

# **FATIMA COLLEGE (AUTONOMOUS)**



**Re-Accredited with “A” Grade by NAAC (3<sup>rd</sup> Cycle)  
74<sup>th</sup> Rank in India Ranking 2020 (NIRF) by MHRD  
Maryland, Madurai- 625 018, Tamil Nadu, India**

**NAME OF THE DEPARTMENT: INFORMATION TECHNOLOGY**

**NAME OF THE PROGRAMME : B.Sc.**

**PROGRAMME CODE : USIT**

**ACADEMIC YEAR : 2021-22**

**VISION OF THE DEPARTMENT**

To be the center of excellence in training the students in Information Technology to excel both as a professional and as a responsible woman in the society.

**MISSION OF THE DEPARTMENT**

- ✂ Empower women by teaching them technology and life lessons.
- ✂ Encourage students to be the change in the society.
- ✂ Educate students and prepare them in various aspects of IT industry.
- ✂ Provide leadership quality for effective strategic and tactical planning in use of technology.
- ✂ Instill the power of faith and hope so they could be the blessing to their next generation.

**PROGRAMME EDUCATIONAL OBJECTIVES (PEO)**

<b>PEO 1</b>	Our graduates will be academic, digital and information literates, creative, inquisitive, innovative and desirous for the “more” in all aspects
<b>PEO 2</b>	They will be efficient individual and team performers, exhibiting progress, flexibility, transparency and accountability in their professional work
<b>PEO 3</b>	The graduates will be effective managers of all sorts of real – life and professional circumstances, making ethical decisions, pursuing excellence within the time framework and demonstrating apt leadership skills
<b>PEO 4</b>	They will engage locally and globally evincing social and environmental stewardship demonstrating civic responsibilities and employing right skills at the right

	moment.
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## GRADUATE ATTRIBUTES (GA)

Fatima College empowers her women graduates holistically. A Fatimite achieves all-round empowerment by acquiring Social, Professional and Ethical competencies. A graduate would sustain and nurture the following attributes:

<b>I. SOCIAL COMPETENCE</b>	
<b>GA 1</b>	Deep disciplinary expertise with a wide range of academic and digital literacy
<b>GA 2</b>	Hone creativity, passion for innovation and aspire excellence
<b>GA 3</b>	Enthusiasm towards emancipation and empowerment of humanity
<b>GA 4</b>	Potentials of being independent
<b>GA 5</b>	Intellectual competence and inquisitiveness with problem solving abilities befitting the field of research
<b>GA 6</b>	Effectiveness in different forms of communications to be employed in personal and professional environments through varied platforms
<b>GA 7</b>	Communicative competence with civic, professional and cyber dignity and decorum
<b>GA 8</b>	Integrity respecting the diversity and pluralism in societies, cultures and religions
<b>GA 9</b>	All – inclusive skill sets to interpret, analyse and solve social and environmental issues in diverse environments
<b>GA 10</b>	Self awareness that would enable them to recognise their uniqueness through continuous self-assessment

	in order to face and make changes building on their strengths and improving their weaknesses
<b>GA 11</b>	Finesse to co-operate exhibiting team-spirit while working in groups to achieve goals
<b>GA 12</b>	Dexterity in self-management to control their selves in attaining the kind of life that they dream for
<b>GA 13</b>	Resilience to rise up instantly from their intimidating setbacks
<b>GA 14</b>	Virtuosity to use their personal and intellectual autonomy in being life-long learners
<b>GA 15</b>	Digital learning and research attributes
<b>GA 16</b>	Cyber security competence reflecting compassion, care and concern towards the marginalised
<b>GA 17</b>	Rectitude to use digital technology reflecting civic and social responsibilities in local, national and global scenario
<b>II. PROFESSIONAL COMPETENCE</b>	
<b>GA 18</b>	Optimism, flexibility and diligence that would make them professionally competent
<b>GA 19</b>	Prowess to be successful entrepreneurs and become employees of trans-national societies
<b>GA 20</b>	Excellence in Local and Global Job Markets
<b>GA 21</b>	Effectiveness in Time Management
<b>GA 22</b>	Efficiency in taking up Initiatives
<b>GA 23</b>	Eagerness to deliver excellent service
<b>GA 24</b>	Managerial Skills to Identify, Commend and tap Potentials

<b>III. ETHICAL COMPETENCE</b>	
<b>GA 25</b>	Integrity and be disciplined in bringing stability leading a systematic life promoting good human behaviour to build better society
<b>GA 26</b>	Honesty in words and deeds
<b>GA 27</b>	Transparency revealing one's own character as well as self-esteem to lead a genuine and authentic life
<b>GA 28</b>	Social and Environmental Stewardship
<b>GA 29</b>	Readiness to make ethical decisions consistently from the galore of conflicting choices paying heed to their conscience
<b>GA 30</b>	Right life skills at the right moment

### **PROGRAMME OUTCOMES (PO)**

The learners will be able to

<b>PO 1</b>	Apply acquired scientific knowledge to solve complex issues.
<b>PO 2</b>	Attain Analytical skills to solve complex cultural, societal and environmental issues.
<b>PO 3</b>	Employ latest and updated tools and technologies to analyse complex issues.
<b>PO 4</b>	Demonstrate Professional Ethics that foster Community, Nation and Environment Building Initiatives.

