

# KRANTIGURU SHYAMJI KRISHNA VERMA KACHCHH UNIVERSITY

# Department of Computer Science

Syllabus for Two Years Full Time Master of Science (Information Technology)

(Effective From June 2016)

## Master of Science (Information Technology) Two Years Full Time Program

This course abbreviated as M.Sc. (IT) is a post-graduate programme of 04 semester's duration.

#### **CREDIT SYSTEM**

One credit in theory course is equivalent to classroom teaching of 1 hour per week for 15 weeks, whereas one credit in practical requires 1.5 hours of performing practical per week for 15 weeks.

#### **ELIGIBILITY CRITERIA**

- 1. A candidate who have passed B.C.A./B.Sc. (CS/IT), B.Tech (CS, IT) or equivalent degree in computer science or information technology with minimum 40% marks is eligible to apply.
- 2. A candidate who has passed an equivalent examination from any other university/examining body shall have to produce Eligibility Certificate from KSKV Kachchh University, Bhuj (which can be obtained from the University Office) along with the application for admission in the first semester.

#### **DOCUMENTS REQUIRED**

Original as well as self attested copies of

- 1. S.S.C (10<sup>th</sup>) mark sheet, Passing and Trial Certificate.
- 2. H.S.C. (10+2) or Equivalent Mark sheet.
- 3. Mark sheets of the qualifying degree.
- 4. Degree Certificate of the qualifying degree.
- 5. Transfer / Leaving Certificate.
- 6. SC/ST/SEBC caste certificate wherever applicable.
- 7. Non-Creamy Layer Certificate in case of SEBC
- 8. Relevant reservation documents as notified by the government.

#### **ADMISSION PROCEDURE**

• Counselling will be given to the candidates on the day of admission before actual admission takes place in each college.

#### **CRITERIA FOR EVALUATION**

- Continuous and Comprehensive Evaluation (CCE) will be conducted by respective departments; CCE will have 30% weightage. A student shall have to score minimum 40% marks in internal evaluation to pass.
- End semester examination will have 70% weightage. A student shall have to score minimum 40% marks in internal evaluation to pass.
- CCE Marking Scheme for theory courses other than foundation:
  - For each paper, 30 % of CCE may be further distributed as under:
    - a) Seminar/Assignment/Project/Presentation : 10 Marks
    - b) Internal Test:

20 Marks

Internal Test comprises of 40 Marks and  $1\frac{1}{2}$  hours duration.

с. <b>т</b>	Course	N. CO	T (D		Exam	Com	ponent of <b>N</b>	larks
Course Type	Code	Name of Course	T/P	Credit	Duration in Hours	Internal	External	Total
	CCCS101	Advanced Web Programming	Theory	4	2.5	30	70	100
	CCCS102	Mobile Computing	Theory	4	2.5	30	70	100
Core Courses	CCCS103	Data warehousing and Data mining	Theory	4	2.5	30	70	100
	CCCS104	Practical Based on CCCS726	Practical	5	2.5	30	70	100
	CCCS105	Practical Based on CCCS727 and Elective Courses	Practical	5	2.5	30	70	100
Elective Courses	CECS101	Advanced Operating Systems	Theory	4	2.5	30	70	100
(Any One)	CECS103	Enterprise Resource Planning	Theory	4	2.5	30	70	100
Total				26		180	420	600

Paper	Code: CCCS101	Total Credit : 4
Title	of Paper: Advanced Web Programming	Total Marks :
		70
		Time : 3 Hrs
TI	Description	Waiahtina
	Description Introduction to C#	weighting
1	C <sup>#</sup> · Data Types(Boxing and UnBoxing) Operators Access	
	Specifier. OOPS Concepts: Class. Inheritance. Constructor.	
	Destructor, Abstraction, interface, polymorphism (Over loading and	
	over ridding), Garbage Collection, Array (One Dimensional and Two	20%
	Dimensional), Jagged Array, Collection: Generic Collection	
	(List), Non Generic Collection (Array list, Hash table,), Indexer(One	
	Dimension) and property, Delegates and events(Multicasting ,	
	Multicasting Event), Exception Handling, Introduction to Namespace:	
	Creating & Using Namespace(DLL)	
11	ADO.Net	200/
	Architecture of ADO.Net, Comparison with ADO(Connected and Disconnected Architecture) Net Data provider. Data Adapter, Data	20%
	Set Data Row Data Column Data Relation command Data Reader	
	Creating and Using Stored Procedure	
III	Overview of Asp.NET Framework	
	Client Server Architecture, Application Web Servers, Installation of	
	IIS server, Types of Files in Asp.NET, Types of controls in	
	Asp.NET, Page Architecture, Adding Controls to a Webpage, The	
	Page Class, Webfor	
	Introduction to standard Controls (Buttons, Textbox, Checkbox,	20%
	Label, Panel, List box, Drop down list etc.) Running an Asp Net Application, File Upload Control	
	What is Validation?	
	Client Side Validation. Server Side Validation	
	Types (RequieredField Validator, Range Validator, CompareField	
	Validator, RegularExpression Validator, Custom Validator,	
	ValidationSummery Control)	
IV	ASP.NET Page Life Cycle, Server Controls : label, dropdown list box,	
	validation controls, list box, text box, radio button, check box, State	
	Grid View Data List Repeater Binding and perform operations	
	(Insert Undate Delete) with Grid View Creating Simple 3-tier	20%
	Application, Creating and Using web services.	_0,0
	Introduction to AJAX	
	Understanding Need of Ajax in Web Application, Ajax controls:	
	Script Manager, Update Panel, Update Progress, Timer	
	Reading Datasets From XML	
	writing DataSets with XML, webServices (Introduction, HIIP,	
	SOAP, UDDI, AML, Creating a web Servic, Consuming a web	
V	State Management:	
	What is State?	
	Why is it Required in Asp.Net?	
	Client Side State Management, Server Side State Management	
	Various State Management Techniques (View State, Query String,	<b>2</b> 00/
	Cookie, Session State, Application State)	20%
	what is Master Page: Requirement Of a Master Page in an Asn NET application	
	Designing Website with Master Page. Theme and CSS	

	Caching Application pages and Data	
	Overview, Page Output Caching, Partial Page Caching, Absolute	
	Cache Expiration, Sliding Cache Expiration, Data Caching	
Basic	Text & Reference Books :-	·
1.	Asp.Net – Unleashed	
2.	Complete Reference C# - Herbert schildt (TMH Publication)	

Paper Code: CCCS101			<b>Total Credit :</b> 4 <b>Total Marks :</b> 70
Title	of Paper: Advanced Web Programming		Time : 3 Hrs
Unit	Description		Total Marks
Ι	Q.1 (A) Answer the Following. (Definitions, Blanks, Full Forms, True/False, Match the Following)	06	14
	Q.1 (B) Program based on C#. (With Internal Option)	08	
II	Q.2 (A) Answer the Following. (Definitions, Blanks, Full Forms, True/False, Match the Following)	06	14
	Q.2 (B) Medium / Long Questions. (With Internal Option)	08	
III	Q.3 (A) Short / Medium Questions (With Internal Option)	06	14
	Q.3 (B) Medium / Long Questions. (With Internal Option)	08	
IV	Q.4 (A) Short / Medium Questions (With Internal Option)	06	14
	Q.4 (B) Program based on ASP.Net. (With Internal Option)	08	
V	Q.5 (A) Short / Medium Questions (With Internal Option)	06	14
	Q.5 (B) Medium / Long Questions. (With Internal Option)	08	

