B. Sc. Artificial Intelligence and Machine Learning

Syllabus

AFFILIATED COLLEGES

Program Code: *

2021 – 2022 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

Programme Educational Objectives (PEOs)	
The B.Sc. Artificial Intelligence and Machine Learning program describe accomplishments that graduates are expected to attain within five to seven years after graduation	
PEO1	Expertizedwith the principles of Artificial Intelligence and problem solving, inference, perception, knowledge representation, and learning
PEO2	Exhibit high standards with regard to application of AI techniques in intelligent agents, expert systems, artificial neural networks and other machine learning models
PEO3	Investigate with a machine learning model for simulation and analysis and explore the scope, potential, limitations, and implications of intelligent systems.

Programme Specific Outcomes (PSOs)	
After the successful completion of B.Sc. Artificial Intelligence and Machine Learningprogram the students are expected to	
PSO1	Exhibit good domain knowledge and completes the assigned responsibilities effectively and efficiently in par with the expected quality standards for Artificial Intelligence and Machine Learning professional
PSO2	Apply the technical and critical thinking skills in the discipline of artificial intelligence and machine learning to find solutions for complex problems.
PSO3	Design and develop research-based solutions for complex problems in artificial intelligence and machine learning industry through appropriate consideration for the public health, safety, cultural, societal, and environmental concerns.
PSO4	Establish the ability to Listen, read, proficiently communicate and articulate complex ideas with respect to the needs and abilities of diverse audiences.
PSO5	Provide innovative ideas to instigate new business ventures in the hospitality industry

Programme Outcomes (POs)	
On successful completion of the B.Sc. Artificial Intelligence and Machine Learning	
PO1	Exhibit good **domain knowledge** and completes the assigned responsibilities effectively and efficiently in par with the expected quality standards.
PO2	Apply **analytical and critical thinking** to identify, formulate, analyze, and solve complex problems in order to reach authenticated conclusions
PO3	**Design and develop research based solutions** for complex problems with specified needs through appropriate consideration for the public health, safety, cultural, societal, and environmental concerns.
PO4	Establish the ability to **Listen, read, proficiently communicate and articulate complex ideas** with respect to the needs and abilities of diverse audiences.
PO5	**Deliver innovative ideas to instigate new business ventures** and possess the qualities of a good entrepreneur
PO6	Acquire the qualities of a **good leader and engage in efficient decision making.**
PO7	Graduates will be able to undertake any responsibility as an **individual/member of multidisciplinary teams and have an understanding of team leadership**
PO8	Function as s**ocially responsible individual** with ethical values and accountable to ethically validate any actions or decisions before proceeding and actively contribute to the societal concerns.
PO9	Identify and **address own educational needs i**n a changing world in ways sufficient to maintain the competence and to allow them to contribute to the advancement of knowledge
PO10	**Demonstrate knowledge and understanding of management principles a**nd apply these to one own work to manage projects and in multidisciplinary environment.

BHARATHIAR UNIVERSITY::COIMBATORE 641 046

B. Sc. Artificial Intelligence and Machine Learning (CBCS PATTERN)

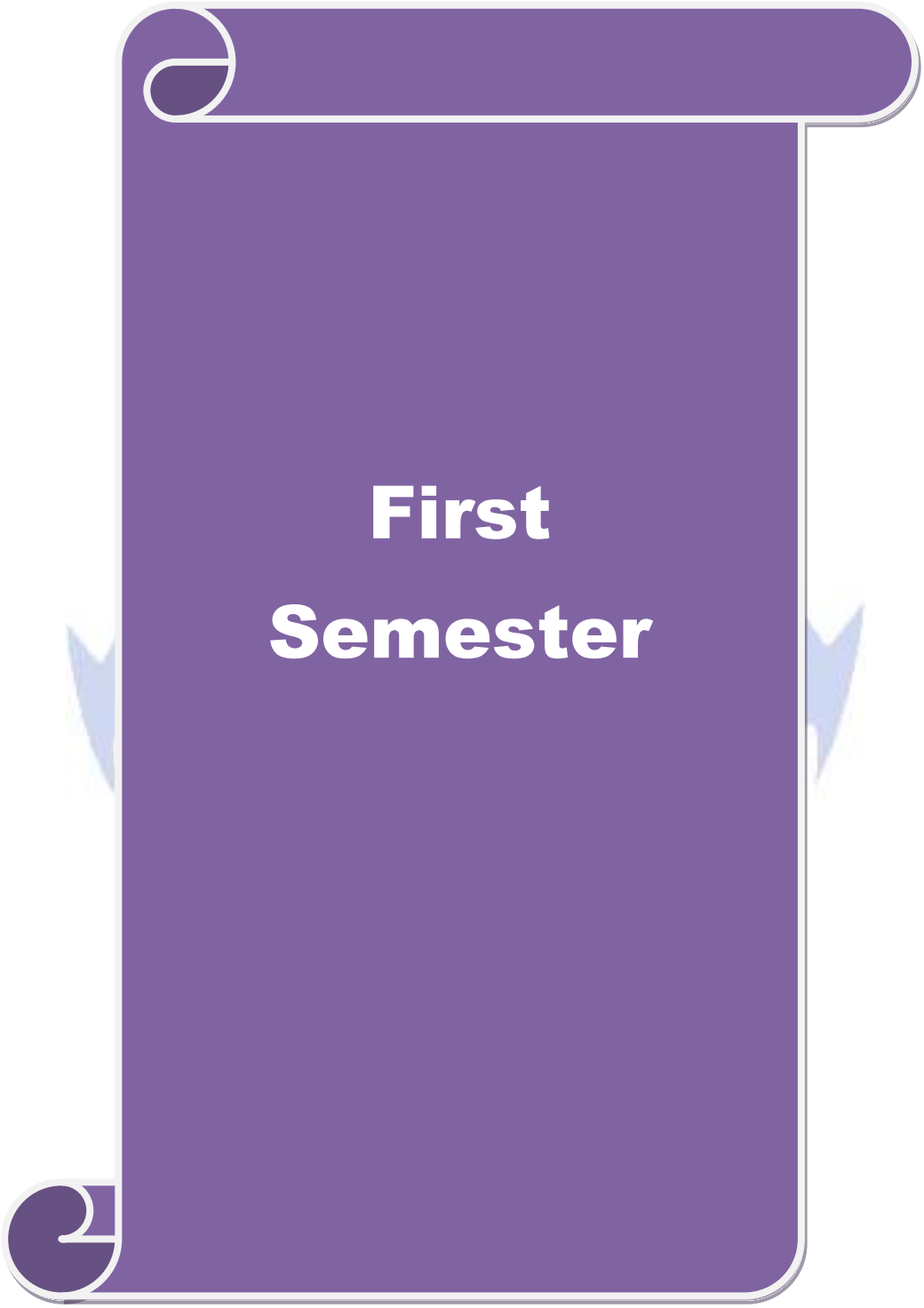
(*For the students admitted from the academic year **2021-2022** and onwards*)

Scheme of Examination

Part	Title of the Course	Hours/ Week	Examination				Credits
			Duration in Hours	Maximum Marks			
				CIA	CEE	Total	
	Semester I						
I	Language - I	6	3	50	50	100	4
II	English - I	6	3	50	50	100	4
III	Core 1: Object Oriented Programming in C++	4	3	50	50	100	4
III	Core 2: Data Structures	4	3	50	50	100	4
III	Core Lab 1: Programming Lab – C++	3	3	50	50	100	4
III	Allied 1: Discrete Mathematics	5	3	50	50	100	4
IV	Environmental Studies*	2	3	-	50	50	2
	Total	**30**		**300**	**350**	**650**	**26**
	Semester II						
I	Language – II	6	3	50	50	100	4
II	English – II	6	3	50	50	100	4
III	Core 3: Java Programming	5	3	50	50	100	4
III	Core Lab 2: Programming Lab - Java	4	3	50	50	100	4
III	Core Lab 3: Internet Basics Lab	2	3	25	25	50	2
III	Allied 2: Applied Mathematics	5	3	50	50	100	4
IV	Value Education – Human Rights*	2	3	-	50	50	2
	Total	**30**		**275**	**325**	**600**	**24**
	Semester III						
III	Core 4: Programming in Python	6	3	50	50	100	4
III	Core 5: Fuzzy logic and Neural Networks	6	3	50	50	100	4
III	Core Lab 4: Python Programming Lab	5	3	50	50	100	4
III	Allied 3: Design and Analysis of Algorithms	6	3	50	50	100	4
III	Skill based Subject 1: Internet of Things	5	3	30	45	75	3
IV	Tamil** / Advanced Tamil* (OR) Non-major elective - I (Yoga for Human Excellence)* / Women's Rights*	2	3	-	50	50	2
	Total	**30**		**230**	**295**	**525**	**21**
	Semester IV						
III	Core 6: Artificial Intelligence & Knowledge Representation	6	3	50	50	100	4
III	Core 7: R Programming	6	3	50	50	100	4
III	Core Lab 5: R Programming Lab	6	3	50	50	100	4
III	Allied 4: Machine Learning - Basics	6	3	50	50	100	4
III	Skill based Subject 2 Lab : Capstone Project Work (Based on AI & Machine Learning)	4	3	30	45	75	3
IV	Tamil**/Advanced Tamil* (OR) Non-major elective -II (General Awareness*)	2	3	-	50	100	2
	Total	**30**		**230**	**295**	**525**	**21**

	Semester V						
III	Core 8: Machine Learning Techniques	6	3	50	50	100	4
III	Core 9: Deep Learning	6	3	50	50	100	4
III	Core Lab 6: Machine Learning Lab	6	3	50	50	100	4
III	Elective - I Business Data Analytics/ Social Network Analysis/ Software Agents	6	3	50	50	100	4
III	Skill based Subject 3: Ethical Hacking	6	3	30	45	75	3
	Total	**30**		**230**	**245**	**475**	**19**
	Semester VI						
III	Core 10: Natural Language Processing	6	6	50	50	100	4
III	Core Paper XI Project Work Lab %%	8	-	100	100	200	8
III	Core Practical –VII :Natural Language Processing Lab	3	3	50	50	100	4
III	Elective – II : Artificial Neural Networks and Fuzzy Systems / Web Application Security /Fundamentals of Robotics	5	3	50	50	100	4
III	Elective – III : Embedded Systems / Principles of Secure Coding / Open Source Software	5	3	50	50	100	4
III	Skill Based Subject 4 Capstone Project Work Phase II (Based on AI & Machine Learning)	3	3	30	45	75	3
V	Extension Activities**	-	-	50	-	50	2
	Total	**30**		**380**	**345**	**725**	**29**
	Grand Total			**1645**	**1855**	**3500**	**140**

* No Continuous Internal Assessment (CIA). Only University Examinations.
** No University Examinations. Only Continuous Internal Assessment (CIA).


First
Semester

Course Code		Object Oriented Programming in C++	L	T	P	C
Core/elective/Supportive		Core: 1	4	0	0	4
Pre - requisite		• Basic knowledge of Procedure Oriented Programming concepts • Basic knowledge in C Programming	Syllabus version		2021-22 Onwards	

Course Objectives

To introduce he concepts of Object Oriented Programming Paradigm and theprogramming constructs of C++

Expected Course Outcomes

1	Describe the procedural and object oriented paradigm with concepts of streams, classes, functions, data and objects	K1
2	Demonstrate the various basic programming constructs like decision making statements. Looping statements and functions	K2
3	Explain the object oriented concepts like overloading,inheritance, polymorphism, virtual functions , constructors and destructors	K3
4	Explain the various file stream classes; file types, usage of templates and exception handling mechanisms.	K3
5	Compare the pros and cons of procedure oriented language with the concepts of object oriented language	K5
6	Develop programs incorporating the programming constructs of object oriented programming concepts	K5

K1 – Remember K2 – Understand K3 – apply K4- Analyze K5 – evaluate K6- Create

UNIT – I	INTRODUCTION	12 Hours

Introduction to C++ - 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 II	CLASSES AND OBJECTS	12 Hours

Classes and Objects: 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-III	OPERATOR OVERLOADING	12 Hours

Operator Overloading: 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 -IV	POINTERS	12 Hours
Pointers – 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- V	**FILE STREAM CLASSES**	**12 Hours**
Files – 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.		
Total Lecture Hours		**60 Hours**
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.	
4		
	Related Online Contents (MOOC, SWAYAM,NPTEL, Websites etc)	
1	**https://onlinecourses.swayam2.ac.in/aic20_sp06/preview**	
2	**https://onlinecourses.swayam2.ac.in/arp19_ap79/preview**	
Course Designed by :		

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	M	L	L	L	L	L	L	L	L	L
CO2	M	L	L	L	L	L	L	L	L	L
CO3	S	M	L	L	L	L	L	L	L	L
CO4	S	M	L	L	L	L	L	L	L	L
CO5	S	M	L	L	L	L	L	L	L	L
CO6	S	M	M	L	L	L	L	L	L	L

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

Course Code		Programming in Lab C++	L	T	P	C
Core/elective/Supportive		Core Lab : 1	-	-	3	4
Pre - requisite		• Basic knowledge of Procedure Oriented Programming concepts • Basic knowledge in C Programming	Syllabus version		2021-22 Onwards	

Course Objectives

- To introduce he concepts of Object-Oriented Programming Paradigm and the programming constructs of C++

Expected Course Outcomes

1	Apply the various basic programming constructs like decision making statements. Looping statements, functions,concepts like overloading,inheritance, polymorphism, virtual functions , constructors and destructors	K3
2	Illustrate the concept of Virtual Classes, inline functions and friend functions	K4
3	Compare the various file stream classes; file types, usage of templates and exception handling mechanisms.	K5
4	Compare the pros and cons of procedure oriented language with the concepts of object oriented language	K5

K1 – Remember K2 – Understand K3 – apply K4- Analyze K5 – evaluate K6- Create

PROGRAM - 1	**3**
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.	
PROGRAM - 2	**3**
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.	
PROGRAM - 3	**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.	
PROGRAM - 4	**3**
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.	
PROGRAM - 5	**3**
Write a C++ Program to create a class STRING. Write a Member Function to initialize, get and display stings. Overload the operators ++ and == to concatenate two Strings and to compare two strings respectively.	

