programming with Java – John R. Hubbard, 2nd Edition, TMH.
Related Online Contents [MOOC, SWAYAM, NPTEL, Websites etc.]	
1	
2	
3	
Course Designed By:	

Mapping with Programme Outcomes										
COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	S	M	M	S	M	S	S	S	S	M
CO2	S	S	S	S	S	S	S	S	S	S
CO3	S	S	S	S	S	M	S	S	S	S
CO4	S	S	S	S	S	S	S	S	S	S
CO5	S	S	S	S	S	S	S	S	S	S

*S-Strong; M-Medium; L-Low



Fourth Semester

Course code	System Software and Operating Systems		L	T	P	C
Core/Elective/Supportive	Core : 6		6	0	0	4
Pre-requisite	Students Should have the basic knowledge in computer.	Syllabus Version	2020-21 Onwards			
Course Objectives:						
The main objectives of this course are to:						
<ol style="list-style-type: none"> To understand the processing of programs on a computer system to design and implementation of language processor. To enhance the ability of program generation through expansion and gain knowledge about Code optimization using software tools. Students will gain knowledge of basic operating system concepts. To have an in-depth understanding of process concepts, deadlock and memory management. To provide an exposure to scheduling algorithms, devices and information management. 						
Expected Course Outcomes:						
On the successful completion of the course, student will be able to:						
1	Know the program generation and program execution activities in detail					K1
2	Understand the concepts of Macro Expansions and Gain the knowledge of Editing processes					K2-K3
3	Remember the basic concepts of operating system					K1
4	Understand the concepts like interrupts, deadlock , memory management and file management					K2
5	Analyze the need for scheduling algorithms and implement different algorithms used for representation, scheduling, and allocation in DOS and UNIX operating system.					K1-K4
K1 - Remember; K2 - Understand; K3 - Apply; K4 - Analyze; K5 - Evaluate; K6 - Create						
Unit:1	INTRODUCTION TO SYSTEM SOFTWARE				12 hours	
Introduction–System Software and machine architecture. Loader and Linkers: Basic Loader Functions - Machine dependent loader features –Machine independent loader features - Loader design options						
Unit:2	MACHINE AND COMPILER				15 hours	
Machine dependent compiler features - Intermediate form of the program - Machine dependent code optimization - Machine independent compiler features - Compiler design options - Division into passes – Interpreters – p-code compilers - Compiler-compilers.						
Unit:3	OPERATING SYSTEM				15 hours	
What is an Operating System? – Process Concepts: Definition of Process - Process States - Process States Transition – Interrupt Processing – Interrupt Classes - Storage Management: Real Storage: Real Storage Management Strategies – Contiguous versus Non-contiguous storage allocation – Single User Contiguous Storage allocation- Fixed partition multiprogramming – Variable partition multiprogramming.						
Unit:4	VIRTUAL STORAGE				15 hours	
Virtual Storage: Virtual Storage Management Strategies – Page Replacement Strategies – Working Sets – Demand Paging – Page Size. Processor Management: Job and Processor Scheduling: Preemptive Vs Non-preemptive scheduling – Priorities – Deadline scheduling.						
Unit:5	DEVICE AND INFORMATION MANAGEMENT				15 hours	
Device and Information Management Disk Performance Optimization: Operation of moving head disk storage – Need for disk scheduling – Seek Optimization – File and Database Systems: File						

System – Functions – Organization – Allocating and freeing space – File descriptor – Access control matrix.		
Unit:6	Contemporary Issues	3 hours
Expert lectures, online seminars - webinars		
	Total Lecture hours	75 hours
Text Book(s)		
1	Leland L.Beck, System Software: An Introduction to Systems Programming, Pearson, Third Edition.	
2	H.M. Deitel, Operating Systems, 2nd Edition, Perason, 2003.	
Reference Books		
1	Achy8ut S. Godbole, Operating Systems, TMH, 2002.	
2	John J. Donovan, Systems Programming, TMH, 1991.	
3	D.M. Dhamdhare, Systems Programming and Operating Systems, 2nd Revised Edition, TMH.	
Related Online Contents [MOOC, SWAYAM, NPTEL, Websites etc.]		
1		
2		
3		
Course Designed By:		

Mapping with Programme Outcomes										
COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	S	M	M	M	S	M	M	M	M	L
CO2	S	S	S	S	S	M	M	M	S	L
CO3	S	M	M	M	S	M	S	S	S	L
CO4	S	S	S	M	S	S	S	M	M	M
CO5	S	S	S	M	S	S	S	M	M	M

*S-Strong; M-Medium; L-Low

Course code	Computer Storage Devices		L	T	P	C
Core/Elective/Supportive	Core : 7		6	0	0	4
Pre-requisite	Before starting the course students should have the basic knowledge about computer storage devices	Syllabus Version	2020-21 Onwards			
Course Objectives:						
The main objectives of this course are to:						
<ol style="list-style-type: none"> 1. Students should have the basic knowledge about computer storage devices 2. Understand the Role of Removable-Media Drives 3. Concepts of Optical Technology 						
Expected Course Outcomes:						
On the successful completion of the course, student will be able to:						
1	Describe the various storage devices of computer system					K1
2	Develop the utilities of magnetic storage					K2-K3
3	Develop and perform Hard Drive Advancements and disk formatting					K2
4	Apply Data Encoding on the Disc					K3
5	Build or recover Troubleshooting Optical Drives					K3-K6
K1 - Remember; K2 - Understand; K3 - Apply; K4 - Analyze; K5 - Evaluate; K6 - Create						
Unit:1	Magnetic Storage				12 hours	
Magnetic Storage- History of Magnetic Storage- How Magnetic Fields Are Used to Store Data- Read/Write Head Designs- Ferrite- Metal-In-Gap- Thin Film- Magneto- Resistive Heads- Giant Magneto-Resistive Heads- Head Sliders- Data Encoding Schemes- RLL Encoding- Encoding Scheme Comparisons- Partial-Response, Maximum-Likelihood Decoders- Capacity Measurements- Areal Density- Increasing Areal Density with Pixie Dust- Perpendicular Magnetic Recording						
Unit:2	Definition of a Hard Disk				15 hours	
Definition of a Hard Disk- Hard Drive Advancements- Form Factors- 5 1/4" Drive- 1" Drives- Hard Disk Drive Operation- The Ultimate Hard Disk Drive Analogy- Tracks and Sectors- Disk Formatting- Partitioning- High-Level Formatting- Basic Hard Disk Drive Components- Hard Disk Platters (Disks- Recording Media- Oxide Media- AFC Media- Read/Write Heads- Read/Write Head Designs- Stepper Motor Actuators- Voice Coil Actuators- Linear Actuators- Servo Mechanisms- Wedge Servo- Embedded Servo- Automatic Head Parking- Air Filters- Hard Disk Temperature Acclimation- The Faceplate or Bezel- Hard Disk Features- CapacityBIOS Limitations-Operating System Limitations- Performance-Transfer Rate-Average Seek Time-Average Access Time-Cache Programs and Caching Controllers-Interleave Selection-Reliability-SMART- Cost.						
Unit:3	The Role of Removable-Media Drives				15 hours	
The Role of Removable-Media Drives- The Importance of Data Backups-Data Transfer Between Systems-Floppy-based Driver Installation for Removable-Media Devices- Comparing Disk, Tape, and Flash Memory Technologies-Magnetic Disk Media- Magnetic Tape Media-Flash Memory Media-Interfaces for Removable-Media Drives- Floppy Disk Drives, Past and Present-Alternatives to Floppy Drives-Floppy Drive Interfaces- Drive Components-Power and Data Connectors-The Floppy Disk Controller Cable-How the Operating System Uses a Floppy Disk-Analyzing 3 1/2" Floppy Disk Media Construction- Floppy Disk Media Types and Specifications-Floppy Drive Installation Procedures						
Unit:4	High-Capacity Magnetic Storage Devices				15 hours	
High-Capacity Magnetic Storage Devices- Iomega Zip-Iomega REV-Iomega REV Drives- Magneto-Optical Drives-Comparing MO to "Pure" Magnetic Media-Flash Memory Devices- Types of Flash Memory Devices-Comparing Flash Memory Devices-Moving Data in Flash Memory Devices to Your Computer-Key						