Paper	r Code: CCCS102	<b>Total Credit :</b> 4
Title	of Paper: Mobile Computing	Total Marks : 70
		Time • 3 Hrs
		<b>Time</b> • 5 Ths
Unit	Description	Weighting
I	<ul> <li>Introduction To Mobile Apps: Why we Need Mobile Apps, Different Kinds of Mobile Apps, Briefly about Android</li> <li>Introduction Android: History Behind Android Development, What is Android?, Pre-requisites to learn Android, Brief Discussion on Java Programming</li> <li>Android Architecture: Overview of Android Stack, Android Features, Introduction to OS layers</li> <li>Deep Overview in Android Stack: Linux Kernel, Libraries, Android Runtime, Application Framework, Dalvik VM</li> <li>Installing Android Machine: Configuring Android Stack, Creating</li> </ul>	
	Eclipse Environment, Integrating Android with Eclipse IDE, Exploring Eclipse IDE	
II	Creating First Android Application: Creating Android Project, Debugging Application through DDMS, Setting up environment, AVD Creation, Executing Project on Android Screen Android Components: Activities, Services, Broadcast Receivers, Content Providers Hello World App: Creating your first project, The manifest file, Layout resource, Running your app on Emulator Building UI with Activities: Activities, Views, layouts and Common UI components, Creating UI through code and XML, Activity lifecycle, Intents, Communicating data among Activities Advanced UI: Selection components (GridView, ListView, Spinner ), Adapters, Custom Adapters, Complex UI components, Building UI for performance, Menus, Creating custom and compound Views Notifications: Toast, Custom Toast, Dialogs, Status bar Notifications Styles And Themes: Creating and Applying simple Style, Inheriting built-in Style and User defined style, Using Styles as themes Resources and Assets: Android Resource, Using resources in XML and code, Localization, Handling Runtime configuration change Intent, Intent Filters and Broadcast Receivers: Role of filters, Intent-matching rules. Filters in your manifest Filters in dynamic	
	Broadcast Receivers, Creating Broadcast receiver <b>Receiving System Broadcast:</b> Understanding Broadcast action, category and data, Registering Broadcast receiver through code and through XML, Sending Broadcast	
IV	<ul> <li>Data Storage: Shared Preferences, Android File System, Internal storage, External storage, SQLite</li> <li>Introducing SQLite: SQLiteOpenHelper and creating a database, Opening and closing a database, Working with cursors Inserts, updates, and deletes</li> <li>Content Providers: Accessing built in content providers, Content provider MIME types, Searching for content, Adding, changing, and removing content, Creating content provider, Working with content files</li> <li>Services: Overview of services in Android, Implementing a Service, Service lifecycle, Inter Process Communication (AIDL Services)</li> <li>Multimedia in Android: Drawing and Working with Animation, Multimedia Supported audio formats, Simple media playback,</li> </ul>	

	Supported video formats. Simple video plavback	
	Location Based Services and Google Mans: Using Location Based	
	Services Finding current location and listening for changes in location	
	Proximity alerts	
	Working with Google Maps: Showing google map in an Activity,	
	Map Overlays, Itemized overlays, Geocoder, Displaying route on map	
V	Web Services and WebView: Consuming web services, Receiving	
	HTTP Response (XML, JSON) Parsing JSON and XML, Using We,	
	View	
	Sensors: How Sensors work, Using Orientation and Accelerometer	
	sensors, Best practices for performance	
	WiFi: Monitoring and managing Internet connectivity, Managing	
	active connections, Managing WiFi networks	
	Telephony Services: Making calls, Monitoring data connectivity and	
	activity, Accessing phone properties and status, Controlling the phone,	
	Sending messages	
	Camera: Taking pictures, Media Recorder, Rendering previews	
	Bluetooth: Controlling local Bluetooth device, Discovering and	
	bonding with Bluetooth devices, Managing Bluetooth connections,	
	Communicating with Bluetooth	
	Android Application Deployment: Android Application Deployment	
	on Android Market	
Basic	Text & Reference Books :-	
1.	Lauren Darcey and Shane Conder, "Android Wireless Application Develo	opment", Pearson
	Education, $2^{nd}$ ed. (2011)	-
2.	Reto Meier, "Professional Android 2 Application Development", Wiley	India Pvt Ltd
	(2011)	
3.	Mark L Murphy, "Beginning Android", Wiley India Pvt Ltd(2009)	
1		
4.	Sayed Y Hashimi and Satya Komatineni, "Pro Android", Wiley India Pvt Ltd(2	.009)
L	1	

## Chapter wise Coverage from Text Book:

**Chapters:** 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 19, 20, 21, 29

Paper Code: CCCS102			Total Credit : 4 Total Marks : 70
Title	of Paper: Mobile Computing		Time : 3 Hrs
Unit	Description		Total Marks
Ι	Q.1 (A) Answer the Following. (Definitions, Blanks, Full Forms, True/False, Match the Following)	06	14
	Q.1 (B) Medium / Long Questions. (With Internal Option)	08	
Π	Q.2 (A) Answer the Following. (Definitions, Blanks, Full Forms, True/False, Match the Following)	06	14
	Q.2 (B) Medium / Long Questions. (With Internal Option)	08	
III	Q.3 (A) Short / Medium Questions (With Internal Option)	06	14
	Q.3 (B) Medium / Long Questions. (With Internal Option)	08	
IV	Q.4 (A) Short / Medium Questions (With Internal Option)	06	14
	Q.4 (B) Medium / Long Questions. (With Internal Option)	08	
V	Q.5 (A) Short / Medium Questions (With Internal Option)	06	14
	Q.5 (B) Medium / Long Questions. (With Internal Option)	08	
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Paper	Code: CCCS103	Total Credit : 4
Title	of Paper: Data Warehousing and Data Mining	Total Marks :
		70
		Time : 3 Hrs
Unit	Description	Weighting
Ι	Introduction	
	An overview and definition along with clear understanding of the four	
	appearing in the definition.	
	Differences between Operational Database Systems and Data Warehouses	
	Overview of Multi-dimensional Data Model, and the basic differentiation	20%
	Hierarchies of "Dimensions" Parameters: Examples and the advantages	2070
	Star. Snowflakes, and Fact Constellations Schemas for Multi-dimensional	
	Databases Measures: Their Categorization and Computation, Pre-	
	computation of Cubes, Constraint on Storage Space, Possible Solutions	
	OLAP Operations in Multi-dimensional Data Model: Roll-up, Drill-down,	
	Slice & Dice, Pivot (Rotate). Indexing OLAP Data; Efficient Processing of	
	OLAP Queries. Type of OLAP Servers: ROLAP versus MOLAP versus	
	HOLAP, Metadata Repository	
11	Data warehouse Architecture	
	The Design of A Data Warehouse: A Business Analysis Framework;	20%
	Architecture: Enterprise Warehouse Design, A 5-filer Data warehouse	2070
	Discovery-Driven Exploration of Data Cubes: Complex Aggregation at	
	Multiple Granularity: Multi-feature Cubes, Constrained Gradient Analysis of	
	Data Cubes	
III	Pre-Processing	
	The need for Pre-processing, Descriptive Data Summarization	
	Data Cleaning: Missing Values, Noisy Data, Data Cleaning as a Process	
	Data Integration & Transformation, Data Cube Aggregation; Attribute	200/
	Subset Selection, Dimensionality Reduction:(Basic Concepts only).	20%
	Numerosity Reduction: Regression & Log-linear Models, Histograms,	
	Clustering, Sampling. Data Dicretization & Concept Hierarchy Generation	
	For Numerical Data: Binning, Histogram Analysis, Entropy-based	
	Discretization, Interval Merging by x Analysis, Cluster Analysis,	
TX7	Discretization by Intuitive Partitioning For Categorical Data	
1 V	Data Mining- An Introduction	
	Data Mining Functionalities What Kind of Patterns Can be Mined:	
	Concept/Class Description: Characterization & Discrimination; Mining	20%
	Frequent Patterns, Associations, and Correlations; Classification &	
	Prediction; Cluster Analysis; Outlier Analysis, Classification of Data	
	Mining Systems Data Mining Task Primitives, Integration of a Data Mining System with a Database or Data Warehouse System Major Jasues in Data	
	Mining	
V	Mining Frequent Pattern, Association and correlations	
	Basic Concepts: Market Basket Analysis; Frequent Itemsets, Closed	
	Itemsets, and Association Rules; Frequent Pattern Mining: A Roadmap	
	Apriori Algorithm: Finding Frequent Itemsets Using Candidate Generation;	200/
	Generating Association Rules from Frequent Itemsets; Improving the	20%
	Efficiency of Apriori. From Association Mining to Correlation Analysis;	
	Analysis Introduction to Classification and Prediction Supervised learning	
	Unsupervised learning. Classification by decision tree induction	
Basic	Text & Reference Books :-	L
1.	Jiawei Han & Micheline Kamber, "Data Mining: Concepts & Te	chniques", Morgan
	Kaufmann Publishers (2002)	- •