**PROGRAMME SPECIFIC OUTCOMES (PSO)**

On completion of B.Sc. Information Technology Programme, the graduates would be able to

<b>PSO 1</b>	Apply computational techniques and software principles for designing of software systems.
<b>PSO 2</b>	Develop efficient and effective software systems using modern computer techniques.
<b>PSO 3</b>	Acquire fundamental concepts, methods and practices of Information Technology to develop theoretical and practical skill sets.
<b>PSO 4</b>	Justify the optimum technique to allocate memory resources, processors, I/O peripherals to provide optimal programmatic solution to a real world problem.
<b>PSO 5</b>	Support to gain skills on basic as well as trendy software languages and packages to design web sites, web apps, mobile apps and real time software projects.
<b>PSO 6</b>	Promote the students to generalize and distinguish the characters of different systems for different environment.
<b>PSO 7</b>	Trigger the students to enroll in to the research areas of IT industry like cloud computing and data analytics.
<b>PSO 8</b>	Able to become entrepreneur and to pursue career in IT industries.

**FATIMA COLLEGE (AUTONOMOUS), MADURAI-18****DEPARTMENT OF INFORMATION TECHNOLOGY****PROGRAMME CODE : USIT****PART – I – TAMIL / FRENCH / HINDI- 12 CREDITS****PART – I – TAMIL****Offered by The Research Centre of Tamil**

<b>S. NO</b>	<b>SEM.</b>	<b>COURSE CODE</b>	<b>COURSE TITLE</b>	<b>HRS</b>	<b>CRE DIT</b>	<b>CIA Mks</b>	<b>ESE Mks</b>	<b>TOT . MK S</b>
<b>1.</b>	<b>I</b>	<b>19TL1C1</b>	Language-Modern Literature பொதுத்தமிழ் - இக்கால இலக்கியம்	<b>5</b>	<b>3</b>	<b>40</b>	<b>60</b>	<b>100</b>
<b>2.</b>	<b>II</b>	<b>19TL2C2</b>	Language - Bakthi Literature பொதுத்தமிழ் - பக்தி இலக்கியம்	<b>5</b>	<b>3</b>	<b>40</b>	<b>60</b>	<b>100</b>
<b>3.</b>	<b>III</b>	<b>19TL3C3</b>	Language- Epic Literature பொதுத்தமிழ் - காப்பிய இலக்கியம்	<b>5</b>	<b>3</b>	<b>40</b>	<b>60</b>	<b>100</b>
<b>4.</b>	<b>IV</b>	<b>19TL4C4</b>	Language-Sangam Literature பொதுத்தமிழ் - சங்க இலக்கியம்	<b>5</b>	<b>3</b>	<b>40</b>	<b>60</b>	<b>100</b>
			<b>Total</b>	<b>20</b>	<b>12</b>			

**PART – I –FRENCH****Offered by TheDepartment of French**

S. NO	SEM.	COURSE CODE	COURSE TITLE	HRS	CRE DIT	CIA Mks	ESE Mks	TOT. MKs
1.	I	19RL1C1	PART 1 LANGUAGE FRENCH - LE NIVEAU INTRODUCTIF	5	3	40	60	100
2.	II	19RL2C2	PART 1 LANGUAGE FRENCH - LE NIVEAU DÉCOUVERTE	5	3	40	60	100
3.	III	19RL3C3	PART 1 LANGUAGE FRENCH - NIVEAU INTERMEDIAIRE	5	3	40	60	100
4.	IV	19RL4C4	PART 1 LANGUAGE FRENCH - NIVEAU DE SUIVRE	5	3	40	60	100
			<b>Total</b>	<b>20</b>	<b>12</b>			

**PART – I – HINDI****Offered by TheDepartment of Hindi**

S. NO	SEM.	COURSE CODE	COURSE TITLE	HRS	CRE DIT	CIA Mks	ESE Mks	TOT. MKs
1.	I	19DL1C1	PART 1 LANGUAGE HINDI - VYAKARAN AUR KARYALAYEEN HINDI	5	3	40	60	100
2.	II	19DL2C2	PART 1 LANGUAGE HINDI -SRIJANATMAK HINDI AUR GADHYA	5	3	40	60	100
3.	III	19DL3C3	PART 1 LANGUAGE HINDI - HINDI SAHITHYA KA AADHIKAAL AUR BHAKTHIKAAL	5	3	40	60	100
4.	IV	19DL4C4	PART 1 LANGUAGE HINDI - REETIKALEEN HINDI SAHITHYA AUR AADHUNIK KAAL	5	3	40	60	100
			<b>Total</b>	<b>20</b>	<b>12</b>			