Factors in Selecting a Removable-Media Drive- Microdrive Technology-Tape Drives-Hard-Tape Backup Technologies-Choosing a Tape Backup Drive-Tape Standards and Compatibility-Tape Drive Backup Software-Backup and Restoration Troubleshooting-Motherboard BIOS- ROM Hardware-ROM Chip Types- PROM- EPROM-EEPROM/Flash ROM-ROM BIOS Manufacturers-Flash BIOS -CMOS Setup Specifications		
Unit:5	Optical Technology	15 hours
Optical Technology-CD-Based Optical Technology-Data Encoding on the Disc-DVD- Data Encoding on the Disc-Blu-ray Disc-HD-DVD-Optical Disc Formats-CD-ROMXA- Multisession Recording Overview-Photo CD Disc Types-CD-ROM File Systems- DVD Formats and Standards-CD/DVD Read-Only Drives and Specifications-Direct Memory Access and Ultra-DMA-Interface-Loading Mechanism-Internal Versus External Drives- Writable CDs-Recording Software-CD Copy Protection-CD/DVD Drive and Software Installation and Support-Booting from a Floppy Disk with CD/DVDDrive Support- Troubleshooting Optical Drives		
Unit:6	Contemporary Issues	3 hours
Expert lectures, online seminars - webinars		
	Total Lecture hours	75 hours
Text Book(s)		
1	Upgrading and Repairing PC's , 17th Edition By „Scott Mueller“ ;Publisher:Que ;Pub Date: March 24, 2006 ; Print ISBN-10: 0-7897-3404-4	
2	Govinda Rajulu B, “PC IBM and Clones – Hardware, Troubleshooting and Maintenance” , Tata McGraw Hill Publishing Company Ltd., New Delhi, 1991	
3	Hardware bible By : Winn L Rosch , Techmedia publications	
4	Trouble shooting, maintaining and repairing PCs By :Stephon J Bigelow TataMcGraw Hill Publication	
5	Modern All about printers By: Manohar Lotia, Pradeep Nair, Bijal Lotia BPBpublications.	
6	The complete PC upgrade and maintenance guide By:Mark Minasi , BPB Publications	
Reference Books		
1		
2		
Related Online Contents [MOOC, SWAYAM, NPTEL, Websites etc.]		
1	http://spoken-tutorial.org/	
2		
3		
Course Designed By:		

Mapping with Programme Outcomes										
COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	S	M	M	M	S	M	M	M	M	L
CO2	S	S	S	M	S	M	M	M	M	L
CO3	S	S	S	M	S	M	S	S	S	M
CO4	S	S	S	M	S	M	S	S	S	M
CO5	S	S	S	S	S	S	S	S	S	S

*S-Strong; M-Medium; L-Low

Course code		Programming Lab – Fundamentals Of Microprocessor	L	T	P	C
Core/Elective/Supportive		Core Lab : 5	0	0	6	4
Pre-requisite	The objective of the course is to train the students to basic structure of a processor - arithmetic registers, address registers, basic addressing modes		Syllabus Version		2020-21 Onwards	
Course Objectives:						
The main objectives of this course are to:						
1.To expose the students with the basic structure of a processor						
2. The concepts of addressing modes						
Expected Course Outcomes:						
On the successful completion of the course, student will be able to:						
1	The competence and the development of small to medium sized application programs that demonstrate professionally acceptable coding					K1, K2
2	Demonstrate the concept of microprocessor					K2-K3
3	Apply the concept of data transfer					K3
4	Develop CPU I/O Communication					K4-K5
5	Understand the fundamental concepts of RISC and CISC					K6
K1 - Remember; K2 - Understand; K3 - Apply; K4 - Analyze; K5 - Evaluate; K6 - Create						
Programs						36 hours
1. Addition – 8 bit, 16 bit						
2. Subtraction – 8 bit, 16 bit						
3. Multiplication.						
4. Array addition (multibyte)						
5. Logical operators – AND, OR NOT.						
6. Decimal to ASCII and ASCII to Decimal						
7. Decimal to Hexa and Hexa to Decimal						
8. Ascending Order.						
9. Descending Order						
10. Up/down Counter.						
11. Block data transfer						
12. Rotating display – Flashing display						
13. Interfacing with LED's						
14. Square wave Generators						
15. Interfacing with ADC						
16. Interfacing with DAC						
Total Lecture hours						36 hours
Text Book(s)						
1	Microprocessor Architecture programming & application with 8085 & 8080 – by Ramesh.s.Gaonkar –Wiley eastern.					
2	Introduction to microprocessors – Adithya.P.Mathus – TMH Publication.					
Reference Books						
1	8086/8088 family Design, programming and interfacing by John Utter Bery - PHI.					
2	Microprocessors PC Hardware and interfacing –N.Mathivanan -PHI					
Related Online Contents [MOOC, SWAYAM, NPTEL, Websites etc.]						
1						
2	http://spoken-tutorial.org/					
3						

Course Designed By:

Mapping with Programme Outcomes										
COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	S	S	S	M	S	M	S	M	M	M
CO3	S	S	S	M	S	M	S	S	M	M
CO3	S	S	S	S	S	S	S	S	S	S
CO4	S	S	S	S	S	S	S	S	S	S
CO5	S	S	S	S	S	S	S	S	S	S

*S-Strong; M-Medium; L-Low

Course code	SOFTWARE PROJECT MANAGEMENT - LAB		L	T	P	C
Core/Elective/Supportive	Skill Based Subject 2 (Lab) : 1		0	0	4	3
Pre-requisite	Basic knowledge in SDLC and managing of software projects	Syllabus Version	2020-21 Onwards			
Course Objectives:						
The main objectives of this course are to:						
<ol style="list-style-type: none"> 1. To gain knowledge about how to develop project plan 2. To create requirement analysis and specification for software applications. 3. Student is given an introduction of various phases of software development life cycle models. 4. To analyze the steps are to be implemented using SDLC to develop applications. 						
Expected Course Outcomes:						
On the successful completion of the course, student will be able to:						
1	Prepare a Project Plan with requirement analysis and specification.				K1,K2	
2	Understand and develop cost estimation model for real time applications.				K2-K3	
3	Implement the concepts of checkpoints in design phase				K3	
4	Analyze the Development phase of the database and text area of the applications				K4-K5	
5	Create SDLC for real time applications.				K6	
K1 - Remember; K2 - Understand; K3 - Apply; K4 - Analyze; K5 - Evaluate; K6 - Create						
Programs					36 hours	
1. Preparation of Project Management Plan.						
2. Using any of the CASE tools, Practice requirement analysis and specification for different firms.						
3. Case study of cost estimation models.						
4. Practice object oriented design principles for implementation.						
5. Practice function oriented design						
6. Practice creating software documentation for the Analysis phase of software development life cycle for a real time application.						
7. Practice creating software documentation for the Development phase of software development life cycle for a real time application						
8. Practice creating software documentation for the Implementation phase of software development life cycle for a real time application.						
9. Practice creating software documentation for the Testing phase of software development life cycle for a real time application						
10. Simulate a tool for path testing principles.						
11. Simulate a tool for testing based on control structures						
12. Simulate a tool that reflects black box testing concepts						
Total Lecture hours					36 hours	
Text Book(s)						
1	Roger S. Pressman: Software Engineering, Tata McGraw Hill, V Edition					
Reference Books						
1	Gopaldaswamy Ramesh, Managing Global Software Projects, Tata McGraw Hill, New Delhi, 2002.					
Related Online Contents [MOOC, SWAYAM, NPTEL, Websites etc.]						
1						
2						
3						
Course Designed By:						