Paper	Paper Code: CCCS103		
Title	of Paper: Data Warehousing and Data Mining		Time : 3 Hrs
Unit	Description		Total Marks
Ι	Q.1 (A) Answer the Following. (Definitions, Blanks, Full Forms, True/False, Match the Following)	06	14
	Q.1 (B) Medium / Long Questions. (With Internal Option)	08	
II	Q.2 (A) Answer the Following. (Definitions, Blanks, Full Forms, True/False, Match the Following)	06	14
	Q.2 (B) Medium / Long Questions. (With Internal Option)	08	
III	Q.3 (A) Short / Medium Questions (With Internal Option)	06	14
	Q.3 (B) Medium / Long Questions. (With Internal Option)	08	
IV	Q.4 (A) Short / Medium Questions (With Internal Option)	06	14
	Q.4 (B) Medium / Long Questions. (With Internal Option)	08	
V	Q.5 (A) Short / Medium Questions (With Internal Option)	06	14
	Q.5 (B) Medium / Long Questions. (With Internal Option)	08	

Paper Code: CCCS104	<b>Total Credit :</b> 4
Title of Paper: Practical Based on CCCS101	Total Marks :
	70
	Time : 3 Hrs
Description	
1. Understanding of Constructor and Destructor using C#	
2. Demonstration of Array and Collection	
3. Understanding Inheritance	
4. Understanding Exception handling	
5. Understanding Polymorphism	
6. Understanding Indexers	
7. Demonstration of ADO.Net and its various components	
8. Understanding of IIS server, loading and installing	
9. Understanding various controls of ASP.Net	
10. Demonstration of client side and server side validation	
11. Understanding of session and cookie	
12. Demonstration of AJAX controls	
13. Demonstration of reading data sets using XML	
14. Understanding of various web services	
15. Understanding of various state management techniques	

Paper Code : CCCS104         Title of Paper: Practical Based on CCCS101			Total Credit : 4 Total Marks : 70 Time : 3 Hrs
Unit	Description		<b>Total Marks</b>
Ι	Q.1 (A) Viva – Voce	20	70
	Q.1 (B) Practical	50	

Title of Paper: Practical Based on CCCS102 and Elective Courses	Total Marks : 70
The of Luper. I faction Dused on CCC5102 and Elective Courses	
	Time : 3 Hrs
Description	
1. Understanding of android stack	
2. Understanding of Eclipse IDE	
3. Understanding Android components	
4. Demonstration of UI components	
5. Demonstration of Activity life cycle	
6. Demonstration of advanced UI components	
7. Understanding Notifications	
8. Understanding style and themes	
9. Understanding of resources and assets	
10. Understanding broadcast action and procedure	
11. Understanding of SQLite and its operations	
12. Understanding of Android services	
13. Demonstration of Multimedia activities in android	
14. Understanding location based services using android	
15. Understanding Google map	
16. Understanding of sensors and Wi-Fi	
17. Understanding of bluetooth, camera and telephony services	
18. Demonstration of Android application deployment	

Paper Code :	<b>Total Credit :</b> 4 <b>Total Marks :</b> 70					
Title of Pape	Time : 3 Hrs					
Unit	Description		Total Marks			
Ι	Q.1 (A) Viva – Voce	20	70			
	Q.1 (B) Practical	50				

Paper	r Code: CECS101	<b>Total Credit :</b> 4
Title	of Paper: Advanced Operating Systems	Total Marks :
		70
		Time : 3 Hrs
Unit	Description	Weighting
Ι	Introduction, types of operating systems, functions of operating	
	systems.	20%
	Introduction and Communication Models, Message Passing, Shared	
	Memory, RPC	
II	Deadlock and Concurrency: Deadlocks, Conditions for deadlock,	
	Deadlock modedling, Strategies for handling deadlocks, Starvation	
	(The dining philosopher problem), Parallel Processing, Process	20%
	Synchronization, Test and set, WAIT and SIGNAL, Semaphores,	
	Process Cooperation, Producer and Consumers, Readers and Writers	
	Problem	
III	Scheduling : Introduction	
	Scheduling algorithms : FCFS, SJN, Priority, SRT, RR	20%
	Application of the Scheduling Algorithm	
IV	File systems : File manager, Interacting with file manager, Physical	
	storage allocation, Data compression, Access methods, Access	20%
	controls	
	Kernel types, Kernel architecture of Windows and Linux operating	
	systems	
V	Advanced Linux Shell scripting and Script commands, System calls	• • • • •
	Linux Kernel and device driver programming	20%
	Linux network and system administration, www, mail, FTP, samba	
Basic	Text & Reference Books :-	
1.	UNIX – Concepts & Application, Sumitabha Das, BPB	
2.	Protessional Linux Kernel Architecture by Wolfgang Mauerer Publishe	er: wiley India Pvt
	Lta (December 2008)	

Paper Code: CECS101			Total Credit : 4 Total Marks : 70
Title o	of Paper: Advanced Operating System	Time : 3 Hrs	
Unit	Description		Total Marks
Ι	Q.1 (A) Short / Medium Questions (With Internal Option)	06	14
	Q.1 (B) Medium / Long Questions. (With Internal Option)	08	
II	Q.2 (A) Short / Medium Questions (With Internal Option)	06	14
	Q.2 (B) Medium / Long Questions. (With Internal Option)	08	
III	Q.3 (A) Short / Medium Questions (With Internal Option)	06	14
	Q.3 (B) Medium / Long Questions. (With Internal Option)	08	
IV	Q.4 (A) Short / Medium Questions (With Internal Option)	06	14
	Q.4 (B) Medium / Long Questions. (With Internal Option)	08	
V	Q.5 (A) Shell Scripting Commands (With Internal Option)	06	14
	Q.5 (B) Shell Scripting Questions. (With Internal Option)	08	

Paper	Code: CECS103	<b>Total Credit :</b> 4
Title	of Paper: Enterprise Resource Planning	Total Marks :
		70
		Time : 3 Hrs
Unit	Description	Weighting
Ι	Introduction	
	Enterprise Resource Planning (ERP) : introduction, history,	
	advantages	
	Enterprise : introduction, business modeling, integrated data model,	
	integrated management information	
	Basic concepts of ERP	
	Risks and benefits of ERP	
II	ERP and Related Technologies	
	Introduction to MRP, MRP-II and ERP	
	Business Process Reengineering (BPR)	
	OLAD	
	(ULAP) Product Life Cycle Management (PLM) Supply Chain Management	
	(SCM)	
	(JCM), Customer Relationshin Management (CRM)	
Ш	ERP Marketplace and Functional Modules	
	Marketplace : overview, dynamics, changing ERP market	
	Indian ERP Scenario	
	Functional modules of ERP software	
	Integration of ERP, SCM and CRM	
IV	ERP – Selection and Implementation	
	ERP package selection	
	ERP Implementation basics, ERP Implementation Life Cycle	
	Post implementation activities	
	Success and Failure Factors of an ERP Implementation	
V	The Business Modules	
	Finance, Manufacturing, Human Resources, Plant Maintenance	
	Quality Management, Sales, Distribution and Service, Marketing	
Basic	Lext & Kelerence Books :-	Dallhi 1 at and 2 1
1.	Alexis Leon : Enterprise Resource Planning, 1 ata McGraw-Hill, New	Deini 1st and 2nd
	eanons.	