PROGRAM -6		**4**
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.		
PROGRAM -7		**5**
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.		
PROGRAM -8		**3**
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.		
PROGRAM -9		**3**
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.		
PROGRAM -10		**5**
Write a C++ Program to check whether the given string is a palindrome or not using Pointers.		
PROGRAM -11		**5**
Write a C++ Program to create a File and to display the contents of that file with line numbers.		
PROGRAM -12		**5**
Write a C++ Program to merge two files into a single file.		
	Total Hours	**45 Hours**
Text Book(s)		
1	Ashok N Kamthane, Object-Oriented Programming with Ansi and Turbo C++, Pearson Education, 2003.	
Reference Book(s)		
1	E. Balagurusamy, Object-Oriented Programming with C++, TMH, 1998	
Course Designed by :		

	PO1	**PO2**	**PO3**	**PO4**	**PO5**	**PO6**	**PO7**	**PO8**	**PO9**	**PO10**
CO1	**S**	**S**	**M**	**L**	**L**	**L**	**L**	**L**	**L**	**L**
CO2	**S**	**S**	**M**	**L**	**L**	**L**	**L**	**L**	**L**	**L**
CO3	**S**	**S**	**M**	**L**	**L**	**L**	**L**	**L**	**L**	**L**
CO4	**S**	**S**	**M**	**L**	**L**	**L**	**L**	**L**	**L**	**L**

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

Course Code		Data Structures	L	T	P	C
Core/elective/Supportive		Core : 2	4	0	-	4
Pre - requisite		• Basic knowledge of Programming Constructs	Syllabus version		2021-22 Onwards	

Course Objectives

- To introduce the concept of data structures and the types of data structures
- To demonstrate how various data structures can be implemented and used in various applications

Expected Course Outcomes

1	Define the concept of Data structure and list the various classifications of data structures.	K1
2	Demonstrate how arrays, stacks, queues, linked lists, trees, heaps, Graphs and Hash Tables are represented in the main memory and various operations are performed on those data structures.	K2
3	Illustrate the various file organizations like Sequential, Random and Linked organizations.	K2
4	Discover the real time applications of the various data structures	K3
5	Design algorithms for various sorting and searching techniques	K4

K1 – Remember K2 – Understand K3 – apply K4- Analyze K5 – evaluate K6- Create

UNITI	INTRODUCTION	12 Hours

Introduction: Introduction of Algorithms, Analyzing Algorithms. Arrays: Sparse Matrices - Representation of Arrays. Stacks and Queues. Fundamentals - Evaluation of Expression Infix to Postfix Conversion - Multiple Stacks and Queues

UNITII	LINKED LIST	12Hours

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 III	NON LINEAR DATA STRUCTURES	12 Hours

Trees: 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 IV	EXTERNAL - SORTING	12 Hours

External Sorting: 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 V	INTERNAL - SORTING	12 Hours
Internal Sorting: 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.		
	Total Lecture Hours	**60 Hours**
Text Book(s)		
1	Ellis Horowitz, SartajShani, Data Structures, Galgotia Publication.	
Reference Book(s)		
1	Ellis Horowitz, SartajShani, SanguthevarRajasekaran, Computer Algorithms, Galgotia Publication.	
	Related Online Contents (MOOC, SWAYAM,NPTEL, Websites etc)	
1	**https://onlinecourses.swayam2.ac.in/aic20_sp06/preview**	
2	**https://onlinecourses.swayam2.ac.in/arp19_ap79/preview**	
Course Designed by :		

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	**L**	**L**	**L**	**L**	**L**	**L**	**L**	**L**	**L**	**L**
CO2	**M**	**L**	**L**	**L**	**L**	**L**	**L**	**L**	**L**	**L**
CO3	**S**	**M**	**L**	**L**	**L**	**L**	**L**	**L**	**L**	**L**
CO4	**S**	**M**	**L**	**L**	**L**	**L**	**L**	**L**	**L**	**L**
CO5	**S**	**M**	**L**	**L**	**L**	**L**	**L**	**L**	**L**	**L**

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

Course Code		Discrete Mathematics	L	T	P	C
Core/elective/Supportive		Allied :1	4	1	-	4
Pre - requisite		Basic knowledge in Mathematics	Syllabus version		2021-22 Onwards	

Course Objectives

- Introduce students to the techniques, algorithms, and reasoning processes involved in the study of discrete mathematical structures.
- Introduce students to set theory, inductive reasoning, elementary and advanced counting techniques, equivalence relations, recurrence relations, graphs, and trees.
- Introduce students to prove mathematical statements by means of inductive reasoning

Expected Course Outcomes

1	Understand discrete mathematical preliminaries and apply discrete mathematics in formal representation of various computing constructs	K1
2	Demonstrate an understanding of relations ,functions, Combinatorics and lattices	K2
3	Apply the techniques of discrete structures and logical reasoning to solve a variety of problems and write an argument using logical notation	K3
4	Analyze and construct mathematical arguments that relate to the study of discrete structures	K3
5	Develop and model problems with the concepts and techniques of discrete mathematics.	K5

K1 – Remember K2 – Understand K3 – apply K4- Analyze K5 – evaluate K6- Create

UNIT I	MATHEMATICAL LOGIC	15

Proposition – Logical Operators – Truth Tables – Laws of Logic – Equivalances – Rules of interface – validity Arguments – Consistency of Specifications – Propositonal Calculus – Quantifiers and universe of discourse

UNIT II	PROOF TECHNIQUES	19

Introduction – Methods of proving theorems – Direct Proofs, Proof by Contraposition, Vacuous and trivial proofs, Proofs by contradiction – Mistakes in Proofs – Mathematical induction – Strong Mathematical induction – Strong mathematical induction and well ordering – Program Correctness.

RELATIONS AND FUNCTIONS: Definition and properties of binary relations – Representing Relations – Closures of Relations – Composition of Relations – Equivalence Relations – Partitions and Covering of sets – Partial Orderings – n-array Relations and their applications. Functions – Injective, Surjective, Bijective functions, Composition, identity and inverse.

UNIT III	COMBINATORICS	14

Basics of Counting – The Pigeonhole principle – Permutations and Combinations with and without repetition, Permutations with indistinguishable elements – distributions of objects – Generating permutations and combinations in lexicographic order.

UNIT IV	RECURRENCE RELATIONS	14

Some Recurrence Relation Models – Solution of linear homogeneous recurrence relations with constant coefficients – solution of linear non-homogeneous recurrence relations by the method of characteristic roots – Divide and conquer recurrence relations.

UNIT V	LATTICES	13
Lattices as partially ordered set – Properties of Lattices – Lattices as algebraic system – Sub lattices – Direct Product and Homomorphism – Some special lattices		
	Total Lecture Hours	**75**
	Text Book(s)	
1	Kenneth H. Rosen, "Discrete Mathematics and its applications", McGraw Hill, 2011.	
2	Judith L.Gersting, "Mathematical Structures for Computer Science", W.H> Freeman and Company, 2014.	
3	Tremblay J.P. and Manohar R., "Discrete and Combinatorial Mathamatics – An Introduction", Addison Wesley, 2009	
	ReferenceBook(s)	
1	Doerr Alan and Levasseur K., "Applied Discrete Structures for Computer Science", Galgotia Publications, 2002.	
2	BenardKolman, Robert C. Busby and Sharan Ross, "Discrete Mathematical Structures", Pearson Education, 2014.	
	Related Online Contents (MOOC, SWAYAM,NPTEL, Websites etc)	
1	**https://onlinecourses.swayam2.ac.in/aic20_sp06/preview**	
2	**https://onlinecourses.swayam2.ac.in/arp19_ap79/preview**	
Course Designed by :		

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	**M**	**L**	**L**	**L**	**L**	**L**	**L**	**L**	**L**	**L**
CO2	**M**	**L**	**L**	**L**	**L**	**L**	**L**	**L**	**L**	**L**
CO3	**S**	**M**	**L**	**L**	**L**	**L**	**L**	**L**	**L**	**L**
CO4	**S**	**S**	**M**	**L**	**L**	**L**	**L**	**L**	**L**	**L**
CO5	**S**	**S**	**S**	**L**	**L**	**L**	**L**	**L**	**L**	**L**

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

Second Semester

Course Code		Java Programming	L	T	P	C
Core/elective/Supportive		Core : 3	5	0	-	4
Pre - requisite		• Basic knowledge of Programming Constructs. • Knowledge on Object Oriented Programming Concepts.	Syllabus version		2021-22 Onwards	

Course Objectives

- To introduce the concepts of Object Oriented Programming Paradigm and the programming constructs of JAVA

Expected Course Outcomes

1	Recite the history of JAVA and its evolution	K1
2	Explain the various programming language constructs, object oriented concepts like overloading,inheritance, polymorphism, Interfaces , threads, exception handling and packages	K2
3	Illustrate the concepts of Applets, files and the concept of stream classes.	K3
4	Outline the benefits and applications of objects oriented programming concepts and defend how JAVA differs from other programming languages	K3
5	Judge the pros and cons of other object oriented language with the concepts of JAVA	K4

K1 – Remember K2 – Understand K3 – apply K4- Analyze K5 – evaluate K6- Create

UNIT I	**Fundamentals of OOP**	**16**

Fundamentals of Object-Oriented Programming: Object-Oriented Paradigm – Basic Concepts of Object-Oriented Programming – Benefits of Object-Oriented Programming – Application of Object-Oriented Programming. Java Evolution: History – Features – How Java differs from C and C++ – Java and Internet – Java and www –Web Browsers. Overview of Java: simple Java program – Structure – Java Tokens – Statements – Java Virtual Machine.

UNIT II	**Variables & Control Structures**	**15**

Constants, Variables, Data Types - Operators and Expressions – Decision Making and Branching: if, if...else, nested if, switch? : Operator - Decision Making and Looping: while, do, for – Jumps in Loops - Labeled Loops – Classes, Objects and Methods.

UNIT III	**Arrays & Classes**	**14**

Arrays, Strings and Vectors – Interfaces: Multiple Inheritance – Packages: Putting Classes together – Multithreaded Programming.

UNIT IV	**Error Handling & Graphics**	**13**

Managing Errors and Exceptions – Applet Programming – Graphics Programming.

UNIT V	**I/O Streams**	**17**

Managing Input / Output Files in Java: Concepts of Streams- Stream Classes – Byte Stream classes – Character stream classes – Using streams – I/O Classes – File Class – I/O exceptions – Creation of files – Reading / Writing characters, Byte-Handling Primitive Data Types – Random Access Files.

Total Lecture Hours	**75**

Text Book(s)		
1	Programming with Java – A Primer - E. Balagurusamy, 3rd Edition, TMH.	
Reference Book(s)		
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	**https://onlinecourses.swayam2.ac.in/aic20_sp06/preview**	
2	**https://onlinecourses.swayam2.ac.in/arp19_ap79/preview**	
Course Designed by :		

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	**M**	**L**	**L**	**L**	**L**	**L**	**L**	**L**	**L**	**L**
CO2	**M**	**L**	**L**	**L**	**L**	**L**	**L**	**L**	**L**	**L**
CO3	**S**	**M**	**L**	**L**	**L**	**L**	**L**	**L**	**L**	**L**
CO4	**S**	**M**	**M**	**L**	**L**	**L**	**L**	**L**	**L**	**L**
CO5	**S**	**S**	**S**	**L**	**L**	**L**	**L**	**L**	**L**	**L**

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

Course Code		Programming Lab- JAVA	L	T	P	C
Core/elective/Supportive		Core Lab: 2	-	-	4	4
Pre - requisite		• Basic knowledge of Programming Constructs • Knowledge on Object Oriented Programming Concepts	Syllabus version		2021-22 Onwards	

Course Objectives

- To introduce the concepts of Object Oriented Programming Paradigm and the programming constructs of JAVA

Expected Course Outcomes

1	Apply the various basic programming constructs of JAVA like decision making statements. Looping statements, overloading, inheritance, polymorphism, constructors and destructors	K3
2	Illustrate the concepts of threading and multi-threading	K4
3	Design programs using various file stream classes; file types, and frames	K4

K1 – Remember K2 – Understand K3 – apply K4- Analyze K5 – evaluate K6- Create

PROGRAM 1	**3**
Write a Java Applications to extract a portion of a character string and print the extracted string.	
PROGRAM 2	**3**
Write a Java Program to implement the concept of multiple inheritance using Interfaces.	
PROGRAM 3	**3**
Write a Java Program to create an Exception called payout-of-bounds and throw the exception	
PROGRAM 4	**3**
Write a Java Program to implement the concept of multithreading with the use of any three multiplication tables and assign three different priorities to them.	
PROGRAM 5	**6**
Write a Java Program to draw several shapes in the created windows	
PROGRAM 6	**6**
Write a Java Program to create a frame with four text fields name, street, city and pin code with suitable tables. Also add a button called my details. When the button is clicked its corresponding values are to be appeared in the text fields.	
PROGRAM 7	**6**
Write a Java Program to demonstrate the Multiple Selection List-box.	
PROGRAM 8	**6**
Write a Java Program to create a frame with three text fields for name, age and qualification and a text field for multiple line for address	
PROGRAM 9	**6**
Write a Java Program to create Menu Bars and pull down menus.	
PROGRAM 10	**6**
Write a Java Program to create frames which respond to the mouse clicks. For each events with mouse such as mouse up, mouse down, etc., the corresponding message to be displayed.	

PROGRAM 11	**6**
Write a Java Program to draw circle, square, ellipse and rectangle at the mouse click positions.	
PROGRAM 12	**6**
Write a Java Program which open an existing file and append text to that file.	
Total Lecture Hours	**60 Hours**

Text Book(s)	
1	Programming with Java – A Primer - E. Balagurusamy, 3rd Edition, TMH.
Reference Book(s)	
1	The Complete Reference Java 2 - Patrick Naughton& Hebert Schildt, 3rd Edition, TMH

Course Designed by :

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	S	S	S	L	L	L	L	L	L	L
CO2	S	S	S	L	L	L	L	L	L	L
CO3	S	S	S	L	L	L	L	L	L	L

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

Course Code		Internet Basics Laboratory	L	T	P	C
Core/elective/Supportive		Core Lab: 3	-	0	2	2
Pre - requisite		• Basic knowledge in Computers	Syllabus		2021-22 Onwards	

Course Objectives

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

1	Apply the predefined procedures to create Gmail account, check and receive messages	K3
2	Apply the predefined procedures to perform various basic operations on internet	K3
3	Utilize various Google applications like docs, Google classroom, Google drive, Google forms, Google meet and slides	K3

K1 – Remember K2 – Understand K3 – apply K4- Analyze K5 – evaluate K6- Create

PROGRAM - 1	**2**
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	
PROGRAM - 2	**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	
PROGRAM - 3	**2**
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.	
PROGRAM - 4	**2**
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.	
PROGRAM - 5	**2**
Create a label and upload bulk contacts using import option in Google Contacts	
PROGRAM -6	**2**
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.	
PROGRAM -7	**2**
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.	
PROGRAM -8	**2**
Create one-page story in your mother tongue by using voice recognition facility of Google Docs	

PROGRAM -9	**2**
Create a registration form for your Department Seminar or Conference using Google Forms.	
PROGRAM -10	**2**
Create a question paper with multiple choice types of questions for a subject of your choice, using Google Forms.	
PROGRAM -11	**2**
Create a meet using Google Calendar and record the meet using Google Meet. Create a Google slides for a topic and share the same with your friends.	
PROGRAM -12	**4**
Create template for a seminar certificate using Google Slides.	
PROGRAM -13	
Create a sheet to illustrate simple mathematical calculations using Google Sheets. Create student's internal mark statement and share the Google sheets via link.	**4**
Total Lecture Hours	**30 Hours**

Text Book(s)	
1	Ian Lamont, Google Drive & Docs in 30 Minutes, 2nd Edition.
Reference Book(s)	
1	Sherry Kinkoph Gunter, My Google Apps, 2014.
Course Designed by :	

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	**S**	**M**	**L**	**L**	**L**	**L**	**L**	**L**	**L**	**L**
CO2	**S**	**M**	**L**	**L**	**L**	**L**	**L**	**L**	**L**	**L**
CO3	**S**	**S**	**M**	**L**	**L**	**L**	**L**	**L**	**L**	**L**

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

Course Code		Applied Mathematics	L	T	P	C
Core/elective/Supportive		Allied: 2	5	0	0	4
Pre - requisite		Basic Knowledge in Mathematics	Syllabus version		2021-22 Onwards	

Course Objectives

To introduce the concepts of Numbers, Quantification, sets, logical reasoning , probability and calculus

Expected Course Outcomes

1	Demonstrate the concepts of Numbers, Quantification, sets, logical reasoning , probability and calculus	K2
2	Apply the learned concepts to solve various mathematical problems related to the domain	K3
3	Apply various laws related to logarithms and sets to solve various mathematical problems	K4
4	Solve problems related to permutation, combinations, mathematical and logical reasoning and calculus.	K5

K1 – Remember K2 – Understand K3 – apply K4- Analyze K5 – evaluate K6- Create

UNIT I	Numbers, Quantification and Numerical Applications	15

Numbers, Quantification and Numerical Applications - Prime Numbers, Encryptions using Prime Numbers - Binary Numbers - Complex Numbers (Preliminary idea only) - Indices, Logarithm and Antilogarithm - Laws and properties of logarithms - Simple applications of logarithm and antilogarithm - Numerical problems on averages, calendar, clock, time, work and distance, menstruation, seating arrangement

UNIT II	Algebra	16

Algebra - Sets - Types of sets - Venn diagram - De Morgan's laws - Problem solving using Venn diagram 4 - Relations and types of relations - Introduction of Sequences, Series - Arithmetic and Geometric progression - Relationship between AM and GM - Basic concepts of Permutations and Combinations - Permutations, Circular Permutations, Permutations with restrictions - Combinations with standard results.