Mapping with Programme Outcomes										
COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	S	S	S	S	S	M	S	M	M	M
CO3	S	S	M	S	S	M	S	S	M	M
CO3	S	M	S	M	S	M	S	S	M	M
CO4	S	S	M	M	S	S	M	M	M	M

*S-Strong; M-Medium; L-Low





Course code	NETWORK SECURITY AND CRYPTOGRAPHY			L	T	P	C
Core/Elective/Supportive	Core : 8			6	0	0	4
Pre-requisite	Basic knowledge about the network security			Syllabus Version		2020-21 Onwards	
Course Objectives:							
The main objectives of this course are to:							
<ol style="list-style-type: none"> 1. To enable the students to learn attacks on computers and how to handle the security issues. 2. To study about the digital certificate and public key infrastructure protocols. 3. To gain knowledge in firewalls in network securities 							
Expected Course Outcomes:							
On the successful completion of the course, student will be able to:							
1	Understand the basics of attacks on computers and computer security and cryptography encryption and decryption					K2	
2	Understand cryptography algorithm types and modes: asymmetric and symmetric key algorithms					K2-K3	
3	Understand the concept of digital certificate and public key infrastructure and internet security protocols.					K3	
4	Understand the user authentication and keberos, cryptography in java, .NET and operating system.					K4	
5	Knowledge in firewalls in network security, VPN and case studies in cryptography and security.					K3-K4	
K1 - Remember; K2 - Understand; K3 - Apply; K4 - Analyze; K5 - Evaluate; K6 - Create							
Unit:1	SERVICE MECHANISM AND ATTACKS					15 hours	
Service mechanism and attacks – The OSI security architecture – A model for network security – symmetric Cipher model – Substitution techniques – transposition techniques– simplified des – block chipper principles – the strength of des – block chipper design principles and modes of operation.							
Unit:2	CRYPTOGRAPHY					15 hours	
Triple des-blow fish – RCS Advanced Symmetric Block Ciphers –RC4 stream Cipher confidentially using symmetric encryption – introduction to number theory – public – key cryptography and RSA.							
Unit:3	KEY MANAGEMENT					15 hours	
Key management – Diffle Hellman key exchange – message authentication and hash function – hash algorithm – digital signature and authentication protocols – digital signature standard.							
Unit:4	AUTHENTICATION APPLICATION					15 hours	
Authentication application – pretty good privacy – S/MIME – ip security – web security considerations –secure socket layer transport layer security –secure electronic transaction.							
Unit:5	INTRUDERS					12 hours	
Intruders –intrusion detection – password management –viruses and related threats –virus countermeasures – fire wall design principles – trusted systems							
Unit:6	Contemporary Issues					3 hours	
Expert lectures, online seminars - webinars							
Total Lecture hours						75 hours	
Text Book(s)							
1	William Stallings, “Cryptography and Network Security Principles and Practices”. Fourth edition, phi Education Asia.						

2	Atul kahate “Cryptography and Network Security” second edition. TMH.
3	Behrouz A.forouzan” Cryptography and Network Security “ TMH.
Reference Books	
1	
2	
Related Online Contents [MOOC, SWAYAM, NPTEL, Websites etc.]	
1	http://www.digimat.in/nptel/courses/video/106105175/L01.html
2	
3	
Course Designed By:	

Mapping with Programme Outcomes										
COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	S	S	S	M	S	M	M	M	M	L
CO2	S	S	S	M	S	M	M	M	M	L
CO3	S	S	S	S	S	S	S	S	M	M
CO4	S	S	S	S	S	M	S	S	M	L
CO5	S	S	S	S	S	M	S	S	M	L

*S-Strong; M-Medium; L-Low

Course code	SOFTWARE TESTING			L	T	P	C
Core/Elective/Supportive	Core : 9			6	0	0	4
Pre-requisite	Basic knowledge in software project and SDLC			Syllabus Version		2020-21 Onwards	
Course Objectives:							
The main objectives of this course are to:							
<ol style="list-style-type: none"> To study fundamental concepts in software testing To discuss various software testing issues and solutions in software unit test, integration and system testing. To expose the advanced software testing topics, such as object-oriented software testing methods. List a range of different software testing techniques and strategies and be able to apply specific automated unit testing method to the projects. 							
Expected Course Outcomes:							
On the successful completion of the course, student will be able to:							
1	Explain the basic concepts and the processes that lead to software testing						K2
2	Design test cases from the given requirements using Black box testing techniques						K3
3	Identify the test cases from Source code by means of white box testing techniques						K3
4	Know about user acceptance testing and generate test cases for it						K4
5	Examine the test adequacy criteria to complete the testing process						K4
K1 - Remember; K2 - Understand; K3 - Apply; K4 - Analyze; K5 - Evaluate; K6 - Create							
Unit:1	SOFTWARE DEVELOPMENT LIFE CYCLE MODELS			15 hours			
Software Development Life Cycle models: Phases of Software project – Quality, Quality Assurance, Quality control – Testing, Verification and Validation – Process Model to represent Different Phases - Life Cycle models. White-Box Testing: Static Testing – Structural Testing – Challenges in White-Box Testing.							
Unit:2	BLACK-BOX TESTING			15 hours			
Black-Box Testing: What is Black-Box Testing? - Why Black-Box Testing? – When to do BlackBox Testing? – How to do Black-Box Testing? – Challenges in White Box Testing - Integration Testing: Integration Testing as Type of Testing – Integration Testing as a Phase f Testing – Scenario Testing – Defect Bash.							
Unit:3	SYSTEM AND ACCEPTANCE TESTING			15 hours			
System and Acceptance Testing: system Testing Overview – Why System testing is done? – Functional versus Non-functional Testing - Functional testing - Non-functional Testing – Acceptance Testing – Summary of Testing Phases.							
Unit:4	PERFORMANCE TESTING			15 hours			
Factors governing Performance Testing – Methodology of Performance Testing – tools for Performance Testing – Process for Performance Testing – Challenges. Regression Testing: What is Regression Testing? – Types of Regression Testing – When to do Regression Testing – How to do Regression Testing – Best Practices in Regression Testing.							
Unit:5	TEST PLANNING, MANAGEMENT, EXECUTION AND REPORTING			12 hours			
Test Planning, Management, Execution and Reporting: Test Planning – Test Management – Test Process – Test Reporting –Best Practices. Test Metrics and Measurements: Project Metrics – Progress Metrics – Productivity Metrics – Release Metrics							
Unit:6	Contemporary Issues			3 hours			
Expert lectures, online seminars - webinars							
				Total Lecture hours		75 hours	