Paper	Code: CECS103	Total Credit : 4 Total Marks : 70	
Title	of Paper: Enterprise Resource Planning	Time : 3 Hrs	
Unit	Description		<b>Total Marks</b>
Ι	Q.1 (A) Short / Medium Questions (With Internal Option)	06	14
	Q.1 (B) Medium / Long Questions. (With Internal Option)	08	
II	Q.2 (A) Short / Medium Questions (With Internal Option)	06	14
	Q.2 (B) Medium / Long Questions. (With Internal Option)	08	
III	Q.3 (A) Short / Medium Questions (With Internal Option)	06	14
	Q.3 (B) Medium / Long Questions. (With Internal Option)	08	
IV	Q.4 (A) Short / Medium Questions (With Internal Option)	06	14
	Q.4 (B) Medium / Long Questions. (With Internal Option)	08	
V	Q.5 (A) Short / Medium Questions (With Internal Option)	06	14
	Q.5 (B) Medium / Long Questions. (With Internal Option)	08	

Course Type	Course	Name of Course	T / P	Credit	Exam	Com	ponent of M	larks
	Code				Duration	Internal	External	Total
					in Hours			
	CCCS201	Advanced Java Programming	Theory	4	2.5	30	70	100
	CCCS202	Cryptography	Theory	4	2.5	30	70	100
Core Courses	CCCS203	Artificial Intelligence	Theory	4	2.5			
	CCCS204	Practical Based on PS CCCS201	Practical	5	2.5	30	70	100
	CCCS205	Practical Based on PS CCCS203	Practical	5	2.5	30	70	100
Foundation Course	FCCS201	Foundation Course of BAOU	Theory	8	2.5	-	100	100
Elective Courses	CECS204	Software Testing and Quality Assurance	Theory	4	2.5	30	70	100
(Any One)	CECS206	Embedded System	Theory	4	2.5	30	70	100
Total				34		180	420	600

Pape	r Code: CCCS201	<b>Total Credit :</b> 4
Title	of Paper: Advanced Java Programming	Total Marks :
		70
		Time: 3 Hrs
Unit	Description	Weighting
	Introduction to J2EE Platform and Architecture	
Ι	The J2EE Platform, The J2EE Architecture Containers, J2EE	20%
	Technologies, Developing J2EE Applications, Introducing Java Mail	
	and JMS	
	Database Programming	
П	ODBC and JDBC Drivers, Connecting to Database with the java.sql	20%
	Package, Using JDBC	
III	Servlets	
	Introduction to Servlets and architecture, Servlet Life Cycle, Servlet	
	based Applications, type of serviet, Serviet and HTML, Session	2007
	management	20%
	JSP Introduction to ISD ISD implicit chiests ISD based Applications	
	Session Management	
TV/	Paraota Mathad Invocation (PMI)	
1 V	The PMI Architecture, PMI Exceptions	
	Developing Applications With RMI Parameter Passing in RMI	20%
	XML	2070
	XML syntax and semantics. Writing Document Type Definitions	
	(DTDs), XML based applications	
V	Java Beans	
	An overview of Java Beans	
	Requirement, Development and Scope of Java Beans	
	Design consideration and Naming conventions of Java Beans and	20%
	Guideline.	
	Enterprise Java Beans (EJB)	
	Introduction to EJB	
	Entity Beans	
	Session Beans	
Basic	Text & Reference Books :-	
1.	Protessional Java Server Programming by Subrahmanyam Allamaraju	
2.	J2EE Bible by Justin Couch and Deniel H. Steinberg	
3.	Protessional Java Server Programming Volume I and II,	
	Wrox Publication.	
4.	J2EE Unleashed by Joseph J. Bambara, BPB publications	
5.	Enterprise JAVA J2EE 1.3 complete, BPB publications	

Paper Code: CCCS201			<b>Total Credit :</b> 4 <b>Total Marks :</b> 70
Title	Title of Paper: Advanced Java Programming		
Unit	Description		Total Marks
Ι	Q.1 (A) Answer the Following. (Definitions, Blanks, Full Forms, True/False, Match the Following)	06	14
	Q.1 (B) Medium / Long Questions. (With Internal Option)	08	
II	Q.2 (A) Answer the Following. (Definitions, Blanks, Full Forms, True/False, Match the Following)	06	14
	Q.2 (B) Medium / Long Questions. (With Internal Option)	08	
III	Q.3 (A) Short / Medium Questions (With Internal Option)	06	14
	Q.3 (B) Medium / Long Questions. (With Internal Option)	08	
IV	Q.4 (A) Short / Medium Questions (With Internal Option)	06	14
	Q.4 (B) Programs. (With Internal Option)	08	
V	Q.5 (A) Short / Medium Questions (With Internal Option)	06	14
	Q.5 (B) Programs. (With Internal Option)	08	

Paper	Code: CCCS202	<b>Total Credit :</b> 4
Title	of Paper: Cryptography	Total Marks :
		70
		Time : 3 Hrs
Unit	Description	Weighting
Ι	Introduction	
	Security Trends, OSI Security Architecture, Security Attacks,	20%
	Security Services, Security Mechanisms, History and Overview of	
	Cryptology	
II	Symmetric Ciphers	
	Classical Encryption Techniques: Symmetric Cipher Model, Substitution	
	Techniques, Transposition Techniques, Rotor Machines / Enigma,	20%
	Steganography Block Cinhard, Dringinka, Data Enormation Standard/ 2DES DES	
	Operation DES Strength Block Cipher Design Principles	
Ш	Asymmetric Cinhers	
	Prime Numbers, Principles of Public Key Cryptosystems, The RSA	
	Algorithm, Diffie-Hellman Key Exchange, Pseudorandom Number	20%
	Generation, Cryptographic Hash Functions, Secure Hash Algorithm,	
	Message Authentication Codes, Digital Signatures	
IV	Network and Internet Security	
	Key Distribution, X.509 Certificates, Public Key Infrastructure, Web	
	(TLS) HTTDS Secure Sockets Layer (SSL), Transport Layer Security	20%
	(1LS), HITES, Secure Shell (SSH), whereas includes Security Overview, Email Security: PGP S/MIME DKIM	
V	Scams and Cyber Laws	
v	DoS and DDoS attacks, CAPTCHA, Spam, Phishing, Ponzi Schemes.	20%
	Indian IT Act 2000 with Subsequent Amendments.	<b>4</b> 0 / 0
Basic	Text & Reference Books :-	
1.	Cryptography and Network Security, William Stallings, Pearson	

Paper Code: CCCS202			<b>Total Credit :</b> 4 <b>Total Marks :</b> 70
Title	Title of Paper: Cryptography		
Unit	Description		Total Marks
Ι	Q.1 (A) Answer the Following. (Definitions, Blanks, Full Forms, True/False, Match the Following)	06	14
	Q.1 (B) Medium / Long Questions. (With Internal Option)	08	
Π	Q.2 (A) Answer the Following. (Definitions, Blanks, Full Forms, True/False, Match the Following)	06	14
	Q.2 (B) Medium / Long Questions. (With Internal Option)	08	
III	Q.3 (A) Short / Medium Questions (With Internal Option)	06	14
	Q.3 (B) Medium / Long Questions. (With Internal Option)	08	
IV	Q.4 (A) Short / Medium Questions (With Internal Option)	06	14
	Q.4 (B) Medium / Long Questions. (With Internal Option)	08	
V	Q.5 (A) Short / Medium Questions (With Internal Option)	06	14
	Q.5 (B) Medium / Long Questions. (With Internal Option)	08	