UNIT III	Mathematical and Logical Reasoning	16

Mathematical and Logical Reasoning - Mathematically acceptable statements - Connecting words/ phrases in Mathematical statement consolidating the understanding of "if and only if (necessary and sufficient) condition", "implies", "and/or", "implied by", "and", "or", "there exists" and their use through variety of examples related to real life and Mathematics - Problems based on logical reasoning (coding-decoding, odd man out, blood relation, syllogism etc).

UNIT IV	Functions	14

Calculus - Introducing functions - Domain and Range of a function - Types of functions (Polynomial function; Rational function; Composite function; Logarithm function; Exponential function; Modulus function; Greatest Integer function, Signum function - Graphical representation of functions - Concept of limits and continuity of a function - Instantaneous rates of change - Differentiation as a process of finding derivative - Derivatives of algebraic functions using Chain rule - Tangent line and equations of tangents.

UNIT V	Probability	14
Probability - Random experiment, sample space, events, mutually exclusive events - Independent and Dependent Events - Law of Total Probability - Bayes' Theorem.		
Total Lecture Hours		**75 Hours**
Text Book(s)		
1	Applied Mathematics – Dan Simpson, Burning Eye books	
Reference Book(s)		
2	Applied Mathematics - Dr. HariArora, Publishing Date Is 2019. Publisher Is S.k. Kataria& Sons	
Course Designed by :		

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	**M**	**L**	**L**	**L**	**L**	**L**	**L**	**L**	**L**	**L**
CO2	**M**	**L**	**L**	**L**	**L**	**L**	**L**	**L**	**L**	**L**
CO3	**S**	**M**	**L**	**L**	**L**	**L**	**L**	**L**	**L**	**L**
CO4	**S**	**M**	**M**	**L**	**L**	**L**	**L**	**L**	**L**	**L**

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

Third Semester

Course Code		Python Programming	L	T	P	C
Core/elective/Supportive		Core : 4	6	0	0	4
Pre - requisite		• Knowledge in Basics of Object Oriented Programming	Syllabus		2021-22 Onwards	

Course Objectives

To introduce the concepts of the various programming constructs of Python programming

Expected Course Outcomes

1	Apply the various basic programming constructs like operators, expressions, decision making statements and Looping statements	K2
2	Summarize the concept of lists, tuples , functions and error handling	K2
3	Apply the concept of Decision making statements, looping constructs , functions for solving basic programs	K3
4	Analyze the concepts of Lists, tuples and error handling mechanisms	K4
5	Evaluate a program incorporating all the python language constructs	K5

K1 – Remember K2 – Understand K3 – apply K4- Analyze K5 – evaluate K6- Create

UNIT I	**BASICS**	**18**

Python - Variables - Executing Python from the Command Line - Editing Python Files -Python Reserved Words - Basic Syntax-Comments - Standard Data Types – Relational Operators -Logical Operators - Bit Wise Operators - Simple Input and Output.

UNIT II	**CONTROL STATEMENTS, LISTS, TUPLES**	**18**

CONTROL STATEMENTS: Control Flow and Syntax - Indenting - if Statement - statements and expressions- string operations- Boolean Expressions -while Loop - break and continue - for Loop.
LISTS: List-list slices - list methods - list loop–mutability–aliasing - cloning lists - list parameters**.**
TUPLES: Tuple assignment, tuple as return value -Sets–Dictionaries.

UNIT III	**FUNCTIONS:**	**17**

Definition - Passing parameters to a Function - Built-in functions- Variable Number of Arguments - Scope – Type conversion-Type coercion-Passing Functions to a Function – Mapping Functions in a Dictionary – Lambda - Modules - Standard Modules – sys – math – time - dir – help Function.

UNIT IV	**ERROR HANDLING:**	**19**

Run Time Errors - Exception Model - Exception Hierarchy - Handling Multiple Exceptions - Data Streams - Access Modes Writing - Data to a File Reading - Data From a File - Additional File Methods - Using Pipes as Data Streams - Handling IO Exceptions - Working with Directories.

UNIT V	**OBJECT ORIENTED FEATURES**:	**18**

Classes Principles of Object Orientation - Creating Classes -Instance Methods - File Organization - Special Methods - Class Variables – Inheritance – Polymorphism - Type Identification - Simple Character Matches - Special Characters – Character Classes – Quantifiers - Dot Character - Greedy Matches – Grouping - Matching at Beginning or End - Match Objects – Substituting - Splitting a String - Compiling Regular Expressions.

Total Lecture Hours	**90 Hours**

Text Book(s)	
1	Mark Summerfield. ―Programming in Python 3: A Complete introduction to the Python Language, Addison-Wesley Professional, 2009.
2	Martin C. Brown, ―PYTHON: The Complete Reference‖, McGraw-Hill, 2001
Reference Book(s)	
1	Allen B. Downey, ``Think Python: How to Think Like a Computer Scientist‘‘, 2nd edition, Updated for Python 3, Shroff/O‘Reilly Publishers, 2016
2	Guido van Rossum and Fred L. Drake Jr, ―An Introduction to Python – Revised and updated for Python 3.2, Network Theory Ltd., 2011.
Course Designed by :	

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	L	L	L	L	L	L	L	L	L	L
CO2	M	L	L	L	L	L	L	L	L	L
CO3	S	M	M	L	L	L	L	L	L	L
CO4	S	M	M	L	L	L	L	L	L	L
CO5	S	S	M	L	L	L	L	L	L	L

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

Course Code		Python Programming Lab	L	T	P	C
Core/elective/Supportive		Core Lab : 4	0	0	5	4
Pre - requisite		• Knowledge in basic Programming	Syllabus		2021-22 Onwards	

Course Objectives

To introduce the concepts of python programming constructs of C++

Expected Course Outcomes

1	Apply the concept of Decision making statements, looping constructs , functions for solving basic programs	K3
2	Analyze the concepts of Lists, tuples and error handling mechanisms	K4
3	Evaluate a program incorporating all the python language constructs	K5

K1 – Remember K2 – Understand K3 – apply K4- Analyze K5 – evaluate K6- Create

PROGRAM - 1		**5**
Write a python program that displays the following information: Your name, Full address Mobile number, College name, Course subjects.		
PROGRAM - 2		**5**
Write a python program to find the largest three integers using if-else and conditional operator.		
PROGRAM - 3		**9**
Write a python program that asks the user to enter a series of positive numbers (The user should enter a negative number to signal the end of the series) and the program should display the numbers in order and their sum.		
PROGRAM - 4		**9**
Write a python program to find the product of two matrices [A]mxp and [B]pxr		
PROGRAM - 5		**9**
Write recursive functions for GCD of two integers.		
PROGRAM -6		**5**
Write recursive functions for the factorial of positive integer.		
PROGRAM -7		**5**
Write recursive functions for Fibonacci Sequence up to given number n.		
PROGRAM -8		**5**
Write recursive functions to display prime number from 2 to n.		
PROGRAM -9		**5**
Write a python program that writes a series of random numbers to a file from 1 to n and display.		
PROGRAM -10		**6**
Write a python program to sort a given sequence: String, List and Tuple.		
PROGRAM -11		**6**
Write a python program to make a simple calculator.		
PROGRAM -12		**6**
Write a python program for Linear Search and Binary Search.		
	Total Hours	**75 Hours**

Text Book(s)	
1	Mark Summerfield. ―Programming in Python 3: A Complete introduction to the Python Language, Addison-Wesley Professional, 2009.
Reference Book(s)	
2	Martin C. Brown, ―PYTHON: The Complete Reference‖, McGraw-Hill, 2001
Course Designed by :	

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	M	M	L	L	L	L	L	L	L	L
CO2	S	M	M	L	L	L	L	L	L	L
CO3	S	S	S	L	L	L	L	L	L	L

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

Course Code		Fuzzy Logic and Neural Networks	L	T	P	C
Core/elective/Supportive		Core : 5	6	0	0	4
Pre - requisite		• Knowledge in Basics of Object Oriented Programming	Syllabus		2021-22 Onwards	

Course Objectives

- To introduce the concepts of neural networks and fuzzy systems
- To explain the basic mathematical elements of the theory of fuzzy sets.

1	Explain the basic concepts of fuzzy sets and fuzzy logic	K2
2	Understanding of the basic mathematical elements of the theory of fuzzy sets.	K2
3	Explain the fundamentals and history of neural networks	K2
4	Outline about the mapping and recurrent networks	K2
5	Analyze the applications of fuzzy logic and neural network for various applications	K3

K1 – Remember K2 – Understand K3 – apply K4- Analyze K5 – evaluate K6- Create

UNIT I	Fuzzy Set Theory and Fuzzy Logic Control:	18

Basic concepts of fuzzy sets- Operations on fuzzy sets- Fuzzy relation equations- Fuzzy logic control Fuzzification –Defuzzificatiuon- Knowledge base- Decision making logic- Membership functions – Rule base.

UNIT II	Adaptive Fuzzy Systems	18

Performance index- Modification of rule base0- Modification of membership functions- Simultaneous modification of rule base and membership functions- Genetic algorithms-Adaptive fuzzy system Neuro fuzzy systems.

UNIT III	Artificial Neural Networks:	18

Introduction- History of neural networks- multilayer perceptions- Back propagation algorithm and its Variants- Different types of learning, examples.

UNIT IV	Mapping and Recurrent Networks:	18

Counter propagation –Self organization Map- Congnitron and Neocognitron- Hopfield Net- Kohonnen Nets- Grossberg Nets- Art-I, Art-II reinforcement learning

UNIT V	Case Studies	18

Application of fuzzy logic and neural networks to Measurement- Control- Adaptive Neural Controllers – Signal Processing and Image Processing

Total Lecture Hours	90 Hours

Text Book(s)

1	Vallum B.R And Hayagriva V.R C++, Neural networks and Fuzzy logic, BPB Publications, New Delhi, 1996

Reference Book(s)

1	Fuzzy logic & Neural Networks/ Chennakesava R. Alavala/ New Age International, 2008
2	Neural Networks for control, Millon W. T, Sutton R.S and Werbos P. J, MIT Press 1992
3	Fuzzy sets Fuzzy logic, Klir, G. J anfd Yuan B.B Prentice Hall oif India Pvt. Ltd.,, New Delhi

4	Neural Networks and Fuzzy systems, Kosko.. Prentice hall of India Pvt. Ltd.,, New Delhi 1994
5	Introduction to Fuzzy control, Dirankov D. Hellendoorn H, Reinfrank M., Narosa Publications House, New Delhi 1996
6	Introduction to Artificial Neural systems, Zurada J. M Jaico Publishing House, New Delhi 1994
Course Designed by :	

	PO1	**PO2**	**PO3**	**PO4**	**PO5**	**PO6**	**PO7**	**PO8**	**PO9**	**PO10**
CO1	**L**	**L**	**L**	**L**	**L**	**L**	**L**	**L**	**L**	**L**
CO2	**M**	**L**	**L**	**L**	**L**	**L**	**L**	**L**	**L**	**L**
CO3	**S**	**M**	**L**	**L**	**L**	**L**	**L**	**L**	**L**	**L**
CO4	**S**	**S**	**M**	**L**	**L**	**L**	**L**	**L**	**L**	**L**
CO5	**S**	**S**	**S**	**L**	**L**	**L**	**L**	**L**	**L**	**L**

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

Course Code		Design and Analysis of Algorithms	L	T	P	C
Core/elective/Supportive		Allied : 3	6	0	0	4
Pre - requisite		• Foundation in designing algorithms • Basic knowledge on data structural concepts	Syllabus version		2021-22 Onwards	

Course Objectives

- To emphasize the importance of analysis of algorithms and finding the time complexity.
- To explain various algorithm design techniques

Expected Course Outcomes

1	Explain the importance of algorithm analysis and the notation used	K2
2	Apply the various frameworks for analyzing recursive and non-recursive algorithms to find the time complexity	K3
3	Illustrate the various algorithm design techniques like divide and conquer, greedy algorithms, brute force and dynamic programming	K4
4	Illustrate the various iterative method like Simplex Method, Maximum-Flow Problem, Maximum Matching in Bipartite Graphs, Stable marriage Problem..	K4
5	Compare the P,NP, NP –Complete and NP-Hard type of problems	K4
6	Compare algorithms by calculating their time efficiency using the prescribed framework	K5

K1 – Remember K2 – Understand K3 – apply K4- Analyze K5 – evaluate K6- Create

UNITI	INTRODUCTION	18

Notion of Algorithm – Fundamentals of Algorithmic Problem Solving – Important Problem types– Fundamentals of the Analysis of Algorithmic Efficiency –Asymptotic Notations and their properties. Analysis Framework – Empirical analysis – Mathematical analysis for Recursive and Non-recursive algorithms

UNIT II	BRUTE FORCE AND DIVIDE-AND-CONQUER	18

Brute Force – Computing an– String Matching – Closest Pair and Convex-Hull Problems -Exhaustive Search – Travelling Salesman Problem – Knapsack Problem – Assignment problem. Divide and Conquer Methodology – Binary Search – Merge sort – Quick sort – Heap Sort -Multiplication of Large Integers – Closest-Pair and Convex – Hull Problems.

UNIT III	DYNAMIC PROGRAMMING AND GREEDY TECHNIQUE	19

Dynamic programming – Principle of optimality – Coin changing problem, Computing a Binomial Coefficient – Floyd‘s algorithm – Multi stage graph – Optimal Binary Search Trees – Knapsack Problem and Memory functions.
Greedy Technique – Container loading problem – Prim‘s algorithm and Kruskal’s Algorithm.

UNIT IV	ITERATIVE IMPROVEMENT	17

The Simplex Method – The Maximum-Flow Problem – Maximum Matching in Bipartite Graphs, Stable marriage Problem.