Text Book(s)	
1	Software Testing Principles and Practices, Srinivasan Desikan & Gopalswamy Ramesh, 2006, Pearson Education. (UNIT-I: 2.1-2.5, 3.1-3.4 UNIT-II: 4.1-4.4, 5.1-5.5 UNIT III: 6 .1-6.7 (UNIT IV: 7.1-7.6, 8.1-8.5 UNIT-V: 15.1-15.6, 17.4-17.7)
2	Limaye M.G., “Software Testing Principles, Techniques and Tools”, Second Reprint, TMH Publishers, 2010.
3	Aditya P.Mathur, “Foundations of Software Testing”, 2nd Edition, Pearson Education, 2013
Reference Books	
1	Effective Methods of Software Testing, William E. Perry, 3rd ed, Wiley India.
2	Software Testing, Renu Rajani, Pradeep Oak, 2007, TMH.
3	
Related Online Contents [MOOC, SWAYAM, NPTEL, Websites etc.]	
1	
2	
3	
Course Designed By:	

Mapping with Programme Outcomes										
COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	S	S	S	L	M	M	M	M	M	L
CO2	S	S	S	M	M	M	S	S	M	L
CO3	S	S	S	S	S	M	S	S	S	M
CO4	S	S	S	S	S	S	S	S	S	S
CO5	S	S	S	S	S	S	S	S	S	S

*S-Strong; M-Medium; L-Low

Course code	COMPUTER NETWORKS			L	T	P	C
Core/Elective/Supportive	Elective : I			6	0	0	4
Pre-requisite	Students should have the knowledge on computer connectivity and connectivity peripherals.			Syllabus Version		2020-21 Onwards	
Course Objectives:							
The main objectives of this course are to: <ol style="list-style-type: none"> To identify various components in a data communication system and understand state-of -the-art in network protocols, architectures and applications. To enable students through the concepts of computer networks, different models and their involvement in each stage of network communication. To educate the concepts of terminology and concepts of the OSI reference model and the TCP/IP reference model and protocols such as TCP, UDP and IP. To be familiar with the concepts of protocols, network interfaces, and design/performance issues in local area networks and wide area networks. Introduce the student to a network routing for IP networks and how a collision occurs and how to solve it and how a frame is created and character count of each frame. 							
Expected Course Outcomes:							
On the successful completion of the course, student will be able to:							
1	Remember the organization of computer networks, factors influencing computer network development and the reasons for having variety of different types of networks.						K1
2	Understand Internet structure and can see how standard problems are solved and the use of cryptography and network security						K2
3	Apply knowledge of different techniques of error detection and correction to detect and solve error bit during data transmission.						K3
4	Analyze the requirements for a given organizational structure and select the most appropriate networking architecture and technologies						K4
5	Knowledge about different computer networks, reference models and the functions of each layer in the models.						K2-K4
K1 - Remember; K2 - Understand; K3 - Apply; K4 - Analyze; K5 - Evaluate; K6 - Create							
Unit:1	BASICS OF NETWORKS AND OSI MODEL					15 hours	
Network Hardware: LAN – WAN – MAN – Wireless – Home Networks. Network Software: Protocol Hierarchies – Design Issues for the Layers – Connection-oriented and connectionless services – Service Primitives – The Relationship of services to Protocols. Reference Models: OSI Reference Model – TCP/IP reference Model – Comparison of OSI and TCP/IP -Critique of OSI and protocols – Critique of the TCP/IP Reference model.							
Unit:2	PHYSICAL LAYER					15 hours	
PHYSICAL LAYER - Guided Transmission Media: Magnetic Media – Twisted Pair – Coaxial Cable – Fiber Optics. Wireless Transmission: Electromagnetic Spectrum – Radio Transmission – Microwave Transmission – Infrared and Millimeter Waves – Light Waves. Communication Satellites: Geostationary, Medium-Earth Orbit, Low Earth-orbit Satellites – Satellites versus Fiber.							
Unit:3	DATA-LINK LAYER					15 hours	
DATA-LINK LAYER: Error Detection and correction – Elementary Data-link Protocols – Sliding Window Protocols. MEDIUM-ACCESS CONTROL SUB LAYER: Multiple Access Protocols – Ethernet – Wireless LANs - Broadband Wireless – Bluetooth.							
Unit:4	NETWORK LAYER					15 hours	
NETWORK LAYER: Routing algorithms – Congestion Control Algorithms. TRANSPORT LAYER: Elements of Transport Protocols – Internet Transport Protocols: TCP							

Unit:5	APPLICATION LAYER	12 hours
APPLICATION LAYER: DNS – E-mail. NETWORK SECURITY: Cryptography –Symmetric Key Algorithms – Public Key Algorithms – Digital Signatures		
Total Lecture hours		75 hours
Text Book(s)		
1	1. COMPUTER NETWORKS – Andrew S. Tanenbaum, 4th edition, PHI. (UNIT-I:1.2-1.4 UNIT-II:2.2-2.4 UNIT-III:4.2-4.6 UNIT-IV:5.2,5.3,6.2,6.5UNIT- V:7.1,7.2,8.1-8.4)	
Reference Books		
1	DATA COMMUNICATION AND NETWORKS – Achyut Godbole, 2007, TMH.	
2	COMPUTER NETWORKS Protocols, Standards, and Interfaces – Uyles Black, 2nd ed, PHI.	
Related Online Contents [MOOC, SWAYAM, NPTEL, Websites etc.]		
1		
2		
3		
Course Designed By:		

Mapping with Programme Outcomes										
COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	S	S	S	M	S	M	S	M	M	M
CO2	S	S	S	S	S	M	M	M	M	M
CO3	S	S	S	M	S	M	M	M	M	M
CO4	S	S	S	M	S	L	M	M	L	L
CO5	S	S	S	M	S	L	M	M	L	L

*S-Strong; M-Medium; L-Low

Course code	COMPUTER HARDWARE MAINTENANCE				L	T	P	C
Core/Elective/Supportive	Core Lab : 6				0	0	6	4
Pre-requisite	Students should have the practical knowledge about computer hardware components.				Syllabus Version		2020-21 Onwards	
Course Objectives:								
The main objectives of this course are to:								
<ol style="list-style-type: none"> 1. To understand windows installation procedure. 2. To customize windows desktop 3. To Install a printer & Creating Network Printer 4. To create system restore and backup option. 								
Expected Course Outcomes:								
On the successful completion of the course, student will be able to:								
1	Understand the concepts of HDD, FDD						K1	
2	Learn the advantages of CD,DVD, USB						K2	
3	Design and develop install, Sharing options, Configure a Peer-to-Peer Network						K3	
4	Apply the knowledge of system data backup methods.						K4	
5	Learn basics of DOS commands and remote desktop						K6	
K1 – Remember; K2 – Understand; K3 – Apply; K4 – Analyze; K5 – Evaluate; K6 – Create								
Programs							36 hours	
1. Install an Operating System – Windows XP								
2. Install an Operation System – Windows 98								
3. Install an Operation System – Windows 2000								
4. Repairing OS								
5. Configuration Antivirus & Firewalls								
6. Enabling Disk quota								
7. Customize the Windows Desktop								
8. Image and Replace a Windows 98 Hard Drive								
9. Install and Launch Windows Applications								
10. Install a CD-and DVD								
11. Install a CD-ROM Drive – Windows								
12. Install a Sound Card – Windows								
13. Install a printer & Creating Network Printer								
14. System restoration								
15. Fixing SMPS & its Complaints								
16. Use scan disk and defrag -Windows								
17. Create an ERD and Startup Disk – Windows 2000								
18. Configure and Connect Dial-Up Networking								
19. Expansion Bus Cables								
20. Adding MODEM & Internet								
21. Configure a Peer-to-Peer Network								

22. Driver Signing
23. Troubleshoot Software
24. Scanner installation
25. Remote Desktop

	Total Lecture hours	36 hours
--	----------------------------	-----------------

Text Book(s)

1	Pc Troubleshooting & Repair Guide (English, Paperback, Soper M)
2	Build Your Own Computer The Complete Step-by-step Manual to Constructing a PC Thats Right for You by Kyle MacRae, Gary Marshall , J H Haynes & Co Ltd
3	

Reference Books

1	Modern Computer Hardware Course Paperback – 1 December 2006 by Manahar Lotia (Author)
---	---

Related Online Contents [MOOC, SWAYAM, NPTEL, Websites etc.]