Pape	Code: CCCS203	<b>Total Credit :</b> 4	
Title	of Paper: Artificial Intelligence	Total Marks :	
		70	
		Time: 3 Hrs	
<b>T</b> T •4		<b>TT</b> 7 • <b>1</b> /•	
Unit	Description	Weighting	
1	Artificial Intelligence and Knowledge-Based Systems	200/	
	Natural and Artificial Intelligence – Characteristics and Definitions	20%	
	Al based systems, Testing the Intelligence with Turing Test, and		
	Chinese Room Experiment, Application Areas of Artificial		
	Intelligence, Data Pyramid and Computer Based Systems		
	Production Systems and AI based Searches like Hill Climbing and		
	Heuristic Search		
	Introduction & Objectives of KBS, Components of KBS		
	Categories of the KBS like Expert Systems, Database Management		
	Systems in Conjunction with an Intelligent User Interface, Linked		
	Systems, CASE Based Systems, Intelligent Tutoring Systems, etc.		
	Issues and minimuons of KBS Conservations of KBS. Conflict Description Structuring for D 1		
	General structure of KBS, Conflict Resolution Strategies for Rule		
	Based Systems		
	Knowledge Base Shell		
	Advantages, limitations and applications of Knowledge-Based		
т	Systems		
11	Development of Knowledge Record Systems		
	Development of Knowledge-Based Systems	2004	
	Development	2070	
	Knowledge-Based Systems Development Model Knowledge		
	Acquisition Process and Techniques, Knowledge Sharing, Dealing with		
	Multiple Experts, Issues in Knowledge Acquisition, Knowledge Update		
	Characteristics of Good Knowledge Representation Scheme		
	Factual and Procedural Knowledge Representation Applications and		
	Users of KBS		
	Tools for KBS development and Case Studies		
III	Fuzzy Logic		
	Introduction to fuzzy logic		
	Fuzzy logic and fuzzy sets, Membership Functions, Fuzzification and	20%	
	Defuzzification, Operations on Fuzzy Sets		
	Fuzzy Functions and Linguistic variables		
	Fuzzy Relationships, Propositions and Connectives		
	Fuzzy Rules Fuzzy Control System and Fuzzy Rule Based Systems		
IV	Neural Network		
± 7	Neural Networks: Introduction. Advantages and Disadvantages of		
	Neural Networks	20%	
	Biological Neuron and Artificial Neuron	_0,0	
	Neural Network Architectures		
	Applications of Neural Network		
V	Genetic Algorithm		
	Introduction to Genetic Algorithm	20%	
	Basic Terminology, Genetic Algorithm, GA Cycle		
	Basic Operator of GA, Function Optimization		
	Prolog Application and Programs		
Basic	Text & Reference Books :-		
1.	Elain Rich: "Artificial Intelligence". McGraw Hill. Third Edition 2001		
2.	R. Akerkar: "Introduction to Artificial Intelligence". Prentice Hall of India	, 2005.	
3.	R. Akerker and P. S. Sajja: "Knowledge-Based Systems", Jones and Bartlettes, MIT, 2010		

Paper Code: CCCS203			<b>Total Credit :</b> 4 <b>Total Marks :</b> 70
Title	Title of Paper: Artificial Intelligence		
Unit	Description		Total Marks
Ι	Q.1 (A) Answer the Following. (Definitions, Blanks, Full Forms, True/False, Match the Following)	06	14
	Q.1 (B) Medium / Long Questions. (With Internal Option)	08	
II	Q.2 (A) Answer the Following. (Definitions, Blanks, Full Forms, True/False, Match the Following)	06	14
	Q.2 (B) Medium / Long Questions. (With Internal Option)	08	
III	Q.3 (A) Short / Medium Questions (With Internal Option)	06	14
	Q.3 (B) Medium / Long Questions. (With Internal Option)	08	
IV	Q.4 (A) Short / Medium Questions (With Internal Option)	06	14
	Q.4 (B) Medium / Long Questions. (With Internal Option)	08	
V	Q.5 (A) Short / Medium Questions (With Internal Option)	06	14
	Q.5 (B) Prolog Programs. (With Internal Option)	08	

Paper Code: CCCS204	<b>Total Credit :</b> 4
Title of Paper: Practical Based on CCCS201	<b>Total Marks :</b> 70
	Time : 3 Hrs
Description	
1. Understanding J2EE Architecture	
2. Demonstration of JDBC connectivity.	
3. Understanding Java Mail and JMS.	
4. Understanding Servlet Architecture	
5. Understanding JSP and JSP objects	
6. Demonstration of Session Management	
7. Understanding RMI Architecture	
8. Understanding RMI with XML.	
9. Demonstration of XML based applications	
10. Understating EJB	

Paper Code	e : CCCS204	<b>Total Credit :</b> 4 <b>Total Marks :</b> 70		
Title of Paper: Practical Based on CCCS201			Time : 3 Hrs	
Unit	Description		Total Marks	
I	Q.1 (A) Viva – Voce	20	70	
	Q.1 (B) Practical	50		

Paper Code: CCCS205	<b>Total Credit :</b> 4	
Title of Paper: Practical Based on CCCS203	Total Marks : 70	
	Time : 3 Hrs	
Description		
1. Understanding Turbo Prolog: Installing, Running Programs, Saving a	nd Loading Files	
2. Understanding Prolog Syntax and Semantics.		
3. Understanding Branching.		
4. Understanding Looping.		
5. Understanding Functions and Parameters.		
6. Understanding List		
7. Understanding various objects.		
8. Understanding Recursion.		

Paper Code	e : CCCS205	<b>Total Credit :</b> 4 <b>Total Marks :</b> 70		
Title of Paper: Practical Based on CCCS203			Time : 3 Hrs	
Unit	Description		Total Marks	
I	Q.1 (A) Viva – Voce	20	70	
	Q.1 (B) Practical	50		

Paper	Code: CECS203	Total Credit : 4	
Title	of Paper: Software Testing and Quality Assurance	Total Marks :	
		70	
		Time : 3 Hrs	
I	Description	Weighting	
	Description Testing Environment and Test Processes	weighting	
1	World Class Software Testing Model – Building a Software Testing		
	Environment - Overview of		
	Software Testing Process – Organizing for Testing – Developing the	20%	
	Test Plan – Verification Testing –	2070	
	Analyzing and Reporting Test Results – Acceptance Testing –		
	Operational Testing – Post		
	Implementation Analysis		
II	Testing Techniques		
	Using White Box Approach to Test design, Static Testing Vs.		
	Structural Testing, Code Functional Testing, Coverage and Control		
	Flow Graphs, Using Black Box Approaches to Test Case Design,		
	Random Testing, Requirements based testing, Decision tables, State-	20%	
	based testing, Cause-effect graphing, Error guessing, Compatibility		
	testing, Levels of Testing, Unit Testing, Integration Testing, Defect		
	Bash Elimination. System Testing, Usability and Accessibility		
	Testing, Configuration Testing, Compatibility Testing, Case study for		
	White box testing and Black box testing techniques.		
III	Incorporating Specialized Testing Responsibilities		
	Testing Client/Server Systems, Rapid Application Development		
	System Security Testing Object Oriented Software Object Oriented	200/	
	Testing Testing Web based systems Web based system Web	20%	
	Technology Evolution Traditional Software and Web based		
	Software Challenges in Testing for Web-based Software Testing a		
	Data Warehouse. Case Study for Web Application Testing.		
IV	Test Automation		
	Selecting and Installing Software Testing Tools, Software Test		
	Automation, Skills needed for Automation, Scope of Automation,	20%	
	Design and Architecture for Automation – Requirements for a Test		
	Tool, Challenges in Automation, Tracking the Bug, Debugging, Case		
	study using Bug Tracking Tool		
V	Software Testing and Quality Matrices		
	Testing Software System Security, Six-Sigma, TQM, Complexity		
	Metrics and Models, Quality Management Metrics, Availability	20%	
	Metrics, Defect Removal Effectiveness, FMEA, Quality Function.		
	Study for Complexity and Object, Oriented Matrice		
Basic '	Study for Complexity and Object, Oriented Metrics		
1.	William Perry, "Effective Methods of Software Testing" Third Edition	n.Wiley Publishing	
	2007	,	
2.	Srinivasan Desikan and Gopalaswamy Ramesh, "Software Testing	- Principles and	
	Practices", Pearson Education, 2007		
3.	Naresh Chauhan, "Software Testing Principles and Practices" Oxford	University Press,	
	NewDelhi, 2010.		
4.	Stephen Kan, "Metrics and Models in Software Quality", Addison	– Wesley, Second	
	Edition,2004.	Jostrond Daint-11	
5.	New York, 1990	vostraliu Keinnold,	

Paper	<b>Total Credit :</b> 4 <b>Total Marks :</b> 70		
Title	of Paper: Software Testing and Quality Assurance		Time : 3 Hrs
Unit	Description		Total Marks
Ι	Q.1 (A) Answer the Following. (Definitions, Blanks, Full Forms, True/False, Match the Following)	06	14
	Q.1 (B) Medium / Long Questions. (With Internal Option)	08	
II	Q.2 (A) Answer the Following. (Definitions, Blanks, Full Forms, True/False, Match the Following)	06	14
	Q.2 (B) Medium / Long Questions. (With Internal Option)	08	
III	Q.3 (A) Short / Medium Questions (With Internal Option)	06	14
	Q.3 (B) Medium / Long Questions. (With Internal Option)	08	
IV	Q.4 (A) Short / Medium Questions (With Internal Option)	06	14
	Q.4 (B) Medium / Long Questions. (With Internal Option)	08	
V	Q.5 (A) Short / Medium Questions (With Internal Option)	06	14
	Q.5 (B) Medium / Long Questions. (With Internal Option)	08	