UNIT V	COPING WITH THE LIMITATIONS OF ALGORITHM POWER	18
Lower – Bound Arguments – P, NP NP- Complete and NP Hard Problems. Backtracking – n-Queen problem – Hamiltonian Circuit Problem – Subset Sum Problem. Branch and Bound – Assignment problem – Knapsack Problem – Travelling Salesman Problem – Approximation Algorithms for NP-Hard Problems – Travelling Salesman problem – Knapsack problem.		
Total Lecture Hours		**90Hours**
Text Book(s)		
1	AnanyLevitin, "Introduction to the Design and Analysis of Algorithms", Third Edition, Pearson Education, 2012.	
ReferenceBook(s)		
1	Thomas H.Cormen, Charles E.Leiserson, Ronald L. Rivest and Clifford Stein, "Introduction to Algorithms", Third Edition, PHI Learning Private Limited, 2012	
2	Alfred V. Aho, John E. Hopcroft and Jeffrey D. Ullman, "Data Structures and Algorithms", Pearson Education, Reprint 2006.	
3	Donald E. Knuth, "The Art of Computer Programming", Volumes 1& 3 Pearson Education, 2009. Steven S. Skiena, "The Algorithm Design Manual", Second Edition, Springer, 2008.	
	Related Online Contents (MOOC, SWAYAM,NPTEL, Websites etc)	
1	**https://onlinecourses.swayam2.ac.in/aic20_sp06/preview**	
2	**https://onlinecourses.swayam2.ac.in/arp19_ap79/preview**	
Course Designed by :		

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	**M**	**L**	**L**	**L**	**L**	**L**	**L**	**L**	**L**	**L**
CO2	**M**	**L**	**L**	**L**	**L**	**L**	**L**	**L**	**L**	**L**
CO3	**S**	**M**	**L**	**L**	**L**	**L**	**L**	**L**	**L**	**L**
CO4	**S**	**M**	**M**	**L**	**L**	**L**	**L**	**L**	**L**	**L**
CO5	**S**	**M**	**M**	**L**	**L**	**L**	**L**	**L**	**L**	**L**
CO6	**S**	**S**	**S**	**L**	**L**	**L**	**L**	**L**	**L**	**L**

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

Course Code		Internet of Things(IoT)	L	T	P	C
Core/elective/Supportive		Skill based Subject : 1	5	0	0	3
Pre - requisite		None	Syllabus version		2021-22 Onwards	

Course Objectives

- To explain about the definition and usage of Internet of things
- To explain the key components of IoT system

Expected Course Outcomes

1	Explain the definition and usage of the term "Internet of Things" in different contexts	K2
2	Understand the key components that make up an IoT system	K2
3	Differentiate between the levels of the IoT stack and be familiar with the key technologies and protocols employed at each layer of the stack	K3
4	Apply the knowledge and skills acquired during the course to build and test a complete, working IoT system involving prototyping, programming and data analysis	K3
5	Discover where the IoT concept fits within the broader ICT industry and possible future trends	K4

K1 – Remember K2 – Understand K3 – apply K4- Analyze K5 – evaluate K6- Create

UNIT I	Introduction to IoT	16

Introduction – Definition and Characteristics of IoT, Physical Design of IoT; Things in IOT, Logical Design of IoT; IoT Functional Blocks, IoT Communication APIs, IoT Enabling Technologies; WSN, Cloud Computing, Big Data Analysis, Communication Protocols, Embedded Systems

UNIT II	IoT Hardware	15

IoT Hardware, Devices and Platforms – Basics of Arduino Hardware, The Arduino IDE, Basic Arduino Programming, Basics of Raspberry pi; Introduction to Raspberry pi, Programming with Raspberry pi, CDAC IoT devices: Ubimote, Wi-Fi mote, BLE Mote, WINGZ gateway, Introduction to IoT Platforms, IoT Sensors and actuators

UNIT III	IoT Protocols	16

IoT Protocols – IoT Data link Protocols, Network Layer Routing Protocols, Network Layer Encapsulation Protocols, Session Layer Protocols, IoT Security Protocols, Service Discovery Protocols, Infrastructure Protocols.

UNIT IV	IoT Programming	14

IoT Programming – Arduino Programming: Serial Communications – Getting Input from Sensors, Visual, Physical and Audio Outputs, Remotely Controlling External Devices, Wireless Communication, Programming with Raspberry pi: Basics of python Programming, Python Packages of IoT, IoT Programming with CADC IoT devices.

UNIT V	Domain Specific IoT	14

Domain Specific IoT – Home automation, smart cities, Smart Environment, IoT in Energy, Logistics, Agriculture, industry and Health & Life style sensors, Case Studies: A Case Study of Internet of Things Using Wireless Sensor Networks and Smart Phones, Security Analysis of Internet-of-Things: A Case Study of August Smart Lock, Open IoT Platform.

Total Lecture Hours	75 Hours

Text Book(s)	
1	Vijay Madisetti and ArshdeepBahga, "Internet of Things (A Hands-on-Approach)", 1st Edition, VPT, 2014.
ReferenceBook(s)	
1	Margolis, Michael. "ArduinoCooKbook: Receipestobegin, Expand and Enhance Your Projects". O'Reilly Media Inc.2011.
2	Monk, Simon. Raspberry Pi Cookbook: Software and hardware problems and Solutions. O'Reilly Media,Inc. 2016.
	Related Online Contents (MOOC, SWAYAM,NPTEL, Websites etc)
1	**https://onlinecourses.swayam2.ac.in/aic20_sp06/preview**
2	**https://onlinecourses.swayam2.ac.in/arp19_ap79/preview**
Course Designed by :	

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	**M**	**L**	**L**	**L**	**L**	**L**	**L**	**L**	**L**	**L**
CO2	**M**	**L**	**L**	**L**	**L**	**L**	**L**	**L**	**L**	**L**
CO3	**S**	**M**	**L**	**L**	**L**	**L**	**L**	**L**	**L**	**L**
CO4	**S**	**M**	**M**	**L**	**L**	**L**	**L**	**L**	**L**	**L**
CO5	**S**	**S**	**S**	**L**	**L**	**L**	**L**	**L**	**L**	**L**

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

Fourth Semester

Course Code		Artificial Intelligence and Knowledge Representation	L	T	P	C
Core/elective/Supportive		Core : 6	6	0	0	4
Pre - requisite		None	Syllabus version		2021-22 Onwards	

Course Objectives

- To expose the student sot the fundamental concepts of Artificial Intelligence and its applications.

Expected Course Outcomes

1	Demonstrate fundamental understanding of the history of artificial intelligence (AI) and its foundations.	K2
2	Understanding about the basic concepts of Software agents ad representation of knowledge	K2
3	Demonstrate awareness and a fundamental understanding of various applications of AI techniques in intelligent agents, expert systems, artificial neural networks and other machine learning models.	K2
4	Apply basic principles of AI in solutions that require problem solving, inference, perception, knowledge representation, and learning.	K3

K1 – Remember K2 – Understand K3 – apply K4- Analyze K5 – evaluate K6- Create

UNITI	Introduction	18

Introduction – Definition – Future of Artificial Intelligence – Characteristics of Intelligent Agents – Typical Intelligent Agents – Problem Solving Approach to Typical AI Problems.

UNIT II	Problem Solving Methods	19

Problem Solving Methods – Search Strategies – Uninformed – Informed – Heuristics – Local Search Algorithms and Optimization Problems – Searching with Partial Observations – Constraint Satisfaction Problems – Constraint Propagation – Backtracking Search – Game Playing – Optimal Decisions in Games – Alpha – Beta Pruning – Stochastic Games.

UNIT III	Knowledge Representation	18

Knowledge Representation – First Order Predicate Logic – Prolog Programming – Unification – Forward Chaining – Backward – Chaining – Resolution – Knowledge Representation – Ontological Engineering – Categories and Objects – Events – Mental Events and Mental Objects – Reasoning Systems for Categories – Reasoning with Default Information.

UNIT IV	Software Agents	17

Software Agents – Architecture for Intelligent Agents – Agent Communication – Negotiation and Bargaining – Argumentation among Agents – Trust and Reputation in Multi-agent Systems.

UNIT V	AI Applications	18

AI Applications – Language Models – Information Retrieval – Information Extraction – Natural Language Processing – Machine Translation – Speech Recognition – Robot – Hardware – Perception – Planning - Moving.

Total Lecture Hours	90Hours

	Text Book(s)
1	S. Russell and P. Norvig, "Artificial Intelligence: A Modern Approach", Prentice Hall, Third Edition, 2009.
2	I. Bratko, - Prolog: Programming for Artificial Intelligence, Fourth Edition, Addison-Wesley Educational Publishers Inc., 2011.
	ReferenceBook(s)
1	M. Tim Jones, - Artificial Intelligence: A Systems Approach (Computer Science), Jones and Bartlett Publishers Inc.; First Edition, 2008.
2	Nils J. Nilsson, - The Quest for Artificial Intelligence, Cambridge University Press, 2009.
3	William F. Clocksin and Christopher S Mellish, Programming in Prolog: Using the ISO Standard, Fifth Edition, Springer, 2003.
4	Gerhard Welss, - Multi Agents Systems, Second Edition, 2013.
5	David L. Poole and Alan K. Mackworth, - Artificial Intelligence: Foundations of Computational Agents, Cambridge University Press, 2010.
6	Implement an application that stores big data in Hbase/MongoDB/Pig Using Hadoop
	Related Online Contents (MOOC, SWAYAM,NPTEL, Websites etc)
1	**https://onlinecourses.swayam2.ac.in/aic20_sp06/preview**
2	**https://onlinecourses.swayam2.ac.in/arp19_ap79/preview**
Course Designed by :	

	PO1	**PO2**	**PO3**	**PO4**	**PO5**	**PO6**	**PO7**	**PO8**	**PO9**	**PO10**
CO1	**M**	**L**	**L**	**L**	**L**	**L**	**L**	**L**	**L**	**L**
CO2	**M**	**L**	**L**	**L**	**L**	**L**	**L**	**L**	**L**	**L**
CO3	**S**	**M**	**L**	**L**	**L**	**L**	**L**	**L**	**L**	**L**
CO4	**S**	**S**	**M**	**L**	**L**	**L**	**L**	**L**	**L**	**L**

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

Course Code		R Programming	L	T	P	C
Core/elective/Supportive		Core : 7	6	0	0	4
Pre - requisite		None	Syllabus version		2021-22 Onwards	

Course Objectives

- To expose the student sot the fundamental concepts of R Programming

Expected Course Outcomes

1	Understand the basics in R programming in terms of constructs, control statements, string functions	K2
2	Understand the use of R for Big Data analytics	K2
3	Apply R programming for Text processing	K3
4	Appreciate and apply the R programming from a statistical perspective	K3

K1 – Remember K2 – Understand K3 – apply K4- Analyze K5 – evaluate K6- Create

UNIT I	Introducing to R	18

Introducing to R – R Data Structures – Help Functions in R – Vectors – Scalars – Declarations – Recycling – Common Vector Operations – Using all and any – Vectorized operations – NA and NULL values – Filtering – Victoriesed if-then else – Vector Element names. (9).

UNIT II	Matrices	18

Creating matrices – Matrix Operations – Applying Functions to Matrix Rows and Columns – Adding and deleting rows and columns - Vector/Matrix Distinction – Avoiding Dimension Reduction – Higher Dimensional arrays – lists – Creating lists – General list operations – Accessing list components and values – applying functions to lists – recursive lists.

UNIT III	Data Frames	18

Creating Data Frames – Matrix-like operations in frames – merging Data frames – Applying functions to Data Frames – Factors and Tables – Factors and levels – Common Functions used with factors – Working with tables – Other factors and table related functions – Control statements – Arithmetic and Boolean operators and values – Default Values for arguments – Returning Boolean Values – Functions are objects – Environment and scope issues – Writing Upstairs – Recursion – Replacement functions – Tools for Composing function code – Math and Simulation in R.

UNIT IV	Classes	18

S3 Classes – S4 Classes – Managing your objects – Input/output – accessing keyboard and monitor – reading and writing files – accessing the internet – String Manipulation – Graphics – Creating Graphs – Customizing Graphs – Saving Graphs to files – Creating Three-Dimensional plots.

UNIT V	Interfacing R	18

Interfacing R to other languages – Parallel R – Basic Statistics – Linear Model – Generalized Linear models – Non-linear Models – Time Series and Auto-Correlation – Clustering.

Total Lecture Hours	90Hours

Text Book(s)

1	Norman Matloff, "The Art of R Programming: A Tour of Statistical Software Design", No Starch Press, 2011.
2	Jared P. Lander, "R for Everyone: Advanced Analytics and Graphics", Addison-Wesley Data & Analytics Series, 2013.

	ReferenceBook(s)	
1	Mark Gardner, "Beginning R – The Statistical Programming Language", Wiley, 2013.	
2	Robert Knell, "Introductory R: A Beginner's Guide to Data Visualisation, Statistical Analysis and programming in R", Amazon Digital South Asia Services Inc, 2013. Richard Cotton(2013). Learning R, O'Reilly Media.	
3	Garret Grolemund (2014). Hands-on Programming with R. O'Reilly Media, Inc.	
4	Roger D.Peng (2018). R Programming for Data Science. Lean Publishing.	
	Related Online Contents (MOOC, SWAYAM,NPTEL, Websites etc)	
1	https://onlinecourses.swayam2.ac.in/aic20_sp06/preview	
2	https://onlinecourses.swayam2.ac.in/arp19_ap79/preview	
Course Designed by :		

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	M	L	L	L	L	L	L	L	L	L
CO2	M	L	L	L	L	L	L	L	L	L
CO3	S	M	L	L	L	L	L	L	L	L
CO4	S	S	M	L	L	L	L	L	L	L

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

Course Code		R Programming Lab	L	T	P	C
Core/elective/Supportive		Core Lab : 5	0	0	6	4
Pre - requisite		None	Syllabus version		2021-22 Onwards	

Course Objectives

- To expose the student sot the fundamental concepts of R Programming

Expected Course Outcomes

1	Understand the basics in R programming in terms of constructs, control statements, string functions	K2
2	Understand the use of R for Big Data analytics	K2
3	Apply R programming for Text processing	K3
4	Appreciate and apply the R programming from a statistical perspective	K3

K1 – Remember K2 – Understand K3 – apply K4- Analyze K5 – evaluate K6- Create

List of Programs

1. R Expressions and Data Structures
2. Manipulation of vectors and matrix
3. Operators on Factors in R
4. Data Frames in R
5. Lists and Operators
6. Working with looping statements.
7. Graphs in R
8. 3D plots in R

Total Lecture Hours	**90 Hours**

Text Book(s)

1	S. Russell and P. Norvig, "Artificial Intelligence: A Modern Approach", Prentice Hall, Third Edition, 2009.
2	I. Bratko, - Prolog: Programming for Artificial Intelligence, Fourth Edition, Addison-Wesley Educational Publishers Inc., 2011.

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1	M. Tim Jones, - Artificial Intelligence: A Systems Approach (Computer Science), Jones and Bartlett Publishers Inc.; First Edition, 2008.
2	Nils J. Nilsson, - The Quest for Artificial Intelligence, Cambridge University Press, 2009.