1	
2	
3	

Course Designed By:

Mapping with Programme Outcomes

Cos	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	S	S	S	L	M	L	S	M	M	L
CO3	S	S	S	L	M	M	S	M	S	L
CO3	S	S	S	M	S	M	S	S	S	M
CO4	S	S	S	M	S	M	S	S	M	M
CO5	S	S	S	S	S	S	S	S	S	M

*S-Strong; M-Medium; L-Low

Course code		SERVER ADMINISTRATION	L	T	P	C
Core/Elective/Supportive		Skill based Subject : 2	6	0	0	3
Pre-requisite	Students should have the practical knowledge about Basic knowledge in server administration		Syllabus Version		2020-21 Onwards	
Course Objectives:						
The main objectives of this course are to:						
<ol style="list-style-type: none"> 1. To understand server editions and New Active Directory Features 2. To enable students to learn the basics of Set Up Server Roles Manually 3. To familiar with Registry Security 4. To learn about the IIS. 5. To enable the students to learn how to hardware bootup. 						
Expected Course Outcomes:						
On the successful completion of the course, student will be able to:						
1	Understand the basics of Client /Server architecture					K1
2	Understand the procedures of windows server installtion					K2
3	Understand and remember the components in Server Editions					K2
4	Understand the Client Remote Connection Software					K3
5	Knowledge on Starting a Remote Desktop Session and Leaving a Remote Desktop Session					K2-K4
K1 – Remember; K2 – Understand; K3 – Apply; K4 – Analyze; K5 – Evaluate; K6 – Create						
Unit:1	INTRODUCING WINDOWS SERVER 2003				15 hours	
Introducing Windows Server 2003 -Windows Server 2003 Editions- Standard Edition-Enterprise Edition- Datacenter Edition -Web Edition- Brand New in Windows Server 2003- New Remote Administration Tools -New Active Directory Features -Availability and Reliability Improvements-Resultant Set of Policies						
Unit:2	INSTALLATION				15 hours	
Installation. Hardware Requirements. Hardware Compatibility List. Symmetric Multiprocessing Hardware. Clustering Hardware. Plug and Play Support -ACPI Issues - Developing a Deployment Plan -Document the Hardware Document the Network- Document the Software Document the Legacy Components- Prepare for Problems -Complete the Pre- installation Tasks .-Understanding Installation Models -Winnt.exe vs. Winnt32.exe –Installing from CD-Booting to the Windows Server 2003 CD . . Running Setup.exe from CD -Installing from an MS-DOS Boot Disk .-Using Network Share points Using Logon Scripts and BatchFiles . Automated Installations-Choosing an Automated Installation Type-Unattended Installation-SYSPREP						
Unit:3	SYSTEM BASICS FOR SERVERS				15 hours	
System Basics for Servers . Manage Your Server . Configure Your Server Wizards Removing Server Roles Configure Your Server Log . Set Up Server Roles Manually . Remote Desktop - Enable Remote Desktop on the Server -Client Remote Connection Software . Starting a Remote Desktop Session- Running a Remote Desktop Session -Leaving a Remote Desktop Session- Managing the Connections from the Server -Joining the Console Session-Using a Snap-in for Remote Desktop . - Changes in IIS -Use Web Edition for IIS . Installing IIS -Set Compatibility Options Manually						
Unit:4	THE WINDOWS SERVER 2003 REGISTRY				15 hours	
The Windows Server 2003 Registry. Overview of the Registry . Registry structure . Hives and Hive Files. Registry Data Items. HKEY_CLASSES_ROOT . HKEY_CURRENT_USER . Regedit.exe.						

Prevent Regedit from Displaying the Last Accessed Key . Accessing Remote Registries. Searching the Registry- Creating Favorites - Tweak and Troubleshoot with the Registry . Exporting Keys - Adding Items to the Registry - Registry Security -Auditing the Registry . Reg.exe . General Guidelines for Reg.exe .		
Unit:5	BOOTING HARDWARE BOOTUP	12 hours
UNIT V: Web Services: Introduction- Infrastructure- SOAP-Building web services- Deploying and publishing web services- Finding and consuming web services		
Unit:6	Contemporary Issues	3 hours
Expert lectures, online seminars – webinars		
Total Lecture hours		75 hours
Text Book(s)		
1	Windows® Server 2003:The Complete Reference: By Kathy Ivens with Rich Benack, Christian Branson, John Green, David Heinz, Tim Kelly, John Linkous, Christopher McKettrick, Patrick J. Santry, Mitch Tulloch; Publications McGraw- Hill/Osborne	
Reference Books		
1		
2		
Related Online Contents [MOOC, SWAYAM, NPTEL, Websites etc.]		
1		
2		
3		
Course Designed By:		

Mapping with Programme Outcomes										
Cos	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	M	M	S	L	M	M	M	M	M	L
CO2	M	S	L	M	M	S	S	M	L	L
CO3	M	M	S	M	S	S	S	L	S	M
CO4	M	M	S	S	S	S	M	S	M	S
CO5	S	L	S	M	M	S	S	M	S	M