Paper	Code: CECS204	Total Credit : 4
Title	of Paper: Embedded Systems	Total Marks :
		70
		Time: 3 Hrs
Unit	Description	Weighting
Ι	Introduction	
	What is IoT?, Examples of IoT, Appliances, Smart Health care, Oil & Gas	
	Industry, Smart Places, IoT v/s Computer v/s Smartphone, Adoption and	
	trends in IoT, Social benefits of IoT, Risk-Security-Privacy of IoT.	20%
	Embedded Systems: An introduction to embedded systems,	
	examples, generic structure of embedded system, sensors and	
II	Andring Paging	
11	Arounio basics IDE Setting up Arduino Board Arduino Sketch Uploading and Running	
	Blink Sketch Creating and Saving Sketch Structure of Sketch Primitive	20%
	Types, Functional Blocks, Conditions, Loops, Operators,	2070
III	Arduino Communications	
	Sending Debug Information from Arduino to Your Computer, Sending	
	Formatted Text and Numeric Data from Arduino, Receiving Serial Data in	
	Arduino, Sending Multiple Text Fields from Arduino in a Single Message,	
	Receiving Multiple Text Fields in a Single Message in Arduino, Sending	
	Binary Data from Arduino, Receiving Binary Data from Arduino on a	200/
	Computer, Sending Binary Values from Processing to Arduino, Sending the Value of Multiple Arduino Ping. How to Move the Moves Cursor on a PC or	20%
	Mac Controlling Google Earth Using Arduino Logging Arduino Data to a	
	File on Your Computer. Sending Data to Two Serial Devices at the Same	
	Time, Receiving Serial Data from Two Devices at the Same Time, Setting	
	Up Processing on Your Computer to Send and Receive Serial Data.	
IV	Input	
	Using a Switch, Using a Switch Without External Resistors, Reliably	
	Detecting the Closing of a Switch, Determining How Long a Switch Is	
	Pressed, Reading a Keypad, Reading Analog Values, Changing the Range	
	to 5V. Responding to Changes in Voltage, Measuring Voltages More Than	20%
	5V (Voltage Dividers)	2070
	Detecting Movement, Detecting Light, Detecting Motion (Integrating	
	Passive Infrared Detectors), Measuring Distance, Measuring Distance	
	Accurately, Detecting Vibration, Detecting Sound, Measuring Temperature,	
	Reading RFID Tags, Tracking Rotary Movement, Using a Mouse, Getting	
	Location from a GPS	
V	Introduction to Raspberry Pi	
	Rooting Up Configuring Your Pi Shutting Down Troubleshooting	
	Linux on the Raspherry Pi	
	Using the Command Line, Files and the Filesvstem, More Linux	
	Commands, Processes, Sudo and Permissions, The Network, /etc, Setting	20%
	the Date and Time, Installing New Software, Python on Raspberry Pi	
	Programming Inputs and Outputs with Python	
	Installing and Testing GPIO in Python, Blinking an LED, Reading a Button	
	Working with Webcams	
Paris	1 esting webcams, installing and 1 esting SimpleCV, Displaying an Image.	
Dasic 1	Arduino Cookbook Michael Margolis O'Reilly	
2	Getting Started with Raspberry Pi Matt Richardson O'Reilly	

Paper	<b>Total Credit :</b> 4 <b>Total Marks :</b> 70		
Title	Title of Paper: Embedded Systems		
Unit	Description		Total Marks
Ι	Q.1 (A) Answer the Following. (Definitions, Blanks, Full Forms, True/False, Match the Following)	06	14
	Q.1 (B) Medium / Long Questions. (With Internal Option)	08	
II	Q.2 (A) Answer the Following. (Definitions, Blanks, Full Forms, True/False, Match the Following)	06	14
	Q.2 (B) Medium / Long Questions. (With Internal Option)	08	
III	Q.3 (A) Short / Medium Questions (With Internal Option)	06	14
	Q.3 (B) Medium / Long Questions. (With Internal Option)	08	
IV	Q.4 (A) Short / Medium Questions (With Internal Option)	06	14
	Q.4 (B) Medium / Long Questions. (With Internal Option)	08	
V	Q.5 (A) Short / Medium Questions (With Internal Option)	06	14
	Q.5 (B) Medium / Long Questions. (With Internal Option)	08	

					Exam	Com	ponent of N	<b>/larks</b>
Course Type	Course Code	Name of Course	T / P Credit	Duration in Hours	Internal	External	Total	
	CCCS306	Data Science	Theory	4	2.5	30	70	100
	CCCS307	Advanced Networking	Theory	4	2.5	30	70	100
Core Courses	CCCS308	Practical / Viva Voce Based on CCCS306	Practical	5	2.5	30	70	100
	CCCS309	Practical / Viva Voce Based on CCCS307 and Elective Courses	Practical	5	2.5	30	70	100
	CCCS310	Project	Practical	4	-	30	70	100
Elective Courses	CECS305	Research Methodology	Theory	4	2.5	30	70	100
(Any One)	CECS306	System Software	Theory	4	2.5	30	70	100
Total				26		180	420	600

Paper	Code: CCCS306	<b>Total Credit :</b> 4
Title	of Paper: Data Science	Total Marks :
		70
		Time : 3 Hrs
<b>T</b> T •/		***
Unit	Description	Weighting
1	An Introduction to Big Data Challenges Managing varieties of Data The Emerging Big Data Stack	
	Gartner hype cycle for Big Data emerging technologies. Big Data life	
	Cycle, Types of Data (Unstructured, Structured, semi-structured)	20%
	Opportunities in Big Data.	2070
	Introduction to NoSQL: Difference between RDBMS and NoSQL, CAP	
	(Document Key-Value Columnar Graph)	
П	Anache Hadoon	
••	Introduction, Hadoop eco-System, High Level Architecture: Component	
	Level Architecture: MapReduce with Yarn, HDFS/ HDFS2, introduction to	
	Yarn, Features of Yarn, Intro to Tez, Features of Tez, Introduction and	20%
	Features : Pig, Hive, Hbase.	
	Distributed publish – subscribe Messaging: Apache Kafka	
	Distributed MapReduce: Introduction to Apache Spark	
III	Hadoop Distributed File System	• • • • •
	HDFS Arcmitecture, HDFS Read / Writes processes, HDFS Performance	20%
	HDES Commande Native Java ADIs Post ADIs	
IV	An Introduction to ManReduce	
1 1	Introduction to Map-Reduce, Map-Reduce Hands-on with Hadoop	
	streaming.	20%
	Introduction to Hbase, Hbase vs HDFS, Features/Adv. Of Hbase, Hbase	_0,0
	Data Model best practices. [Hands-on]: setup single node Hbase cluster on	
	Ubuntu, configuration setup.	
	Introduction to Hive, how Hive works? Component level architecture: Hive,	
	Hive Commands, Hive Query Language.	
V	Distributed MapReduce Computing with Apache Spark	
	An introduction to Apache Spark, features / advantages of Spark,	
	Component level arcmiecture, Resinent Distributed Datasets (RDDs),	
	functions to Spark Understanding closures Printing elements of an PDD	
	Working with Key-Value Pairs Transformations Actions Shuffle	200/
	operations RDD Persistence Removing Data Shared Variables Broadcast	2070
	Variables Accumulators Map-Reduce on file / streaming with spark	
	Machine Learning with Spark Mlib – Clustering, Regression,	
	Recommender, Graph Analytics: Introduction to Graphy, Features of	
	Graphx, Basic path analytics algorithm	
	with Graphx, Implement Dijkstra Algorithm with GraphX.	
	Data Visulization: An Introduction to Data Viz., Various BI tools, Data	
<b>D</b> •	Visualization with Tableau.	
Basic '	<b>Text &amp; Reference Books :-</b> Hadoop: The Definitive Guide, 3 <sup>rd</sup> Edition By Tom White, O'Deilly:	
1.	Learning Spark: Lightning Fast Big Data Analysis by Andy Konvinski, Hold	lan Karau and
۷.	Patrick Wendell, O'Reilly	ion Karau, and