3	William F. Clocksin and Christopher S Mellish, Programming in Prolog: Using the ISO Standard, Fifth Edition, Springer, 2003.
4	Gerhard Welss, - Multi Agents Systems, Second Edition, 2013.
5	David L. Poole and Alan K. Mackworth, - Artificial Intelligence: Foundations of Computational Agents, Cambridge University Press, 2010.
6	Implement an application that stores big data in Hbase/MongoDB/Pig Using Hadoop
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2	**https://onlinecourses.swayam2.ac.in/arp19_ap79/preview**
Course Designed by :	

	PO1	**PO2**	**PO3**	**PO4**	**PO5**	**PO6**	**PO7**	**PO8**	**PO9**	**PO10**
CO1	**M**	**L**	**L**	**L**	**L**	**L**	**L**	**L**	**L**	**L**
CO2	**M**	**L**	**L**	**L**	**L**	**L**	**L**	**L**	**L**	**L**
CO3	**S**	**M**	**L**	**L**	**L**	**L**	**L**	**L**	**L**	**L**
CO4	**S**	**S**	**M**	**L**	**L**	**L**	**L**	**L**	**L**	**L**

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

Course Code		Machine Learning- Basics	L	T	P	C
Core/elective/Supportive		Allied : 4	6	0	0	4
Pre - requisite		None	Syllabus version		2021-22 Onwards	

Course Objectives

- To explain about the basics of machine learning

Expected Course Outcomes

1	Understanding of the fundamental issues and challenges of machine learning: data, model selection, model complexity, etc.	K2
2	Understanding of the strengths and weaknesses of many popular machine learning approaches.	K2
3	Explain about the concepts of computational learning theory and dimensionality reduction	K2
4	Appreciate the underlying mathematical relationships within and across Machine Learning algorithms and the paradigms of supervised and un-supervised learning.	K3

K1 – Remember K2 – Understand K3 – apply K4- Analyze K5 – evaluate K6- Create

UNITI	Introduction to Learning	18

Algorithmic models of learning, Learning classifiers, functions, relations, grammars, probabilistic models, value functions, behaviors and programs for experience. Bayesian, maximum some posterior, and minimum description length frameworks.

UNIT II	ML- Models	18

Parameter Estimation, sufficient statistics, decision trees, neural networks, support vector machines, Bayesian networks, bag of words classifiers, N-gram models; Markov and Hidden Markov models, probabilistic relational models, association rules, nearest neighbor classifiers, locally weighted regression, ensemble classifiers.

UNIT III	Computational Learning	17

Computational Learning theory, mistake bound analysis, sample complexity analysis, VC dimension, Occam learning, accuracy and confidence boosting, Dimensionality reduction: Principal component Analysis, feature selection and visualization.

UNIT IV	Unsupervised Learning	18

Unsupervised Learning: Clustering, mixture models, k-means clustering, hierarchical clustering, distributional clustering, Reinforcement learning; Learning from heterogeneous, distributed, data and knowledge.

UNIT V	Applications in Data Mining	19

Selected applications in data mining, automated knowledge acquisition, pattern recognition, program synthesis, text and language processing, internet-based information systems, human computer interaction, semantic web, and bioinformatics and computational biology.

Total Lecture Hours	90 Hours

	Text Book(s)
1	Bishop, C. (2006). Pattern Recognition and Machine Learning. Berlin: Springer-Verlag.
	ReferenceBook(s)
1	Russel, S. And Norving, P. (2003). Artificial Intelligence: A Modern Approach. 2nd Edition, New York: Prentice-Hall.
2	Baldi, P., Frasconi, P., Smyth, P. (2002). Bioinformatics: A Machine Learning Approach. Cambridge, MA: MIT Press.
3	Baldi, P., Frasconi, P., Smyth, P. (2003). Modeling the Internet and the Web – Probabilistic Methods and Algorithms. New York: Wiley.
4	Bishop, C.M. Neural Networks for pattern recognition. New York: Oxford University press (1995).
5	Hastie, T., Tibshirani, R., and Friedman, J. (2001). The elements of Statistical Learning – Data mining, Inference, and Prediction, Berlin: Springer- Verlag.
6	Cohen, P.R. (1995) Empirical Methods in Artificial Intelligence. Cambridge, MA: MIT Press.
7	Cowell, R.G., Dawid, A.P., Lauritzen, S.L., and Spiegelhalter. D.J. (1999). Graphical Models and Expert Syatems. Berlin: Springer.
	Related Online Contents (MOOC, SWAYAM,NPTEL, Websites etc)
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2	**https://onlinecourses.swayam2.ac.in/arp19_ap79/preview**
Course Designed by :	

	PO1	**PO2**	**PO3**	**PO4**	**PO5**	**PO6**	**PO7**	**PO8**	**PO9**	**PO10**
CO1	**M**	**L**	**L**	**L**	**L**	**L**	**L**	**L**	**L**	**L**
CO2	**M**	**L**	**L**	**L**	**L**	**L**	**L**	**L**	**L**	**L**
CO3	**S**	**M**	**L**	**L**	**L**	**L**	**L**	**L**	**L**	**L**
CO4	**S**	**S**	**M**	**L**	**L**	**L**	**L**	**L**	**L**	**L**

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

Course Code		Capstone Project Work	L	T	P	C
Core/elective/Supportive		Skill Based Subject 2	0	0	4	3
Pre - requisite		• Students should have a good understanding of software engineering • Student should possess strong analytical skills • Strong coding skills in any one programming paper	Syllabus version		2021-22 Onwards	

Course Objectives

- To understand and select the task based on their core skills.
- To get the knowledge about analytical skill for solving the selected task.
- To get confidence for implementing the task and solving the real time problems.

Expected Course Outcomes

On the successful completion of the course, student will be able to:

1	Illustrate a real world problem and identify the list of project requirements	**K3**
2	Judge the features of the project including forms, databases and reports	**K5**
2	Design code to meet the input requirements and to achieve the required output	**K6**
3	Compose a project report incorporating the features of the project	**K6**

K1 – Remember K2 – Understand K3 – apply K4- Analyze K5 – evaluate K6- Create

Aim of the project work

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

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 75 marks at the last day of the practical session.

2. Out of 75 marks, 45 marks for project report and 30 Marks for Viva Voce.

Project Work 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

3.2 Input Design

3.3 Output Design

3.4 Database Design

3.5 System Development

3.5.1 Description of Modules (Detailed explanation about the project work)

4 Software Testing and Implementation

Conclusion

Bibliography

Appendices

A. Data Flow Diagram

B. Table Structure

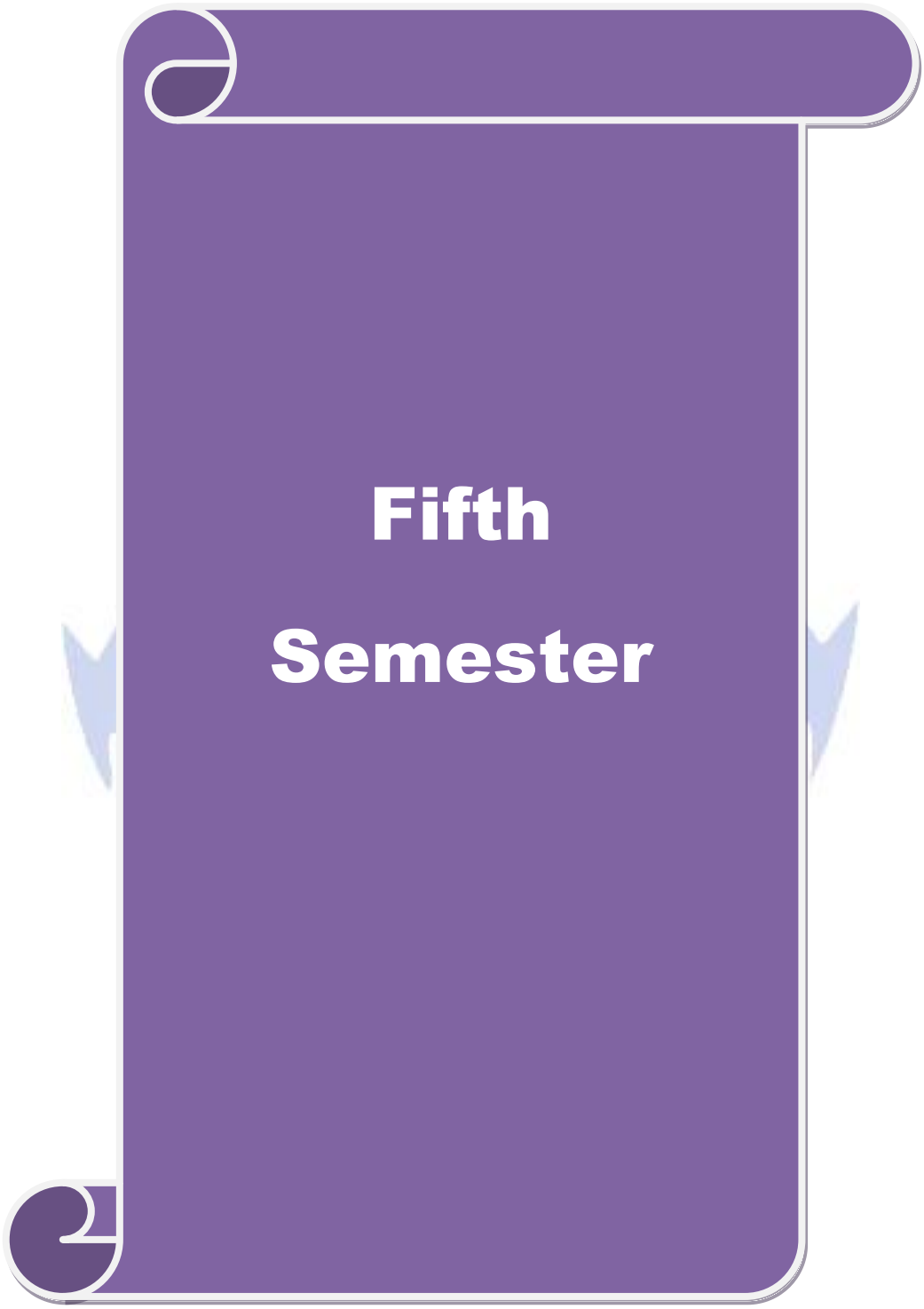
C. Sample Coding

D. Sample Input

E. Sample Output

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	**S**	**S**	**S**	**S**	**S**	**L**	**L**	**L**	**L**	**L**
CO2	**S**	**S**	**S**	**S**	**S**	**L**	**L**	**L**	**L**	**L**
CO3	**S**	**S**	**S**	**S**	**S**	**M**	**M**	**L**	**L**	**L**
CO4	**S**	**S**	**S**	**S**	**S**	**M**	**M**	**L**	**L**	**L**

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


Fifth
Semester

Course Code		Machine Learning Techniques	L	T	P	C
Core/elective/Supportive		Core : 8	6	0	0	4
Pre - requisite		None	Syllabus version		2021-22 Onwards	

Course Objectives

- To introduce students to the concepts and techniques of Machine Learning.

Expected Course Outcomes

1	Understand the basic concepts and techniques of Machine Learning.	K2
2	Explain the regression methods, classification methods, clustering methods.	K2
3	Understand the inference and learning algorithms for the hidden Markov model.	K2
4	Demonstrate Dimensionality reduction Techniques	K2
5	Appreciate the underlying mathematical relationships within and across Machine Learning algorithms and the paradigms of supervised and un-supervised learning.	K3

K1 – Remember K2 – Understand K3 – apply K4- Analyze K5 – evaluate K6- Create

UNITI	Introduction to Machine Learning	18

Introduction – Types of Machine Learning – Supervised Learning – The Brain and the Neuron – Design a Learning System – Perspectives and Issues in Machine Learning – Concept Learning Task – Concept Learning as Search- Finding a Maximally Specific Hypothesis – Version Spaces and the Candidate Elimination Algorithm – Linear Discriminants – Perceptron – Linear Separability – Linear Regression.

UNIT II	Machine Learning Models	19

Linear Models – Multi-Layer Perceptron – Going Forwards – Going Backwards: Back Propagation Error – Multi-Layer Perceptron in Practice – Examples of using the MLP – Overview – Deriving Back-Propagation – Radial Basis Functions and Splines – Concepts – RBF Network – Curse of Dimensionality – Interpolations and Basis Functions – Support Vector Machines.

UNIT III	Tree & Probabilistic Model	19

Tree and Probabilistic Models – Learning with Trees – Decision Trees – Constructing Decision Trees – Classification and Regression Trees – Ensemble Learning – Boosting – Bagging – Different ways to Combine Classifiers - Probability and Learning – Data into Probabilities – Basic Statistics – Gaussian Mixture Models – Nearest Neighbor Methods – Unsupervised Learning – K means Algorithms – Vector Quantization – Self Organizing Feature Map.

UNIT IV	Dimensionality Reduction and Evolutionary Models	17

Dimensionality Reduction and Evolutionary Models - Dimensionality Reduction – Linear Discriminant Analysis – Locally Linear Embedding – Isomap – Least Squares Optimization – Evolutionary Learning – Genetic Algorithms – Genetic Offspring – Genetic Operators – Using Genetic Algorithms – Reinforcements Learning – Overview – Getting Lost Example–Markov Decision Process.

UNIT V	Graphical Model	17

Graphical Models – Markov Chain Monte Carlo Methods – Sampling – Proposal Distribution – Markov Chain Monte Carlo – Graphical Models – Bayesian Networks – Markov Random Fields – Hidden Markov Models – Tracking Methods.

Total Lecture Hours		**90Hours**
Text Book(s)		
1	EthemAlpaydin, - introduction to Machine Learning 3e (Adaptive Computation and Machine Learning Series), Third Edition, MIT Press, 2014.	
	ReferenceBook(s)	
1	Jason Bell, - Machine Learning – Hands on for Developers and Technical professionals, First Edition, Wiley, 2014.	
2	Peter Flach, - Machine Learning: The Art and Science of Algorithms that Make Sense of Data, First Edition, Cambridge University Press, 2012.	
	Related Online Contents (MOOC, SWAYAM,NPTEL, Websites etc)	
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Course Designed by :		

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	**M**	**L**	**L**	**L**	**L**	**L**	**L**	**L**	**L**	**L**
CO2	**M**	**L**	**L**	**L**	**L**	**L**	**L**	**L**	**L**	**L**
CO3	**S**	**M**	**L**	**L**	**L**	**L**	**L**	**L**	**L**	**L**
CO4	**S**	**S**	**M**	**L**	**L**	**L**	**L**	**L**	**L**	**L**
CO5	**S**	**S**	**S**	**L**	**L**	**L**	**L**	**L**	**L**	**L**

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

Course Code		Machine Learning Lab	L	T	P	C
Core/elective/Supportive		Core Lab : 6	0	0	6	4
Pre - requisite		None	Syllabus version		2021-22 Onwards	

Course Objectives

- To introduce students to the concepts and techniques of Machine Learning.

Expected Course Outcomes

1	Understand the basic concepts and techniques of Machine Learning.	K2
2	Explain the regression methods, classification methods, clustering methods.	K2
3	Understand the inference and learning algorithms for the hidden Markov model.	K2
4	Demonstrate Dimensionality reduction Techniques	K2
5	Appreciate the underlying mathematical relationships within and across Machine Learning algorithms and the paradigms of supervised and un-supervised learning.	K3

K1 – Remember K2 – Understand K3 – apply K4- Analyze K5 – evaluate K6- Create

List of Programs

1. Implement and demonstrate the FIND-S algorithm for finding the most specific hypothesis based on a given set of training data samples. Read the training data from a .CSV file

2. For a given set of training data examples stored in a .CSV file, implement and demonstrate the Candidate-Elimination algorithm to output a description of the set of all hypotheses consistent with the training examples

3. Write a program to demonstrate the working of the decision tree based ID3 algorithm. Use an appropriate data set for building the decision tree and apply this knowledge to classify a new sample.

4. Build an Artificial Neural Network by implementing the Backpropagation algorithm and test the same using appropriate data sets.

5. Write a program to implement the naïve Bayesian classifier for a sample training data set stored as a .CSV file. Compute the accuracy of the classifier, considering few test data sets.

6. Assuming a set of documents that need to be classified, use the naïve Bayesian Classifier model to perform this task. Built-in Java classes/API can be used to write the program. Calculate the accuracy, precision, and recall for your data set.