*S-Strong; M-Medium; L-Low



**Sixth
Semester**

Course code	WEB TECHNOLOGY		L	T	P	C
Core/Elective/Supportive	Core : 10		5	0	0	4
Pre-requisite	Basic knowledge in web server, browser and web application	Syllabus Version	2020-21 Onwards			
Course Objectives:						
The main objectives of this course are to:						
<ol style="list-style-type: none"> 1. On completion of this course, a student will be familiar with client server architecture and able to develop a web application using java technologies. 2. Students will gain the skills and project-based experience needed for entry into web application and development careers 3. Understand best technologies for solving web client/server problems 4. Use Java script for dynamic effects and to validate form input entry 5. Analyze to Use appropriate client-side or Server-side applications 						
Expected Course Outcomes:						
On the successful completion of the course, student will be able to:						
1	Understand and analyse the TCP/IP basics.					K1
2	Understand Domain server name, FTP, TFTP, basics of WWW, web browser architecture.					K2
3	Knowledge of Microsoft and java technologies, dynamic web pages, DHTML, ASP and JSP.					K2-K3
4	Understanding active web pages, Java Applet, Java bean, CORBA, RMI and EDI architecture					K2-K3
5	Knowledge on XML, XML parser, WAP					K4-K6
K1 - Remember; K2 - Understand; K3 - Apply; K4 - Analyze; K5 - Evaluate; K6 - Create						
Unit:1	TCP/IP				15 hours	
TCP/IP: TCP/IP Basics – Why IP address – Logical Address - TCP/IP Example- The concept of IP address – Basics of TCP – Features of TCP – Relationship between TCP and IP – Ports and Sockets – Active Open and Passive Open - TCP Connections – What makes TCP reliable? – TCP Packet format - Persistent TCP connections – UDP – Differences between TCP and UDP						
Unit:2	DNS				12 hours	
DNS – E-mail – FTP – TFTP – History of WWW – Basics of WWW and Browsing - Local information on the internet – HTML – Web Browser Architecture – Web Pages and Multimedia – Remote Login (TELNET).						
Unit:3	INTRODUCTION TO WEB TECHNOLOGY				15 hours	
Introduction to Web Technology: Web pages – Tiers – Concept of a Tier – Comparison of Microsoft and Java Technologies – Web Pages – Static Web Pages – Plug-ins – Frames – Forms. Dynamic Web Pages: Need – Magic of Dynamic Web Pages – Overview of Dynamic Web Page Technologies – Overview of DHTML – Common Gateway Interface – ASP – ASP Technology – ASP Example – Modern Trends in ASP – Java and JVM – Java Servlets – Java Server Pages.						
Unit:4	ACTIVE WEB PAGES				15 hours	
Active Web Pages: Active Web Pages in better solution – Java Applets – Why are Active Web Pages Powerful? – Lifecycle of Java Applets – ActiveX Controls – Java Beans. Middleware and Component-Based E-Commerce Architectures: CORBA – Java Remote Method Invocation – DCOM. EDI: Overview – Origins of EDI – Understanding of EDI – Data Exchange Standards – EDI Architecture – Significance of EDI – Financial EDI – EDI and internet.						
Unit:5	XML				15 hours	
XML: SGML – Basics of XML – XML Parsers – Need for a standard. WAP: Limitations of Mobile devices – Emergence of WAP – WAP Architecture – WAP Stack – Concerns about WAP and its future – Alternatives to						

WAP.		
Unit:6	Contemporary Issues	3 hours
Expert lectures, online seminars - webinars		
Total Lecture hours		75 hours
Text Book(s)		
1	Web Technologies: TCP/IP to Internet Applications Architectures – Achyut S Godbole & Atul Kahate, 2007, TMH. (UNIT-I: 3.1-3.5,4.1-4.12 UNIT-II: 5.1-5.4,6.1-6.7 UNIT III:8.1-8.1,9.1- 9.13 UNIT IV: 10.1-10.7,15.1-15.3,16.1-16.8 UNIT-V: 17.1-17.4,18.1-18.6)	
Reference Books		
1	Internet and Web Technologies, Rajkamal, TMH.	
2	TCP/IP Protocol Suite, Behrouz A. Forouzan, 3rd edition, TMH.	
Related Online Contents [MOOC, SWAYAM, NPTEL, Websites etc.]		
1		
2		
3		
Course Designed By:		

Mapping with Programme Outcomes										
COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	S	S	S	M	S	M	S	S	S	M
CO2	S	S	S	M	S	M	M	M	S	M
CO3	S	M	M	M	S	M	M	M	S	M
CO4	S	S	S	M	S	M	M	M	S	M
CO5	S	S	S	M	S	M	S	S	S	M

*S-Strong; M-Medium; L-Low

Course code		MASTERING LAN & TROUBLE SHOOTING	L	T	P	C
Core/Elective/Supportive	Elective : II		5	0	0	4
Pre-requisite	Understand the Basics of Computer networks		Syllabus Version		2020-21 Onwards	
Course Objectives:						
The main objectives of this course are to:						
<ol style="list-style-type: none"> 1. To enable the students to learn computer networks on computers and how to handle the network security issues. 2. To study about the types of network. 3. To gain knowledge in firewalls in network securities. 						
Expected Course Outcomes:						
On the successful completion of the course, student will be able to:						
1	Understand the basics of computer networks.					K2
2	Understand PC hardware-interconnections between Boxes					K2-K3
3	Understand the concept of MOTHERBOARD CIRCUITS and Mother board functions					K3
4	Understand the CRT controller principle					K4
5	Knowledge in installation and maintenance					K3-K4
K1 - Remember; K2 - Understand; K3 - Apply; K4 - Analyze; K5 - Evaluate; K6 - Create						
Unit:1	PC- HARDWARE OVERVIEW				15 hours	
PC- Hardware overview Introduction to computer organization-Memory-PC family-PC hardware-interconnections between Boxes-Inside the boxes:-motherboard, daughter boards, floppy disk drive, HDD, speaker, mode switch, front panel indicators & Control-mother board logic-memory space-I/O port address-wait state-interrupts -I/O data transfer-DMA channels-POST sequence.						
Unit:2	PERIPHERAL DEVICES				15 hours	
PERIPHERAL DEVICES Floppy drive controller-Overview-Disk format-FDC system interface-FDD interface Hard Disk controller-overview-Disk Drives and interface- controller post description Hard disk card-Hard disk format. Display Adapter:-CRT display- CRT controller principle -CRT controller 6845 Printer controller:-Centronics interface- programming sequence -Hardware overview-printer-sub assemblers.						
Unit:3	MOTHERBOARD CIRCUITS				12 hours	
MOTHERBOARD CIRCUITS Mother board functions-functional units and inter communications:-Reset logic -CPU nucleus logic-DMA logic-Wait state logic-NM logic-speaker logic-keyboard interface-SMPS.						
Unit:4	INSTALLATION AND MAINTENANCE				15 hours	
INSTALLATION AND MAINTENANCE Introduction-pre installation planning - installation practice-routine checks-special configuration memory up gradation - HD upgradation - DOS command(Internal and external).Preventive maintenance-system usage.						
Unit:5	TROUBLE SHOOTING				15 hours	
Network Security Firewalls and Virtual Private Networks (VPN) : Introduction – Brief introduction to TCP/IP – Fire walls – IP security – Virtual Private networks (VPN) – Intrusion. Case Studies on Cryptography and Security : Introduction – Cryptographic Solutions a Case Study – SSO – Secure inter						

branch payment Transactions – DOS Attacks – IP Spoofing Attacks – Cross Site Scripting Vulnerability (CSSV) – Contract signing – secret Splitting - virtual elections – secure multiparty calculations – creating a VPN – Cookies and Privacy.		
Unit:6	Contemporary Issues	3 hours
Expert lectures, online seminars – webinars		
	Total Lecture hours	75 hours
Text Book(s)		
1	B.Govindarajulu, "IBM PC and Clones", Tata McGraw Hill Co.1995.	
2	Robert C Brenner, "IBM PC Troubleshooting and Repair Guide", BPB publications.	
3	Winn & Rosch, "Hardware Bible", TechMedia.	
4	Meyers, Introduction to PC Hardware and Troubleshooting, Tata McGraw Hill edition.	
Reference Books		
1	Zacker, Upgrading & Troubleshooting Networks – The Complete Reference, Tata McGraw Hill edition.	
Related Online Contents [MOOC, SWAYAM, NPTEL, Websites etc.]		
1		
2		
3		
Course Designed By:		

Mapping with Programme Outcomes										
Cos	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	S	S	S	M	S	M	M	M	S	S
CO2	S	M	S	M	S	L	S	M	M	M
CO3	S	S	S	M	S	M	M	M	S	M
CO4	S	M	S	M	S	M	M	L	S	S
CO5	S	S	S	M	S	S	S	S	S	M