Paper	<b>Total Credit :</b> 4 <b>Total Marks :</b> 70		
Title	of Paper: Data Science		Time : 3 Hrs
Unit	Description		Total Marks
Ι	Q.1 (A) Answer the Following. (Definitions, Blanks, Full Forms, True/False, Match the Following)	06	14
	Q.1 (B) Medium / Long Questions. (With Internal Option)	08	
Π	Q.2 (A) Answer the Following. (Definitions, Blanks, Full Forms, True/False, Match the Following)	06	14
	Q.2 (B) Medium / Long Questions. (With Internal Option)	08	
III	Q.3 (A) Short / Medium Questions (With Internal Option)	06	14
	Q.3 (B) Medium / Long Questions. (With Internal Option)	08	
IV	Q.4 (A) Short / Medium Questions (With Internal Option)	06	14
	Q.4 (B) Medium / Long Questions. (With Internal Option)	08	
V	Q.5 (A) Short / Medium Questions (With Internal Option)	06	14
	Q.5 (B) Medium / Long Questions. (With Internal Option)	08	

#### Krantiguru Shyamji Krishna Verma Kachchh University Program: MSc III Semester: III

Pape	r Code: CCCS307	<b>Total Credit :</b> 4
Title	of Paper: Advanced Networking	Total Marks :
		70
		Time : 3 Hrs
Unit	Description	Weighting
Ι	The Network Layer Routing Algorithms Shortest Path Routing Flooding Distance	
	Vector Routing, Link State Routing, Hierarchical Routing,	20%
	Congestion Control Algorithms, IP addresses and Classes, Subnets	
	and Subnet masks. IPv4 v/s. IPv6, Introduction to wire shark & packet analysis.	
II	The Transport Layer	
	Quality Of Service, Transport Service Primitives, MAC protocols,	
	CSMA/CD, Establishment of Connection, Releasing of	20%
	Connection, Flow Control and Buffering, Multiplexing, UDP	
TIT	Introduction to virtual machine & configure with real time machine	
111	Installation of windows server 2012 & Red hat linux server	20%
	Configure firewall. Antivirus Generate & authenticate open VPN	20 / 0
	certificate & RSA key	
IV	Introduction to Cisco Packet Tracer[CPT], Establish own network	
	using CPT, Introduction to software reversing with	20%
	ollydbg[debugger] & reflector[dotnet]	
V	Troubleshooting: PC, Router, Switch, Data Recovery from crash hard	200/
	disk, bad sector repair, nard disk data recovery, real-time network	20%
Basic	Tavt & Reference Books :-	
1	Computer Networks 4th Edition - Andrew Tanenbaum	
2.	Computer Networking: A Top-Down Approach Featuring the Ir	nternet By James
	F.Kurose, Keith W.Ross	values
3.	Data Communication & Networking 4th Edition By Behrouz A.Forouz	an

Paper	<b>Total Credit :</b> 4 <b>Total Marks :</b> 70		
Title	of Paper: Advanced Networking		Time : 3 Hrs
Unit	Description		Total Marks
Ι	Q.1 (A) Answer the Following. (Definitions, Blanks, Full Forms, True/False, Match the Following)	06	14
	Q.1 (B) Medium / Long Questions. (With Internal Option)	08	
II	Q.2 (A) Answer the Following. (Definitions, Blanks, Full Forms, True/False, Match the Following)	14	
	Q.2 (B) Medium / Long Questions. (With Internal Option)	08	
III	Q.3 (A) Short / Medium Questions (With Internal Option)	06	14
	Q.3 (B) Medium / Long Questions. (With Internal Option)	08	
IV	Q.4 (A) Short / Medium Questions (With Internal Option)	06	14
	Q.4 (B) Medium / Long Questions. (With Internal Option)	08	
V	Q.5 (A) Short / Medium Questions (With Internal Option)	06	14
	Q.5 (B) Medium / Long Questions. (With Internal Option)	08	

Paper Code: CCCS308	<b>Total Credit :</b> 4
Title of Paper: Practical Based on CCCS306	Total Marks :
	70
	Time : 3 Hrs
Description	
1. Setup & configure the Single node Hadoop Cluster on Ubuntu Mach starting and shutting down the clusters]	ine. [ Write scripts for
<ol> <li>Run Java MapReduce Jobs on Single node cluster, store data on HD do MapReduce]</li> </ol>	FS. [Read flat file and
3. Setup & Configure Hive, HBase, Pig.	
4. Run MapReduce Jobs using Hive Query Language.	
5. Run MapReduce Jobs using Pig Scripts.	
6. Setup & Configure Single node Spark cluster.	
7. Read file, Kafka streaming/ spark streaming from Enterprise data Transformation Job, export processed data in form of JSON / Ca tableau.	a lack, then do Spark SV do data viz. With
8. Predictive modeling: Regression, classification, recommender etc.	
9. Graph Algorithm Implementation with Spark-Graphx	

Paper Code	e : CCCS308		Total Credit : 4 Total Marks : 70			
Title of Paper: Practical Based on CCCS306			Time : 3 Hrs			
Unit	Description		<b>Total Marks</b>			
I	Q.1 (A) Viva – Voce	20	70			
	Q.1 (B) Practical	50				

Paper Code: CCCS309	<b>Total Credit :</b> 4				
Title of Paper: Practical and Viva-Voce Based on CCCS307 and Elective	Total Marks :				
Courses	70				
	Time : 3 Hrs				
Description					
1. Dijkstra's shortest path algorithm					
2. Prim's algorithm					
3. Design Subnet & Supernet & implement in CPT					
4. Packet Analysis Using Wireshark on LAN Network					
5. Configure Firewall & Manage In/Out Rules					
6. Installation of Ubuntu & Windows with harddisk format & data reco	very				
7. Software Debugging					
8. Configure Virtual Machine With Realtime Network					
Software List and Links:					
• Open Visual Trace Route 1.6.2 - <u>https://sourceforge.net/projects/openv</u>	<u>visualtrace/</u>				
• Cisco Packet Tracer Student 6.2 - <u>http://cisco.edu.mn/Download/</u>					
• Advanced Task Manager - http://filehippo.com/download_process_exp	olorer/\				
• Virtual Box By Oracle- http://filehippo.com/download_virtualbox/					
• Wireshark - http://filehippo.com/download wireshark 32/					
• Whois - https://technet.microsoft.com/en-us/sysinternals/whois.aspx					
Solaris Advanced Subnet Calcu	lator -				
http://downloads.solarwinds.com/solarwinds/Release/FreeTool/SolarW	/inds-Subnet-				
Calculator zin					
• Linux OS - http://distrowatch.com/					
<ul> <li>Ollydba v2 01 - http://www.ollydba.de/odba201.zip</li> </ul>					

Paper Code : Title of Paper Courses	Total Credit : 4 Total Marks : 70 Time : 3 Hrs		
Unit	Description		Total Marks
Ι	Q.1 (A) Viva – Voce	20	70
	Q.1 (B) Practical	50	

Paper Code: CCCS310	Total Credit : 04
Title of Paper: Project	Total Marks: 70
	Time: 3 Hrs

#### **Guidelines for the Project**

- Definition should ideally reflect current trends of IT industry and it should have a high application potential.
- Project must be carried out by individual student
- Coding standards should be followed meticulously. At the minimum, the code should be self documented, modular, and should use the meaningful naming convention.
- Database design is mandatory. At least portions of code (preferably full code) are mandatory. Student may be asked to write the code related to the project during examination.
- A report should be prepared for the project work which should be duly signed by the internal project guide and head of the college/department.