Total Lecture Hours	90 Hours

Text Book(s)	
1	EthemAlpaydin, - introduction to Machine Learning 3e (Adaptive Computation and Machine Learning Series), Third Edition, MIT Press, 2014.
ReferenceBook(s)	
1	Jason Bell, - Machine Learning – Hands on for Developers and Technical professionals, First Edition, Wiley, 2014.
2	Peter Flach, - Machine Learning: The Art and Science of Algorithms that Make Sense of Data, First Edition, Cambridge University Press, 2012.
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Course Designed by :	

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	**S**	**M**	**L**	**L**	**L**	**L**	**L**	**L**	**L**	**L**
CO2	**S**	**M**	**M**	**L**	**L**	**L**	**L**	**L**	**L**	**L**
CO3	**S**	**M**	**M**	**L**	**L**	**L**	**L**	**L**	**L**	**L**
CO4	**S**	**S**	**S**	**L**	**L**	**L**	**L**	**L**	**L**	**L**
CO5	**S**	**S**	**S**	**L**	**L**	**L**	**L**	**L**	**L**	**L**

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

Course Code		Deep Learning	L	T	P	C
Core/elective/Supportive		Core : 9	6	0	0	4
Pre - requisite		None	Syllabus version		2021-22 Onwards	

Course Objectives

- To introduce students to the basic concepts and techniques of deep Learning.

Expected Course Outcomes

1	Understand the basic concepts and techniques of Deep Learning.	K2
2	To understand and apply the Machine learning principles	K2
3	To study the deep learning architectures	K2
4	Explore and create deep learning applications with tensor flow	K3

K1 – Remember K2 – Understand K3 – apply K4- Analyze K5 – evaluate K6- Create

UNITI	**Introduction to Learning**	**18**
The Neural Network – Limits of Traditional Computing – Machine Learning – Neuron – FF Neural Networks – Types of Neurons – Softmax output layers		
UNIT II	**Deep Learning Models**	**18**
Tensor flow – Variables – Operations – Placeholders – Sessions – Sharing Variables – Graphs – Visualization		
UNIT III	**CNN**	**19**
Convolution Neural Network – Feature Selection – Max Pooling – Filters and Feature Maps – Convolution Layer –Applications		
UNIT IV	**RNN**	**17**
Recurrent Neural Network – Memory cells – sequence analysis – word2vec- LSTM — Memory augmented Neural Networks – NTM—Application		
UNIT V	**Reinforcement Learning**	**18**
Reinforcement Learning – MDP – Q Learning – Applications		
	Total Lecture Hours	**90 Hours**

Text Book(s)

1	Nikhil Buduma, Nicholas Locascio, "Fundamentals of Deep Learning: Designing NextGeneration Machine Intelligence Algorithms", O'ReillyMedia, 2017.

ReferenceBook(s)

1	Ian Goodfellow, YoshuaBengio, Aaron Courville, "Deep Learning (Adaptive computation and Machine Learning series", MITPress, 2017.

Related Online Contents (MOOC, SWAYAM,NPTEL, Websites etc)

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2	**https://onlinecourses.swayam2.ac.in/arp19_ap79/preview**

Course Designed by :

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	M	L	L	L	L	L	L	L	L	L
CO2	M	L	L	L	L	L	L	L	L	L
CO3	S	M	M	L	L	L	L	L	L	L
CO4	S	S	S	L	L	L	L	L	L	L

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

Course Code		Business Data Analytics	L	T	P	C
Core/elective/Supportive		Elective : I	6	0	0	4
Pre - requisite		None	Syllabus		2021-22 Onwards	

Course Objectives

- To introduce the fundamental concepts of Business data analytics and associated methodologies

Expected Course Outcomes

1	Understand and critically apply the concepts and methods of business analytics	K2
2	Demonstration the various methodologies of descriptive statistics	K2
3	Understanding of modeling uncertainty and statistical inference	K2
4	Understanding of analytical frameworks	K2

K1 – Remember K2 – Understand K3 – apply K4- Analyze K5 – evaluate K6- Create

UNIT I	OVERVIEW OF BUSINESS ANALYTICS	18

Introduction – Drivers for Business Analytics – Applications of Business Analytics: Marketing and Sales, Human Resource, Healthcare, Product Design, Service Design, Customer Service and Support – Skills Required for a Business Analyst – Framework for Business Analytics Life Cycle for Business Analytics Process.

UNIT II	ESSENTIALS OF BUSINESS ANALYTICS	17

Descriptive Statistics – Using Data – Types of Data – Data Distribution Metrics: Frequency, Mean, Median, Mode, Range, Variance, Standard Deviation, Percentile, Quartile, z-Score, Covariance, Correlation – Data Visualization: Tables, Charts, Line Charts, Bar and Column Chart, Bubble Chart, Heat Map – Data Dashboards.

UNIT III	MODELING UNCERTAINTY AND STATISTICAL INFERENCE	19

Modeling Uncertainty: Events and Probabilities – Conditional Probability – Random Variables – Discrete Probability Distributions – Continuous Probability Distribution – Statistical Inference: Data Sampling – Selecting a Sample – Point Estimation – Sampling Distributions – Interval Estimation – Hypothesis Testing.

UNIT IV	ANALYTICS USING HADOOP AND MAPREDUCE FRAMEWORK	19

Introducing Hadoop – RDBMS versus Hadoop – Hadoop Overview – HDFS (Hadoop Distributed File System) – Processing Data with Hadoop – Introduction to MapReduce – Features of MapReduce – Algorithms Using Map-Reduce: Matrix-Vector Multiplication, Relational Algebra Operations, Grouping and Aggregation – Extensions to MapReduce.

UNIT V	OTHER DATA ANALYTICAL FRAMEWORKS	17

Overview of Application development Languages for Hadoop – PigLatin – Hive – Hive Query Language (HQL) – Introduction to Pentaho, JAQL – Introduction to Apache: Sqoop, Drill and Spark, Cloudera Impala – Introduction to NoSQL Databases – Hbase and MongoDB.

Total Lecture Hours	90 Hours

Text Book(s)	
1	VigneshPrajapati, "Big Data Analytics with R and Hadoop", Packt Publishing, 2013.
2	Umesh R Hodeghatta, UmeshaNayak, "Business Analytics Using R – A Practical Approach", Apress, 2017.
Reference Book(s)	
1	AnandRajaraman, Jeffrey David Ullman, "Mining of Massive Datasets", Cambridge University Press, 2012.
2	Jeffrey D. Camm, James J. Cochran, Michael J. Fry, Jeffrey W. Ohlmann, David R. Anderson, "Essentials of Business Analytics", Cengage Learning, second Edition, 2016
3	U. Dinesh Kumar, "Business Analytics: The Science of Data-Driven Decision Making", Wiley, 2017.
4	A. Ohri, "R for Business Analytics", Springer, 2012 7. Rui Miguel Forte, "Mastering Predictive Analytics with R", Packt Publication, 2015.
	Related Online Contents (MOOC, SWAYAM,NPTEL, Websites etc)
1	**https://onlinecourses.swayam2.ac.in/aic20_sp06/preview**
2	**https://onlinecourses.swayam2.ac.in/arp19_ap79/preview**
Course Designed by :	

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	**L**	**L**	**L**	**L**	**L**	**L**	**L**	**L**	**L**	**L**
CO2	**M**	**M**	**L**	**L**	**L**	**L**	**L**	**L**	**L**	**L**
CO3	**S**	**M**	**M**	**L**	**L**	**L**	**L**	**L**	**L**	**L**
CO4	**S**	**S**	**S**	**L**	**L**	**L**	**L**	**L**	**L**	**L**

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

Course Code		Social Network Analysis	L	T	P	C
Core/elective/Supportive		Elective : I	6	0	0	4
Pre - requisite		None	Syllabus		2021-22 Onwards	

Course Objectives

- To explain the methodologies used in social network analysis

Expected Course Outcomes

1	Understand a broad range of network concepts and theories.	K2
2	Appreciate how network analysis can contribute to increasing knowledge about diverse aspects of society.	K2
3	Use a relational approach to answer questions of interest to them (i.e. be able to apply 'network thinking').	K3
4	Analyse social network data using various software packages.	K3
5	Present results from social network analysis, both orally and in writing.	K5

K1 – Remember K2 – Understand K3 – apply K4- Analyze K5 – evaluate K6- Create

UNIT I	CLUSTERING AND CLASSIFICATION	17

Supervised Learning – Decision tree - Naïve Bayesian Text Classification - Support Vector Machines - Ensemble of Classifiers – Unsupervised Learning – K-means Clustering – Hierarchical Clustering – Partially Supervised Learning – Markov Models – Probability-Based Clustering – Vector Space Model

UNIT II	SOCIAL MEDIA MINING	17

Data Mining Essentials –Data Mining Algorithms - Web Content Mining –Latent semantic Indexing – Automatic Topic Extraction – Opinion Mining and Sentiment Analysis – Document Sentiment Classification

UNIT III	EXTRACTION AND MINING COMMUNITIES IN WEB SOCIAL NETWORKS	18

Extracting evolution of Web Community from a Series of Web Archive – Detecting Communities in Social Networks – Definition of Community – Evaluating Communities – Methods for Community Detection & Mining – Applications of Community Mining Algorithms – Tools for Detecting Communities – Social Network Infrastructure and Communities – Decentralized Online Social Networks – Multi-Relational Characterization of Dynamic Social Network Communities

UNIT IV	HUMAN BEHAVIOR ANALYSIS AND PRIVACY ISSUES	19

Understanding and Predicting Human Behavior for Social Communities – User Data Management, Inference and Distribution – Enabling New Human Experiences – Reality Mining – Context Awareness – Privacy in Online Social Networks – Trust in Online Environment – Trust Models Based on Subjective Logic – Trust Network Analysis – Trust Transitivity Analysis – Combining Trust and Reputation – Trust Derivation Based on Trust Comparisons – Attack Spectrum and Countermeasures.

UNIT V	VISUALIZATION AND APPLICATIONS OF SOCIAL NETWORKS	19

Graph Theory – Centrality – Clustering – Node-Edge Diagrams – Matrix representation – Visualizing Online Social Networks – Visualizing Social Networks with Matrix-Based Representations – Node-Link Diagrams – Hybrid Representations – Applications – Covert Networks – Community Welfare – Collaboration Networks – Co-Citation Networks – Recommendation in Social Media: Challenges –

Classical Recommendation Algorithms – Recommendation Using Social Context – Evaluating Recommendations.		
Total Lecture Hours		**90 Hours**
Text Book(s)		
1	Peter Mika, "Social networks and the Semantic Web", Springer, 2007.	
2	BorkoFurht, "Handbook of Social Network Technologies and Applications", Springer, 2010.	
Reference Book(s)		
1	Bing Liu, "Web Data Mining: Exploring Hyperlinks, Contents, and Usage Data (DataCentric Systems and Applications)", Springer; Second Edition, 2011.	
2	Reza Zafarani, Mohammad Ali Abbasi, Huan Liu, "Social Media Mining", Cambridge University Press, 2014.	
3	GuandongXu, Yanchun Zhang and Lin Li, "Web Mining and Social Networking Techniques and applications", Springer, 2011	
4	Dion Goh and Schubert Foo, "Social information retrieval systems: emerging technologies and Applications for searching the Web effectively", Idea Group, 2007.	
	Related Online Contents (MOOC, SWAYAM,NPTEL, Websites etc)	
1	**https://onlinecourses.swayam2.ac.in/aic20_sp06/preview**	
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Course Designed by :		

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	**L**	**L**	**L**	**L**	**L**	**L**	**L**	**L**	**L**	**L**
CO2	**M**	**L**	**L**	**L**	**L**	**L**	**L**	**L**	**L**	**L**
CO3	**S**	**M**	**L**	**L**	**L**	**L**	**L**	**L**	**L**	**L**
CO4	**S**	**M**	**M**	**L**	**L**	**L**	**L**	**L**	**L**	**L**
CO5	**S**	**S**	**S**	**L**	**L**	**L**	**L**	**L**	**L**	**L**

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

Course Code		Software Agents	L	T	P	C
Core/elective/Supportive		Elective : I	6	0	0	4
Pre - requisite		None	Syllabus			2021-22 Onwards

Course Objectives

- To explain the fundamentals of agents and agent programming paradigms.
- To explain about agents and security

Expected Course Outcomes

1	Understanding the fundamentals of agents and agent programming paradigms.	K2
2	Discussing the basics of java agents.	K2
3	Learning the concepts of multivalent systems.	K2
4	Understanding the concepts of intelligent software agents.	K2
5	Understanding the agents and security.	K2

K1 – Remember K2 – Understand K3 – apply K4- Analyze K5 – evaluate K6- Create

UNIT I	**AGENTS – OVERVIEW**	**16**

UNIT I Agent Definition – Agent Programming Paradigms – Agent Vs Object – Aglet – Mobile Agents –Agent Frameworks – Agent Reasoning

UNIT II	**JAVA AGENTS**	**17**

UNIT II Processes – Threads – Daemons – Components – Java Beans – ActiveX – Sockets – RPCs – Distributed Computing –Aglets Programming – Jini Architecture – Actors and Agents – Typed and Proactive Messages

UNIT III	**MULTIAGENT SYSTEMS**	**19**

Interaction between Agents – Reactive Agents – Cognitive Agents – Interaction Protocols – Agent Coordination – Agent negotiation – Agent Cooperation – Agent Organization – Self-Interested Agents in Electronic Commerce Applications

UNIT IV	**INTELLIGENT SOFTWARE AGENTS**	**19**

Interface Agents – Agent Communication Languages – Agent Knowledge Representation – Agent Adaptability – Belief Desire Intension – Mobile Agent Applications

UNIT V	**AGENTS AND SECURITY**	**19**

Agent Security Issues – Mobile Agents Security – Protecting Agents against Malicious Hosts – Untrusted Agent – Black Box Security – Authentication for Agents – Security Issues for Aglets

Total Lecture Hours	**90 Hours**

Text Book(s)	
1	1. Bigus&Bigus, "Constructing Intelligent agents with Java", Wiley, 2010.
2	2. Bradshaw, "Software Agents", MIT Press, 2012.
Reference Book(s)	
1	Russel&Norvig, "Artificial Intelligence a modern approach", Prentice Hall, 1994.
2	Richard Murch and Tony Johnson, "Intelligent Software Agents", Prentice Hall, 2000.
3	Michael Wooldridge, "An Introduction to Multi Agent Systems", John Wiley, 2002.
	Related Online Contents (MOOC, SWAYAM,NPTEL, Websites etc)
1	**https://onlinecourses.swayam2.ac.in/aic20_sp06/preview**
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Course Designed by :	

	PO1	**PO2**	**PO3**	**PO4**	**PO5**	**PO6**	**PO7**	**PO8**	**PO9**	**PO10**
CO1	**L**	**L**	**L**	**L**	**L**	**L**	**L**	**L**	**L**	**L**
CO2	**M**	**L**	**L**	**L**	**L**	**L**	**L**	**L**	**L**	**L**
CO3	**S**	**M**	**L**	**L**	**L**	**L**	**L**	**L**	**L**	**L**
CO4	**S**	**M**	**M**	**L**	**L**	**L**	**L**	**L**	**L**	**L**
CO5	**S**	**S**	**S**	**L**	**L**	**L**	**L**	**L**	**L**	**L**

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

Course Code		Ethical Hacking	L	T	P	C
Core/elective/Supportive		Skill Based Subject : 3	6	0	0	3
Pre - requisite		None	Syllabus		2021-22	
Course Objectives						Onwards

- To introduce the concepts of security and carious kinds of attacks
- To explain about system hacking and penetration testing

Expected Course Outcomes

1	Explain the importance of security and various types of attacks	K2
2	Understand the concepts of scanning and system hacking	K2
3	Explain about penetration testing and its methodology	K2
4	Identify the various programming languages used by security professional	K4

K1 – Remember K2 – Understand K3 – apply K4- Analyze K5 – evaluate K6- Create

UNIT I	Introduction To Hacking	18

Introduction to Hacking – Importance of Security – Elements of Security – Phases of an Attack – Types of Hacker Attacks – Hacktivism – Vulnerability Research – Introduction to Footprinting – Information Gathering Methodology – Footprinting Tools – WHOIS Tools – DNS Information Tools– Locating the Network Range – Meta Search Engines.