*S-Strong; M-Medium; L-Low

Course code	WEB TECHNOLOGY			L	T	P	C
Core/Elective/Supportive	Core Lab : 7			0	0	6	4
Pre-requisite	Basic knowledge in web server, browser and web application			Syllabus Version		2020-21 Onwards	
Course Objectives:							
The main objectives of this course are to: <ol style="list-style-type: none"> 1. On completion of this course, a student will be familiar with client server architecture and able to develop a web application using java technologies. 2. Students will gain the skills and project-based experience needed for entry into web application and development careers 3. Understand best technologies for solving web client/server problems 4. Use Java script for dynamic effects and to validate form input entry 5. Analyze to Use appropriate client-side or Server-side applications. 							
Expected Course Outcomes:							
On the successful completion of the course, student will be able to:							
1	Understand and analyze the TCP/IP basics.						K1
2	Understand Domain server name, FTP, TFTP, basics of WWW, web browser architecture.						K2
3	Knowledge of Microsoft and java technologies, dynamic web pages, DHTML, ASP and JSP.						K2-K3
4	Understanding active web pages, Java Applet, Java bean, CORBA, RMI and EDI architecture						K2-K3
5	Knowledge on XML, XML parser, WAP						K4-K6
K1 - Remember; K2 - Understand; K3 - Apply; K4 - Analyze; K5 - Evaluate; K6 - Create							
Programs						36 hours	
1.Design a personal web page using HTML.							
2.Design a data entry form in HTML.							
3.Write a Program in ASP to get data using a form, validate the data and returns thesame data for correction if any using the same form.							
4. Write a program in ASP to display the Session properties.							
5. Write a program in ASP that makes use of Ad Rotator component.							
6. Write a program in ASP that makes use of Browser Capabilities component.							
7. Write a program in ASP that makes use of Content Rotator component.							
8. Write a program in ASP that makes use of page counter component.							
9. Write a program in ASP to get the data of students using forms and stores them indatabase.							
10. Write a program in ASP to perform record navigation using a form.							
Total Lecture hours						36 hours	
Text Book(s)							
1	Web Technologies: TCP/IP to Internet Applications Architectures – Achyut S Godbole & Atul Kahate, 2007, TMH. (UNIT-I: 3.1-3.5,4.1-4.12 UNIT-II: 5.1-5.4,6.1-6.7 UNIT III:8.1-8.1,9.1- 9.13 UNIT IV: 10.1-10.7,15.1-15.3,16.1-16.8 UNIT-V: 17.1-17.4,18.1-18.6)						

Reference Books	
1	Internet and Web Technologies, Rajkamal, TMH.
Related Online Contents [MOOC, SWAYAM, NPTEL, Websites etc.]	
1	
2	
3	
Course Designed By:	

Mapping with Programme Outcomes										
COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	S	M	M	M	S	M	L	L	M	L
CO3	S	S	S	M	M	M	M	M	M	L
CO3	S	S	S	M	S	M	M	M	M	L
CO4	S	S	S	S	S	M	M	M	M	M
CO5	S	S	S	S	S	M	S	S	S	M

*S-Strong; M-Medium; L-Low



Course code	GRAPHICS AND MULTIMEDIA		L	T	P	C
Core/Elective/Supportive	Elective : II		5	0	0	4
Pre-requisite	Basic knowledge in 2D, 3D and multimedia file formats		Syllabus Version		2020-21 Onwards	
Course Objectives:						
The main objectives of this course are to:						
<ol style="list-style-type: none"> 1. Design and apply two dimensional graphics and transformations. 2. Design and apply three dimensional graphics and transformations. 3. Apply Illumination, color models and clipping techniques to graphics. 4. Understood Different types of Multimedia File Format. 						
Expected Course Outcomes:						
On the successful completion of the course, student will be able to:						
1	Explain applications, principles, commonly used and techniques of computer graphics and algorithms for Line-Drawing, Circle- Generating and Ellipse Generating					K2
2	Students will get the concepts of 2D and 3D, Viewing, Curves and surfaces, Hidden Line/surface elimination techniques					K3
3	Studies concepts of Multimedia Systems, Text, Audio and Video tools					K3
4	Compressing audio and video using MPEG-1 and MPEG-2					K4
5	Creates Animation with special effects using algorithms					K6
K1 - Remember; K2 - Understand; K3 - Apply; K4 - Analyze; K5 - Evaluate; K6 - Create						
Unit:1	OUTPUT PRIMITIVES				15 hours	
Output Primitives: Points and Lines – Line-Drawing algorithms – Loading frame Buffer – Line function – Circle-Generating algorithms – Ellipse-generating algorithms. Attributes of Output Primitives: Line Attributes – Curve attributes – Color and Grayscale Levels – Area-fill attributes – Character Attributes.						
Unit:2	2D GEOMETRIC TRANSFORMATIONS				15 hours	
2D Geometric Transformations: Basic Transformations – Matrix Representations – Composite Transformations – Other Transformations. 2D Viewing: The Viewing Pipeline – Viewing Coordinate Reference Frame – Window-to-Viewport Co-ordinate Transformation - 2D Viewing Functions – Clipping Operations.						
Unit:3	TEXT				15 hours	
Text: Types of Text – Unicode Standard – Font – Insertion of Text – Text compression – File formats. Image: Image Types – Seeing Color – Color Models – Basic Steps for Image Processing – Scanner – Digital Camera – Interface Standards – Specification of Digital Images – CMS – Device Independent Color Models – Image Processing software – File Formats – Image Output on Monitor and Printer						
Unit:4	AUDIO				15 hours	
Audio: Introduction – Acoustics – Nature of Sound Waves – Fundamental Characteristics of Sound – Microphone – Amplifier – Loudspeaker – Audio Mixer – Digital Audio – Synthesizers – MIDI – Basics of Staff Notation – Sound Card – Audio Transmission – Audio File formats and CODECs – Audio Recording Systems – Audio and Multimedia – Voice Recognition and Response - Audio Processing Software						
Unit:5	VIDEO AND ANIMATION				12 hours	
Video: Analog Video Camera – Transmission of Video Signals – Video Signal Formats – Television Broadcasting Standards – PC Video – Video File Formats and CODECs – Video Editing – Video Editing Software. Animation: Types of Animation – Computer Assisted Animation – Creating Movement – Principles of Animation – Some Techniques of Animation – Animation on the Web – Special Effects – Rendering						

Algorithms. Compression: MPEG-1 Audio – MPEG-1 Video - MPEG-2Audio – MPEG-2 Video.		
Unit:6	Contemporary Issues	3 hours
Expert lectures, online seminars – webinars		
	Total Lecture hours	75 hours
Text Book(s)		
1	Computer Graphics, Donald Hearn, M.Pauline Baker, 2nd edition, PHI. (UNIT-I: 3.1-3.6,4.1- 4.5 & UNIT-II: 5.1-5.4,6.1-6.5)	
2	Principles of Multimedia, Ranjan Parekh, 2007, TMH. (UNIT III: 4.1-4.7,5.1-5.16 UNIT-IV: 7.1-7.3,7.8-7.14,7.18-7.20,7.22,7.24,7.26-28 UNIT-V: 9.5-9.10,9.13,9.15,10.10-10.13)	
Reference Books		
1	Computer Graphics, Amarendra N Sinha, Arun D Udai, TMH.	
2	Multimedia: Making it Work, Tay Vaughan, 7th edition, TMH.	
Related Online Contents [MOOC, SWAYAM, NPTEL, Websites etc.]		
1		
2		
3		
Course Designed By:		

Mapping with Programme Outcomes										
Cos	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	S	S	S	M	S	M	M	M	S	S
CO2	S	M	S	M	S	L	S	M	M	M
CO3	S	S	S	M	S	M	M	M	S	M
CO4	S	M	S	M	S	M	M	L	S	S
CO5	S	S	S	M	S	S	S	S	S	M