Paper Code : CCCS310         Title of Paper: Project		Total Total Time	Credit : 4 Marks : 70 : 3 Hrs
Unit	Description		Total Marks
Ι	Q.1 (A) Viva – Voce	20	70
	Q.1 (B) Explanation of Project	20	
	Q.1 (C) Explanation of Code/Database	20	
	Q.1 (D) Documentation / Report	10	

Paper Code: CECS305		<b>Total Credit :</b> 4
Title	of Paper: Research Methodology	Total Marks :
		70
		Time : 3 Hrs
Unit	Description	Weighting
I	Meaning, Objectives and Motivation in Research, types of Research,	
	Research Approaches, Research Process, Validity and Reliability in	••••
	Research, Obstacles in accepting research.	20%
	Problem Formulation, Hypothesis Formulation, types of Hypothesis,	
	characteristics of Good Hypothesis	
П	Meaning and Significance of Research Designs, Features of a good	••••
	research design, types of research design, contents of research design	20%
	Census Vs. Sample. Steps in Sample Design. Determining the size of	
	Sample. Sampling methods - Simple Random Sampling, Stratified	
	Sampling, Systematic Sampling, Cluster Sampling, Selective	
	Sampling	
ш	Types of Data, Sources of Data – Primary and Secondary Data.	
	Methods of collecting the data. Testing the validity of the data.	20%
	Measurement and scaling techniques, errors in measurement, tests of	
	sound measurement, scaling and scale construction techniques	
IV	Steps in Questionnaire design, characteristics of a good questionnaire	••••
	Presentation, Processing & Analysis and Interpretation of Data.	20%
	Report Writing – layout of a Research Report, Characteristics of a	
	good research report.	
V	Overview of Statistical Techniques	
	Testing of Hypothesis, Large Sample Tests, Small Sample Tests – t,	20%
	F tests. $\chi$ 2 tests.	
Basic	Text & Reference Books :-	<b>T</b>
1.	Research Methodology Methods & Techniques - C.R.Kothari, New Ag	e International
2.	Introduction to Quantitative Research Methods - Mark Balnaves and	Peter Caputi, Sage
	Publications	
3.	Business Research Methods - William G.Zikmund, Thomson South-We	estern

Paper	<b>Total Credit :</b> 4 <b>Total Marks :</b> 70		
Title	of Paper: Research Methodology		Time : 3 Hrs
Unit	Description		Total Marks
Ι	Q.1 (A) Answer the Following. (Definitions, Blanks, Full Forms, True/False, Match the Following)	06	14
	Q.1 (B) Medium / Long Questions. (With Internal Option)	08	
II	Q.2 (A) Answer the Following. (Definitions, Blanks, Full Forms, True/False, Match the Following)	14	
	Q.2 (B) Medium / Long Questions. (With Internal Option)	08	
III	Q.3 (A) Short / Medium Questions (With Internal Option)	06	14
Q.3 (B) Medium / Long Questions. (With Internal Option)			
IV	Q.4 (A) Short / Medium Questions (With Internal Option)	06	14
	Q.4 (B) Medium / Long Questions. (With Internal Option)	08	
V	Q.5 (A) Short / Medium Questions (With Internal Option)	14	
	Q.5 (B) Medium / Long Questions. (With Internal Option)	08	

Pape	r Code: CECS306	<b>Total Credit :</b> 4
Title	of Paper: System Software	Total Marks :
		70
		Time: 3 Hrs
Unit	Description	Weighting
Ι	Language Processors and Compilers	
	Introduction to language processing	
	Language processing activities: program generation, program	
	execution, program interpretation	
	Meaning of analysis and synthesis in language processing	
	Introduction to compilers	
	The analysis-synthesis model of compilation	
	The phases of a compiler	
II	Fundamentals of Assembly Language and Assemblers	
	Elements of assembly language programming	
	Description of a simple assembly language	
	Description of different types of assembly language statements :	
	imperative statements, declaration statements, assembler directives	
	Advantages of assembly language	
	A simple assembly scheme : design specification of assemblers,	
	phases and data structures	
	Design of a two pass assembler	
III	Editors, Linkers and Loaders	
	Editors : line editors, stream editors, screen editors, word processors,	
	structure editors, design of editors	
	Translated, linked and load time addresses	
	Relocation and linking concepts : program relocation, performing	
	relocation	
	The process of linking	
<b>TX</b> 7	The concept of loading	
1V	System Software tools List of software tools for program development and their description	
	Debug monitors	
	Debug monitors Droducing debug information	
	Programming environments	
	User interface tools	
V	Micro-Processor and Other System Software	
•	Basic macro processor functions – Macro Definition and Expansion –	
	Macro Processor Algorithm and	
	data structures – Implementation examples: MASM Macro	
	Processor- Text editors – Overview of	
	Editing Process - User Interface - Editor Structure - Interactive	
	Debugging Systems – Debugging	
	functions and capabilities -Relationships with Other parts of the	
	system – User Interface Criteria	
	Virtual Machines	
Basic	Text & Reference Books :-	
1.	Dhamdhare, D M : "System programming and Operating system", 2nd re	evised edition, Tata
•	McGraw-Hill Company Limited, 2004	d Taple Addition
<i>2</i> .	Ano A. v., Seun K., Omman J. D.: Computers - Principles, Techniques at Wesley Publishing Company 1988	iu 10018, Addition-
2	westey rubitshing Company, 1900. Srimanta Dal "Systems Programming" Oxford University Dress 201	1
3.	Sinnania rai, Systems Programming, Oxford University Press, 201	1

Paper Code: CECS306			<b>Total Credit :</b> 4 <b>Total Marks :</b> 70
Title	of Paper: System Software		Time : 3 Hrs
Unit	Description		Total Marks
Ι	Q.1 (A) Answer the Following. (Definitions, Blanks, Full Forms, True/False, Match the Following)	06	14
	Q.1 (B) Medium / Long Questions. (With Internal Option)	08	
II	II Q.2 (A) Short / Medium Questions. (With Internal Option)		14
	Q.2 (B) Medium / Long Questions. (With Internal Option)	08	
III	Q.3 (A) Short / Medium Questions (With Internal Option)	06	14
	Q.3 (B) Medium / Long Questions. (With Internal Option)	08	
IV	Q.4 (A) Short / Medium Questions (With Internal Option)	06	14
	Q.4 (B) Medium / Long Questions. (With Internal Option)	08	
V	Q.5 (A) Short / Medium Questions (With Internal Option)	06	14
	Q.5 (B) Medium / Long Questions. (With Internal Option)	08	

	Course				Exam	Сотро	onent of Marks	
Course Type	Code	Name of Course	Τ/Ρ	Credit	t Duration in Hours Internal - 180	External	Total	
Core Courses	CCCS401	Industrial Project	-	24	-	180	420	600
Total				24		180	420	600

Title of Paper: Industrial Project	Total Credit : 24 Total Marks : 420
Paper Code: CECS401	Time : 3 Hrs

## **Guidelines for Project**

- The project definition should be initiated during the summer break after semester IV examination.
- "Shodh Yatras" to industries will help achieving this first major step.
- Definition should ideally reflect current trends of IT industry and it should have a high application potential.
- A "Letter of Acceptance" from the company has to be obtained and submitted to the college/department by the student.
- Team size for the project can consist of maximum 03 (three) students.
- Project plan along with division of work amongst teammates would have been prepared and got certified by the head of the college/department within a maximum of 10 (ten) days of the start of the project.
- Student must not pay any fee whatsoever to the company where he/she is selected for project.
- Internal guides must devote the time allocated as per the time table to guide the students for the project the time allocation will be in accordance with the scheme for 6<sup>th</sup> semester project as given.
- Coding standards should be followed meticulously. At the minimum, the code should be self documented, modular, and should use the meaningful naming convention.
- Database design is mandatory. At least portions of code (preferably full code) are mandatory. Student may be asked to write the code related to the project during examination.
- A report should be prepared for the project work which should be duly signed by the internal project guide and head of the college/department. It should also include a "Certificate of Completion" from the company.
- The report should be printed in colour and or greyscale and should be properly bound in spiral or hard cover.
- A copy as specified above has to be submitted at the time of external examination.

Sr.	Component	Weightage
1.	Explanation of Project	20 %
2.	Explanation of Code –	20 %
	Database	
3.	Documentation (Report)	20 %
4.	Viva-Voce	40 %

• Above structure may be followed by the colleges during the internal examination.

Paper Code : CCCS401         Title of Paper: Industrial Project			Total Credit : 24 Total Marks : 420			
Unit	Description		Total Marks			
	Q.1 Explanation of Project	80				
	Q.2 Explanation of Code - Database	80	420			
	Q.3 Documentation – Report	80				
	Q.4 Viva – Voce	180				