UNIT II	Scanning And Enumeration	18

Introduction to Scanning – Objectives – Scanning Methodology – Tools – Introduction toEnumeration – Enumeration Techniques – Enumeration Procedure – Tools.

UNIT III	System Hacking	18

Introduction – Cracking Passwords – Password Cracking Websites – Password Guessing –Password Cracking Tools – Password Cracking Countermeasures – Escalating Privileges –Executing Applications – Keyloggers and Spyware.

UNIT IV	Programming For Security Professionals	18

Programming Fundamentals – C language – HTML – Perl – Windows OS Vulnerabilities – Toolsfor Identifying Vulnerabilities – Countermeasures – Linux OS Vulnerabilities – Tools for IdentifyingVulnerabilities – Countermeasures

UNIT V	Penetration Testing	18

Introduction – Security Assessments – Types of Penetration Testing- Phases of PenetrationTesting– Tools – Choosing Different Types of Pen-Test Tools – Penetration Testing Tools.

Total Lecture Hours	90 Hours

Text Book(s)

1	EC-Council, “Ethical Hacking and Countermeasures: Attack Phases”, Cengage Learning,2010.
2	Jon Erickson, “Hacking, 2nd Edition: The Art of Exploitation”, No Starch Press Inc., 2008.
3	Michael T. Simpson, Kent Backman, James E. Corley, “Hands-On Ethical Hacking andNetwork Defense”, Cengage Learning, 2013.

Reference Book(s)

1	Patrick Engebretson, “The Basics of Hacking and Penetration Testing – Ethical Hackingand Penetration Testing Made Easy”, Second Edition, Elsevier, 2013.
2	RafayBoloch, “Ethical Hacking and Penetration Testing Guide”, CRC Press, 2014

	Related Online Contents (MOOC, SWAYAM,NPTEL, Websites etc)	
1	https://onlinecourses.swayam2.ac.in/aic20_sp06/preview	
2	https://onlinecourses.swayam2.ac.in/arp19_ap79/preview	
Course Designed by :		

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	L	L	L	L	L	L	L	L	L	L
CO2	M	L	L	L	L	L	L	L	L	L
CO3	S	M	L	L	L	L	L	L	L	L
CO4	S	M	L	L	L	L	L	L	L	L

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

Sixth Semester

Course Code		Natural Language Processing	L	T	P	C
Core/elective/Supportive		Core : 10	6	0	0	4
Pre - requisite		None	Syllabus		2021-22	
Course Objectives						Onwards
• To introduce the fundamental concepts and techniques of natural language processing (NLP)						
Expected Course Outcomes						
1	Understand the fundamental concepts and techniques of natural language processing (NLP)					K2
2	Understanding of the models and algorithms in the field of NLP.					K2
3	Demonstrate the computational properties of natural languages and the commonly used algorithms for processing linguistic information.					K2
4	Understanding semantics and pragmatics of languages for processing					K2
K1 – Remember K2 – Understand K3 – apply K4- Analyze K5 – evaluate K6- Create						
UNIT I	Introduction to NLP					13
Introduction: application of NLP techniques and key issues- MT grammer checkers- dictation – document generation- NL interfaces- Natural language processing key issues- the different analysis level used for NLP: morpho-lexical-syntactic-semantic-pragmatic-markup(TEI, UNICODE)-finite state automata- Recursive and augmented transition networks- open problems						
UNIT II	Lexical Level					14
Lexical level: error tolerant lexical processing(spelling error correction)-transducers for the design of morphologic analyzers features-towards syntax: part-of-speech tagging(BRILL,HMM)- efficient representations for linguistic resources(lexica, grammars,….) tries and finite state automata.						
UNIT III	Syntactic Level					16
Syntactic level: grammars(eg.formal/Chomsky hierarchy,DCSGs,systematic case, unification, stochastic)- parsing (top-down ,bottom up,char(early algorithm),CYK algorithm)- automated estimation of probabilistic model parameters(inside-outside algorithm)- data oriented parsing-grammar formalisms and treebanks- efficient patsing for context-free grammars(CFGs)-statistcial parsing and probabilistic CFGs(PCFGs)-lexicilizedPCFGse.						
UNIT IV	Semantic Level					15
Semantic level: logical forms- ambiguity resolution- semantic network and parsers- procedural semantics- montague semantics- vector space approaches- distributional semantics-lexical semantics and word sense disambiguation-compositional semantics semantic role labeling and sematic parsing						
UNIT V	Pragmatic LEvel					17
Pragmatic level: knowledge representation- reasoning- plan/goal recognition –speech acts/intentions – belief models- discourse- reference. Natural language generation:content determination – sentence planning- surfacerealization,subjectivity and sentiment analysis: information extraction – automatic summarization- information retriveval and question answering – named entity recognition and relation extraction – IE using sequence labeling-machine transilation: basic issues in MT-statisticaltranslation-word alignment- phrase-baseed translation and synchronous grammars.						
Total Lecture Hours						75 Hours

Text Book(s)		
1	Daniel J and James H. Martin,"speech and language processing" an introduction to natural language processing, computational linguistcs& speech recognition"prentice hall,2009.	
Reference Book(s)		
1	Lan H Written and Elbef,MarkA.Hall,"data mining: practical machine learning tools and techiniques",Morgan Kaufmann,2013	
	Related Online Contents (MOOC, SWAYAM,NPTEL, Websites etc)	
1	**https://onlinecourses.swayam2.ac.in/aic20_sp06/preview**	
2	**https://onlinecourses.swayam2.ac.in/arp19_ap79/preview**	
Course Designed by :		

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	**L**	**L**	**L**	**L**	**L**	**L**	**L**	**L**	**L**	**L**
CO2	**M**	**L**	**L**	**L**	**L**	**L**	**L**	**L**	**L**	**L**
CO3	**S**	**M**	**L**	**L**	**L**	**L**	**L**	**L**	**L**	**L**
CO4	**S**	**M**	**L**	**L**	**L**	**L**	**L**	**L**	**L**	**L**

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

Course Code		Natural Language Processing Lab	L	T	P	C
Core/elective/Supportive		Core Lab : 7	0	0	5	4
Pre - requisite		None	Syllabus		2021-22 Onwards	

Course Objectives

- To introduce the fundamental concepts and techniques of natural language processing (NLP)

Expected Course Outcomes

1	Understand the fundamental concepts and techniques of natural language processing (NLP)	K2
2	Understanding of the models and algorithms in the field of NLP.	K2
3	Demonstrate the computational properties of natural languages and the commonly used algorithms for processing linguistic information.	K2
4	Understanding semantics and pragmatics of languages for processing	K2

K1 – Remember K2 – Understand K3 – apply K4- Analyze K5 – evaluate K6- Create

LIST OF PROGRAMS

1. Implementing word similarity
2. Implementing simple problems related to word disambiguation
3. Simple demonstration of part of speech tagging.
4. Lexical analyzer.
5. Semantic Analyzer.
6. Sentiment Analysis.

Total Lecture Hours	**90 Hours**

Text Book(s)

1	Daniel J and James H. Martin,"speech and language processing" an introduction to natural language processing, computational linguistcs& speech recognition"prentice hall,2009

Reference Book(s)

1	Lan H Written and Elbef,MarkA.Hall,"data mining: practical machine learning tools and techiniques",Morgan Kaufmann,2013

	Related Online Contents (MOOC, SWAYAM,NPTEL, Websites etc)
1	https://onlinecourses.swayam2.ac.in/aic20_sp06/preview
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Course Designed by :

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	S	S	M	L	L	L	L	L	L	L
CO2	S	M	M	L	L	L	L	L	L	L
CO3	S	S	M	L	L	L	L	L	L	L
CO4	S	S	S	L	L	L	L	L	L	L

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

Course Code		Project Work Lab	L	T	P	C
Core/Elective/Supportive		Core - 11	0	0	5	8
Pre - requisite		Students should have the strong knowledge in any one of the programming languages in this course.	Syllabus version		2021-22 Onwards	

Course Objectives

- To understand and select the task based on their core skills.
- To get the knowledge about analytical skill for solving the selected task.
- To get confidence for implementing the task and solving the real time problems.
- Express technical and behavioral ideas and thought in oral settings.
- Prepare and conduct oral presentations

Expected Course Outcomes

On the successful completion of the course, student will be able to:

1	Formulate a real world problem and develop its requirements develop a design solution for a set of requirements	**K3**
2	Test and validate the conformance of the developed prototype against the original requirements of the problem	**K5**
3	Work as a responsible member and possibly a leader of a team in developing software solutions	**K3**
4	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	**K1-K4**
5	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

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

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 Work 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

3. System Design and Development

3.1 File Design

3.2 Input Design

3.3 Output Design

3.4 Database Design

3.5 System Development

3.5.1 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

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	S	S	S	S	M	L	L	L	L	L
CO2	S	S	S	S	M	L	L	L	L	L
CO3	S	S	S	S	M	M	M	L	L	L
CO4	S	S	S	S	M	M	M	L	L	L
CO5	S	S	S	S	M	M	M	L	L	L

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

Course Code		Artificial Neural Network and Fuzzy Systems	L	T	P	C
Core/elective/Supportive		Elective : II	5	0	0	4
Pre - requisite		None	Syllabus		2021-22 Onwards	

Course Objectives

- To introduce the concepts of artificial neural networks and fuzzy systems
- To explain the basic mathematical elements of the theory of fuzzy sets.

Expected Course Outcomes

1	Explain the concepts of neural networks and , fuzzy logic	K2
2	Understanding of the basic mathematical elements of the theory of fuzzy sets.	K2
3	Understanding the differences and similarities between fuzzy sets and classical sets theories	K2
4	Solve problems that are appropriately solved by neural networks and fuzzy logic	K3

K1 – Remember K2 – Understand K3 – apply K4- Analyze K5 – evaluate K6- Create

UNIT I	Introduction	14

Basic concepts-single layer perceptron-Multi layer perceptron-Adaline-Madaline- Learning rules-Supervised learning-Back propagation networks-Training algorithm, Advanced algorithms-Adaptive network- Radial basis network modular network-Applications

UNIT II	Learning	16

Introduction- unsupervised learning -Competitive learning networks-Kohonen self organising networks-Learning vector quantisation - Hebbian learning – Hopfield network-Content addressable nature, Binary Hopfield network, Continuous Hopfield network Travelling Salesperson problem - Adaptive resonance theory –Bidirectional Associative Memory-Principle component Analysis

UNIT III	Fuzzy Sets	16

Introduction – crisp sets an overview – the notion of fuzzy sets – Basic concepts of fuzzy sets – classical logic an overview – Fuzzy logic. Operations on fuzzy sets - fuzzy complement – fuzzy union – fuzzy intersection – combinations of operations – general aggregation operations

UNIT IV	Relations	14

Crisp and fuzzy relations – binary relations – binary relations on a single set– equivalence and similarity relations – Compatibility or tolerance relations– orderings – Membership functions – methods of generation – defuzzification methods

UNIT V	Tree Learning	15

Adaptive Neuro Fuzzy based inference systems – classification and regression trees: decision tress, Cart algorithm – Data clustering algorithms: K means clustering, Fuzzy C means clustering, Mountain clustering, Subtractive clustering – rule base structure identification – Neuro fuzzy control: Feedback Control Systems, Expert Control, Inverse Learning, Specialized Learning, Back propagation through Real –Time Recurrent Learning.

Total Lecture Hours	75Hours

Text Book(s)	
1	"Neuro Fuzzy and Soft computing", Jang J.S.R.,Sun C.T and Mizutani E – Pearson education, 2004
2	"Fundamentals of Neural Networks", LaureneFauseett, Prentice Hall India, New Delhi,1994.
Reference Book(s)	
1	"Fuzzy Logic Engineering Applications", Timothy J.Ross, McGrawHill,NewYork,1997.
2	"Neural networks,Fuzzy logics,and Genetic algorithms", S.Rajasekaran and G.A.VijayalakshmiPai Prentice Hall of India,2003
3	"Fuzzy Sets and Fuzzy Logic", George J.Klir and Bo Yuan, Prentice Hall Inc., New Jersey,1995
4	"Principles of Soft Computing" S.N.Sivanandam, S.N.Deepa Wiley India Pvt Ltd.
	Related Online Contents (MOOC, SWAYAM,NPTEL, Websites etc)
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Course Designed by :	

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	**L**	**L**	**L**	**L**	**L**	**L**	**L**	**L**	**L**	**L**
CO2	**M**	**L**	**L**	**L**	**L**	**L**	**L**	**L**	**L**	**L**
CO3	**S**	**M**	**L**	**L**	**L**	**L**	**L**	**L**	**L**	**L**
CO4	**S**	**M**	**M**	**L**	**L**	**L**	**L**	**L**	**L**	**L**

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

Course Code		Web Application Security	L	T	P	C
Core/elective/Supportive		Elective : II	5	0	0	4
Pre - requisite		None	Syllabus		2021-22 Onwards	

Course Objectives

- To introduce the concepts of security in web applications
- To explain about crime prevention and routine duties in a police station

Expected Course Outcomes

1	Illustrate about the concept of HTML,DHTML, CSS and Java Script	K2
2	Explain the history, characteristics, technologies, concepts, usage in web2.0 and web 3.0	K2
3	Apply the core concepts of web applications to create web pages	K3
4	Apply the concepts of servers side programming	K3

K1 – Remember K2 – Understand K3 – apply K4- Analyze K5 – evaluate K6- Create

UNIT I	Introduction to Web	14

Data with URL- HTML - DHTML: Cascading Style Sheets, Common GatewayInterface: Programming CG! Scripts - HTML Forms-:- Custom Database Query Scripts - Server Side Includes - Server _security issues.

UNIT II	XHTML	13

XHTML: Introduction, CSS- Scripting languages- Java Script: Control statements,Functions, Arrays, Objects - DOM- Aiax enable rich internet applications.

UNIT III	Server Side Programming	15

Server side Programming - Active server pages - Java server pages - Java Servlets: Servlet container- Exceptions - Sessions and Session Tracking_ - Using Servlet context - Dynamic Content Generation - Servlet Chaining and Communications.

UNIT IV	HTML 5	16

HTML review, Feature detection , The HTML5 new Elements, Canvas, Video and audio, Web storage, Geo location, Offline Web pages , Micro data, HTML5 APLS, Migrating from HTML4 to HTML5, CSS3 .

UNIT V	WEB 2.0	17

WEB 2.0- HISTORY, characteristics, technologies, concepts, usage, web2.0 in education, philanthropy, social work. Web 3.0- Theory-and history understanding.basic web artifacts and applications, implementation.