*S-Strong; M-Medium; L-Low

Course code	PROJECT WORK LAB			L	T	P	C
Core/Elective/Supportive	Elective : II			0	0	5	8
Pre-requisite	Students should have the strong knowledge in any one of the Practical knowledge in this course.			Syllabus Version		2020-21 Onwards	
Course Objectives:							
The main objectives of this course are to: <ol style="list-style-type: none"> 1. To understand and select the task based on their core skills. 2. To get the knowledge about analytical skill for solving the selected task. 3. To get confidence for implementing the task and solving the real time problems. 4. Express technical and behavioral ideas and thought in oral settings. 5. Prepare and conduct oral presentations 							
Expected Course Outcomes:							
On the successful completion of the course, student will be able to:							
Formulate a real world problem and develop its requirements develop a design solution for a set of requirements.						K3	
Test and validate the conformance of the developed prototype against the original requirements of the problem						K5	
Work as a responsible member and possibly a leader of a team in developing software solutions.						K3	
Express technical ideas, strategies and methodologies in written form. Self-learn new tools, algorithms and techniques that contribute to the software solution of the project						K4	
Generate alternative solutions, compare them and select the optimum one.						K6	
K1 - Remember; K2 - Understand; K3 - Apply; K4 - Analyze; K5 - Evaluate; K6 - Create							
AIM OF THE PROJECT WORK							
<ol style="list-style-type: none"> 1. The aim of the project work is to acquire practical knowledge on the implementation of the programming concepts studied. 2. Each student should carry out individually one project work and it may be a work using the software packages that they have learned or the implementation of concepts from the papers studied or implementation of any innovative idea focusing on application oriented concepts. 3. The project work should be compulsorily done in the college only under the supervision of the department staff concerned. 							
Viva Voce							
<ol style="list-style-type: none"> 1. Viva-Voce will be conducted at the end of the year by both Internal (Respective Guides) and External Examiners, after duly verifying the Annexure Report available in the College, for a total of 200 marks at the last day of the practical session. 2. Out of 200 marks, 160 marks for project report and 40 marks for Viva Voce. 							

Project Report Format

PROJECT WORK

TITLE OF THE DISSERTATION

Bonafide Work Done by

STUDENT NAME

REG. NO.

Dissertation submitted in partial fulfillment of the requirements for the award of

<Name of the Degree>

of Bharathiar University, Coimbatore-46.

College Logo

Signature of the Guide

Signature of the HOD

Submitted for the Viva-Voce Examination held on _____

Internal Examiner

External Examiner

Month – Year

CONTENTS

Acknowledgement

Contents

Synopsis

1. Introduction

- Organization Profile
- System Specification
- Hardware Configuration
- Software Specification

2. System Study

- Existing System
- Drawbacks

Proposed System

Features

3. System Design and Development

File Design

Input Design

Output Design

Database Design

System Development

Description of Modules (Detailed explanation about the project work)

4. Testing and Implementation

5. Conclusion

Bibliography

Appendices

A. Data Flow Diagram

B. Table Structure

C. Sample Coding

D. Sample Input

E. Sample Output

Course Designed By:

Mapping with Programme Outcomes										
COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1										
CO2										
CO3										
CO4										
CO5										

Course code		SERVER ADMINISTRATION LAB	L	T	P	C
Core/Elective/Supportive		Skill based Subject Lab : 4	0	0	4	3
Pre-requisite		Students should have strong knowledge in Server administration	Syllabus Version	2020-21 Onwards		
Course Objectives:						
The main objectives of this course are to:						
<ol style="list-style-type: none"> 1. To understand server configuration. 2. To enable students to learn the basics firewall configuration. 3. To familiar with Sharing options 4. To learn about the user permissions 						
Expected Course Outcomes:						
On the successful completion of the course, student will be able to:						
1	Understand the basics of server installation and maintenance.		K2, K4, K6			
2	Understand the concept of firewall		K2, K4, K6			
3	Understand and apply sharing permissions.		K2, K4, K6			
4	Understand resource sharing permissions		K2, K4, K6			
5	Develop multiuser settings		K2, K4, K6			
K1 - Remember; K2 - Understand; K3 - Apply; K4 - Analyze; K5 - Evaluate; K6 - Create						
Programs					36 hours	
1. Identify the functions needed for a network environment. (subtasks: subtasks: understand reasons for Windows server 2003, understand components of Windows server 2003)						
2. Decide whether to migrate to Windows server 2003. (subtasks: subtasks : evaluate the size, hardware/software, networking environment, security demand of the organization to decide whether tomigrate.						
3. Complete an installation checklist (subtasks: check system requirements, consider installation choices,prepare for installation, plan migration to Windows server 2003)						
4. Install Windows server 2003 (subtasks: choose setup method, run setup, configure the server)						
5. Install WINDOWS XP PROFESSIONAL (subtasks: clean install from new version, character based setup, GUI basedsetup, run upgrade, automate installation, create/use images)						

6. Install, configure, test trouble shoot RIS	
7..Plan network	
8. Ensure that the network is properly set up (subtasks: set up network interface card, configure protocols, test network, setup DHCP, DNS and WINS, group permissions, user accounts)	
9. implement Active Directory (subtasks: install AD, replicate Ad among sites)	
10. use communication among the computers (subtasks: LAN) and connect to internet (subtasks: connect PCs with LAN, telephony connections, install/maintain Windows server 2003 router, internet connection, send/receive internet mail)	
11. use IIS 6 (subtasks: install IIS 6, customize/maintain IIS 6)	
12. install VPN (subtasks: use PPTP, layer two tunneling protocol, setup VPN server/client)	
13. use terminal services and Remote Desktop (subtasks: setup terminal service, activate/install client licenses, use remote desktop for administration)	
14. plan and use storage and file systems (subtasks: Use disk management, dynamic volume management, distributed file system, distributed file system, backup/restore)	
15. set up print services (subtasks: set up network printing, control que, manage fonts, set up fax service)	
16. use control panel, task manager, MMC, registry, group policy, local user profiles and update Windows server 2003.	
	Total Lecture hours
	36 hours
Text Book(s)	
1	Bill Evjen, Jason Beres, et.al, Visual Basic .Net programming, Wiley Dreamtech India (p) Ltd. ISBN 81-265-0254-1.
Reference Books	
1	
Related Online Contents [MOOC, SWAYAM, NPTEL, Websites etc.]	
1	Fergal Grimes, Microsoft .NET for programmers, Shroff Publishers & Distributors (P) Ltd. ISBN 81-7366-540-0.
2	Thuan Thai & Hoang Q.Lam, .NET Framework Essentials, Shroff Publishers & Distributors (P) Ltd. ISBN 81-7366-654-7
Course Designed By:	

Mapping with Programme Outcomes										
Cos	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	S	S	S	L	M	M	M	M	M	L
CO2	S	S	S	S	M	S	S	M	L	L
CO3	S	S	S	S	S	S	S	L	S	M
CO4	S	S	S	S	S	S	M	S	M	S
CO5	S	S	S	M	M	S	S	M	S	M

*S-Strong; M-Medium; L-Low



Annexure

B. Sc. Hardware Systems and Networking

Syllabus

(With effect from 2020 -2021)

Program Code : 26V



DEPARTMENT OF -----
Bharathiar University

(A State University, Accredited with “A“ Grade by NAAC and
13th Rank among Indian Universities by MHRD-NIRF)

Coimbatore 641 046, INDIA