MS share point - Share point 2013 overview ,share (Put social to work ,Share your stuff, Take share point on the go), Discover (find experts, discover answers, find what you are looking for), Manage (cost, risk, time)

Total Lecture Hours	75 Hours

Text Book(s)

1	1. Deitel, Deitel and Neita, -Internet and World Wide _Web- How to programll, Pearson Education Asia, 4th Edition, 2009.
2	Elliotte Rusty Herold, -Java Network Programming II, O'Reilly Publications, 3rd Edition, 2004.

Reference Book(s)	
1	Jeffy Dwight, Michael Erwin and Robert Nikes -USING CGIII, PH.I Publications, 1997
2	Jason Hunter, William Crawford -Java Servlet Programming O'Reilly Publications, 2nd Edition, 2001.
3	Eric Ladd and Jim O'Donnell, etal, -USING HTML4, XML, and JAVA1.2, Prentice Hall, 2003
4	Jeremy Keith, -Html5 for web designers
	Related Online Contents (MOOC, SWAYAM,NPTEL, Websites etc)
1	**https://onlinecourses.swayam2.ac.in/aic20_sp06/preview**
2	**https://onlinecourses.swayam2.ac.in/arp19_ap79/preview**
Course Designed by :	

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	L	L	L	L	L	L	L	L	L	L
CO2	M	L	L	L	L	L	L	L	L	L
CO3	S	M	L	L	L	L	L	L	L	L
CO4	S	S	M	L	L	L	L	L	L	L

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

Course Code		Fundamentals of Robotics	L	T	P	C
Core/elective/Supportive		Elective : II	5	0	0	4
Pre - requisite		None	Syllabus		2021-22 Onwards	

Course Objectives

- To introduce the basic concepts of robotics and its characteristics

Expected Course Outcomes

1	Describe the different physical forms of robot architectures.	K2
2	Explain about the actuators and characteristics of actuating system	K2
3	Demonstrate to mathematically describe a kinematic robot system.	K2
4	Analyze manipulation and navigation problems using knowledge of coordinate frames, kinematics, optimization, control, and uncertainty.	K3

K1 – Remember K2 – Understand K3 – apply K4- Analyze K5 – evaluate K6- Create

UNIT I	Introduction to Robotics	14

Introduction to Robotics: Classification, Components, Characteristics, Applications.

UNIT II	Robotics Kinematics	16

Robotics Kinematics: Position Analysis, Robots as Mechanisms, Matrix Representation, Transformation Matrices, Forward and Inverse Kinematics.

UNIT III	Actuators	15

Actuators: Characteristics of Actuating Systems, Actuating Devices and Control.

UNIT IV	Sensors	16

Sensors: Sensor Characteristics, Description of Different Sensors. Dynamic characteristics- speed of motion, load carrying capacity & speed of response-Sensors-Internal sensors: Position sensors, & Velocity sensors, External sensors: Proximity sensors, Tactile Sensors, & Force or Torque sensors.

UNIT V	Kinematics	14

Kinematics-Manipulators Kinematics, Rotation Matrix, Homogenous Transformation Matrix, D-H transformation matrix, D-H method of assignment of frames. Direct and Inverse Kinematics for industrial robots. Differential Kinematics for planar serial robots

Total Lecture Hours	75 Hours

Text Book(s)

1	Saeed B. Niku, Introduction to Robotics Analysis, Application, Pearson Education Asia, 2001

Reference Book(s)

1	R.K.Mittal and I J Nagrath, Robotics and Control, TMH, 2003.
2	Computational Intelligence, Davis Poole, Alan Mackwath, Randy Coehel, Oxford University Press 1998.
3	Industrial Robotics / Groover M P /McGraw Hill
4	Introduction to Robotics / John J. Craig/ Pearson

Related Online Contents (MOOC, SWAYAM,NPTEL, Websites etc)

1	https://onlinecourses.swayam2.ac.in/aic20_sp06/preview
2	https://onlinecourses.swayam2.ac.in/arp19_ap79/preview

Course Designed by :

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	L	L	L	L	L	L	L	L	L	L
CO2	M	L	L	L	L	L	L	L	L	L
CO3	S	M	L	L	L	L	L	L	L	L
CO4	S	M	M	L	L	L	L	L	L	L

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

Course Code		Embedded Systems	L	T	P	C
Core/elective/Supportive		Elective : III	5	0	0	4
Pre - requisite		None	Syllabus		2021-22 Onwards	

Course Objectives

- To introduce the concepts of embedded systems and its architecture

Expected Course Outcomes

1	Understand hardware and software design requirements of embedded systems.	K2
2	Explain about the architecture of microprocessor and operating systems in embedded systems	K2
3	Analyze the embedded systems' specification and develop software programs.	K4
4	Evaluate the requirements of programming Embedded Systems, related software architectures and tool chain for Embedded Systems.	K5

K1 – Remember K2 – Understand K3 – apply K4- Analyze K5 – evaluate K6- Create

UNIT I	**Introduction to Embedded System**	**15**

Examples of Embedded Systems – Typical Hardware – Memory – Microprocessors – Busses –Direct Memory Access – Introduction to 8051 Microcontroller – Architecture-Instruction set –Programming.

UNIT II	**Microprocessor**	**16**

Microprocessor Architecture – Interrupt Basics – The Shared-Data problem – Interrupt Latency-Round–Robin Architecture - Round–Robin with Interrupts Architecture - Function-QueueScheduling Architecture – Real-Time Operating Systems Architecture – Selection of Architecture.

UNIT III	**Semaphores**	**14**

Tasks and Task States – Tasks and Data – Semaphores and Shared Data – Semaphore Problems – Semaphore variants.

UNIT IV	**Message Queues & RTOS**	**15**

Message Queues – Mailboxes – Pipes – Timer Functions – Events – Memory Management – Interrupt Routines in RTOS Environment.
RTOS design – Principles – Encapsulation Semaphores and Queues – Hard Real-Time Scheduling Considerations – Saving Memory Space – Saving Power.

UNIT V	**Host machine & Testing**	**15**

Host and Target Machines – Linker/Locator for Embedded Software- Getting Embedded Software into the Target System.
Testing on your Host Machine – Instruction Set Simulators – Laboratory Tools used for Debugging.

Total Lecture Hours **75 Hours**

Text Book(s)

1	The 8051 Microcontroller Architecture, Programming & Applications, Kenneth J. Ayala, Penram International.
2	An Embedded Software Primer, David E. Simon, Pearson Education , 2005.

Reference Book(s)

1	Embedded Systems: Architecture , Programming and Design, Raj Kamal, Tata McGraw-Hill Education, 2008

	Related Online Contents (MOOC, SWAYAM,NPTEL, Websites etc)	
1	https://onlinecourses.swayam2.ac.in/aic20_sp06/preview	
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Course Designed by :		

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
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CO2	M	L	L	L	L	L	L	L	L	L
CO3	S	M	M	L	L	L	L	L	L	L
CO4	S	S	M	L	L	L	L	L	L	L

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

Course Code		Principles of Secure Coding	L	T	P	C
Core/elective/Supportive		Elective : III	5	0	0	4
Pre - requisite		None	Syllabus		2021-22 Onwards	

Course Objectives

- To understand the secure software development life cycle
- To explain about the secure coding techniques

Expected Course Outcomes

1	Explain about the secure software development life cycle	K2
2	Understand the secure coding techniques	K2
3	Demonstrate the threat modeling process and benefits	K2
4	Explain about the database and web specific issues	K2

K1 – Remember K2 – Understand K3 – apply K4- Analyze K5 – evaluate K6- Create

UNIT I	Introduction to Security	15

Need for secure systems: Proactive Security development process, Secure Software Development Cycle (S-SDLC) , Security issues while writing SRS, Design phase security, Development Phase, Test Phase, Maintenance Phase, Writing Secure Code - Best Practices SD3 (Secure by design, default and deployment), Security principles and Secure Product Development Timeline

UNIT II	Threat modelling process and its benefits	14

Threat modelling process and its benefits: Identifying the Threats by Using Attack Trees and rating threats using DREAD, Risk Mitigation Techniques and Security Best Practices. Security techniques, authentication, authorization. Defense in Depth and Principle of Least Privilege .

UNIT III	Secure Coding Techniques	16

Secure Coding Techniques: Protection against DoS attacks, Application Failure Attacks, CPU Starvation Attacks, Insecure Coding Practices In Java Technology. ARP Spoofing and its countermeasures. Buffer Overrun- Stack overrun, Heap Overrun, Array Indexing Errors, Format String Bugs. Security Issues in C Language: String Handling, Avoiding Integer Overflows and Underflows and Type Conversion Issues- Memory Management Issues, Code Injection Attacks, Canary based counter measures using Stack Guard and Propolice. Socket Security, Avoiding Server Hijacking, Securing RPC.

UNIT IV	Database and Web-specific issues	16

Database and Web-specific issues: SOL Injection Techniques and Remedies, Race conditions, Time of Check Versus Time of Use and its protection mechanisms. Validating Input and Inter process Communication, Securing Signal Handlers and File Operations. XSS scripting attack and its types - Persistent and Non persistent attack XSS Countermeasures and Bypassing the XSS Filters.

UNIT V	Testing Secure Applications	14

Testing Secure Applications: Security code overview, secure software installation. The Role of the Security Tester, Building the Security Test Plan. Testing HTTP- Based Applications, Testing File-Based Applications, Testing Clients with Rogue **Servers**

Total Lecture Hours	75 Hours

Text Book(s)

1	Writing Secure Code, Michael Howard and David LeBlanc,Microsoft Press, 2nd Edition, 2004

Reference Book(s)		
1	Programming PHP, RasmusLerdorf and Levin Tatroe, O_Reilly, 2002	
2	Core Python Programming, Wesley J. Chun, Prentice Hall, 2001	
3	Perl: The Complete Reference, 2nd Edn, Martin C. Brown, TMH , 2009	
4	MySQL: The Complete Reference, 2nd Edn, VikramVaswani, TMH, 2009	
	Related Online Contents (MOOC, SWAYAM,NPTEL, Websites etc)	
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2	**https://onlinecourses.swayam2.ac.in/arp19_ap79/preview**	
Course Designed by :		

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CO2	M	L	L	L	L	L	L	L	L	L
CO3	S	M	L	L	L	L	L	L	L	L
CO4	S	M	M	L	L	L	L	L	L	L

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

Course Code		Open Source Software	L	T	P	C
Core/elective/Supportive		Elective : III	5	0	0	4
Pre - requisite		None	Syllabus		2021-22	

Course Objectives **Onwards**

- To explain the need and importance of open source software
- To introduce the various open source software's like Linux, MySQL, PHP and Python

Expected Course Outcomes

1	Explain about the need and importance of open source software	**K2**
2	Demonstrate the concepts of open source software's	**K2**
3	Apply the programming constructs of MySQL, PHP, Python and PERL to create programs	**K3**
4	Develop small programs using open source software's	**K3**

K1 – Remember K2 – Understand K3 – apply K4- Analyze K5 – evaluate K6- Create

UNIT I	**Introduction to open sources**	**15**

Introduction to open sources–Need of open sources–advantages of open sources–application of open sources. Open source operating systems: LINUX: Introduction – general overview –Kernel mode and user mode –process – advanced concepts –scheduling – personalities – cloning – signals – development with Linux.

UNIT II	**MySQL**	**15**

MySQL: Introduction–setting up account–starting, terminating and writing yourown SQL programs-record selection Technology – working with strings – Date and Time – sorting Query results – generating summary –working with meta data –using sequences – MySQL and Web.

UNIT III	**PHP**	**16**

PHP: Introduction–programming in web environment–variables- constants–data types –operators – statements – functions – arrays – OOP – string manipulations and regular expression – file handling and data storage – PHP and SQL database – PHP andLDAP – PHP connectivity – sending and receiving E-mails – debugging and error handling – security –templates

UNIT IV	**Python**	**15**

Syntax and style–python objects–numbers–sequences–strings–lists and tuples – dictionaries – conditional loops –files – input and output – errors and exceptions – functions – modules – classes and OOP – execution environment

UNIT V	**Pearl**	**14**

Pearl backgrounder–pearl overview–pearl parsing rules–variables and data–statements and control structures – subroutines -, packages and modules – working with files– data manipulation.

Total Lecture Hours	**75 Hours**

Text Book(s)

1	The Linux Kernel Book, Remy Card, Eric and Frank Mevel, Wiley Publications 2003
2	MySQL Bible, Steve Suchring, John Wiley 2002.

Reference Book(s)

1	Programming PHP, RasmusLerdorf and Levin Tatroe, O_Reilly, 2002
2	Core Python Programming, Wesley J. Chun, Prentice Hall, 2001

3	Perl: The Complete Reference, 2nd Edn, Martin C. Brown, TMH , 2009	
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Course Designed by :		

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	**L**	**L**	**L**	**L**	**L**	**L**	**L**	**L**	**L**	**L**
CO2	**M**	**L**	**L**	**L**	**L**	**L**	**L**	**L**	**L**	**L**
CO3	**S**	**M**	**L**	**L**	**L**	**L**	**L**	**L**	**L**	**L**
CO4	**S**	**M**	**L**	**L**	**L**	**L**	**L**	**L**	**L**	**L**

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

Course Code		Capstone Project Work Phase II	L	T	P	C
Core/elective/Supportive		Skill Based Subject : 4	0	0	6	3
Pre - requisite		• Students should have completed Capstone Project Work Phase – I • Strong coding skills in any one programming paper	Syllabus version		2021-22 Onwards	

Course Objectives

- To understand and select the task based on their core skills.
- To get the knowledge about analytical skill for solving the selected task.
- To get confidence for implementing the task and solving the real time problems.

Expected Course Outcomes

On the successful completion of the course, student will be able to:

1	Select appropriate input, output, form and table design	K3
2	Design code to meet the input requirements and to achieve the required output	K6
3	Compose a project report incorporating the features of the project	K6

K1 – Remember K2 – Understand K3 – apply K4- Analyze K5 – evaluate K6- Create

Aim of the project work

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

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 75 marks at the last day of the practical session.

2. Out of 75 marks, 45 marks for project report and 30 Marks for Viva Voce.

Project Work 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

1.1 Organization Profile

1.2 System Specification

1.2.1 Hardware Configuration

1.2.2 Software Specification

2. System Study

2.1 Existing System

2.1.1 Drawbacks

2.2 Proposed System

2.2.1 Features

3. System Design and Development

3.1 File Design

3.2 Input Design

3.3 Output Design

3.4 Database Design

3.5 System Development

3.5.1 Description of Modules (Detailed explanation about the project work)

4 Software Testing and Implementation

Conclusion

Bibliography

Appendices

A. Data Flow Diagram

B. Table Structure C. Sample Coding D. Sample Input E. Sample Output

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10
CO1	**S**	**S**	**S**	**S**	**S**	**L**	**L**	**L**	**L**	**L**
CO2	**S**	**S**	**S**	**S**	**S**	**M**	**M**	**L**	**L**	**L**
CO3	**S**	**S**	**S**	**S**	**S**	**M**	**M**	**L**	**L**	**L**

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

Annexure

B.Sc. Artificial Intelligence and Machine Learning

Syllabus
(With effect from 2021-22)

Program Code:26G

DEPARTMENT OF ARTIFICIAL INTELLIGENCE AND MACHINE LEARNING
Bharathiar University
(A State University Accredited with "a" by NAAAC and
13th Rank among Indian Universities by MHRD-NIRF)
Coimbatore 641046, INDIA