**PART – II -ENGLISH – 12 CREDITS****Offered by The Research Centre of English**

<b>S. NO</b>	<b>SEM.</b>	<b>COURSE CODE</b>	<b>COURSE TITLE</b>	<b>HRS</b>	<b>CRE DIT</b>	<b>CIA Mks</b>	<b>ESE Mks</b>	<b>TOT . MK s</b>
<b>1.</b>	<b>I</b>	<b>19EL1WB</b>	BASIC COMMUNICATIVE ENGLISH	5	3	40	60	100
<b>2.</b>		<b>19EL1WI</b>	INTERMEDIATE COMMUNICATIVE ENGLISH	5	3	40	60	100
<b>3.</b>		<b>19EL1WA</b>	ADVANCED COMMUNICATIVE ENGLISH	5	3	40	60	100
<b>4.</b>	<b>II</b>	<b>19EL2WB</b>	ENGLISH FOR EFFECTIVE COMMUNICATION (BASIC)	5	3	40	60	100
<b>5.</b>		<b>19EL2WI</b>	ENGLISH FOR EMPOWERMENT (INTERMEDIATE)	5	3	40	60	100
<b>6.</b>		<b>19EL2WA</b>	ENGLISH FOR CREATIVE WRITING (ADVANCED)	5	3	40	60	100
<b>7.</b>	<b>III</b>	<b>19EL3WN</b>	ENGLISH FOR DIGITAL ERA	5	3	40	60	100
<b>8.</b>	<b>IV</b>	<b>19EL4WN</b>	ENGLISH FOR INTEGRATED DEVELOPMENT	5	3	40	60	100
			<b>Total</b>	<b>20</b>	<b>12</b>			

**PART – III -MAJOR, ALLIED & ELECTIVES – 95 CREDITS**
**MAJOR CORE COURSES INCLUDING PRACTICALS**

S.N O	SEM	COURSECODE	COURSE TITLE	HR S	CREDI T	CIA Mk s	ES E Mk s	TOT · Mks
1.	I	21I1CC1	PROGRAMMING IN C	6	4	40	60	100
2.		21I1CC2	LAB I: PROGRAMMING IN C	6	3	40	60	100
3.	II	21I2CC3	DATA STRUCTURES USING C++	6	4	40	60	100
4.		21I2CC4	LAB II: DATA STRUCTURES USING C++	6	3	40	60	100
5.	III	19I3CC5	DATABASE MANAGEMENT SYSTEM	6	4	40	60	100
6.		19I3CC6	LAB III: RDBMS	6	3	40	60	100
7.	IV	19I4CC7	PROGRAMMING IN JAVA	6	4	40	60	100
8.		19I4CC8	LAB IV: JAVA PROGRAMMING	6	3	40	60	100
9.	V	19I5CC9	.NET PROGRAMMING	5	5	40	60	100
10.		19I5CC10	LAB IN.NET PROGRAMMING	6	3	40	60	100
11.		19I5CC11	SOFTWARE ENGINEERING	5	3	40	60	100
12.		19I5CC12	DATA COMMUNICATIO N AND NETWORKING	5	5	40	60	100
13.	VI	19I6CC13	PYTHON	5	5	40	60	100

S.N O	SEM .	COURSECODE	COURSE TITLE	HRS	CREDIT	CIA Mks	ES E Mks	TOT · Mks
			PROGRAMMING					
14.		19I6CC14	LAB VI : PYTHON PROGRAMMING	6	3	40	60	100
15.		19I6CC15	INFORMATION STORAGE AND MANAGEMENT	5	5	40	60	100
16.		19I6CC16	PROJECT	-	3	40	60	100

**ALLIEDCOURSES- 20 CREDITS**

S.N O	SEM .	COURSECODE	COURSE TITLE	HRS	CREDIT	CIA Mks	ESE Mks	TOT · MKs
1.	I	19G1ACI1	DISCRETE MATHEMATICS	5	5	40	60	100
2.	II	19G2ACI2	OPERATIONS RESEARCH	5	5	40	60	100
3.	III	19I3AC3	DIGITAL PRINCIPLES AND COMPUTER ARCHITECTURE	5	5	40	60	100
4.	IV	19I4AC4	OPERATING SYSTEMS AND LINUX	5	5	40	60	100

**ELECTIVES-**

S.No	SE M.	COURSECODE	COURSE TITLE	HRS	CREDIT	CI A Mks	ES E Mks	TOT. Mks
1.	V	19I5ME1/ 19I5ME2	DATA MINING CONCEPTS/ SOFT COMPUTING	5	5	40	60	100

S.No	SE M.	COURSECODE	COURSE TITLE	HR S	CREDI T	CI A Mks	ES E Mks	TOT. Mks
2.	VI	19I6ME3/ 19I6ME4	CLOUD TECHNOLOGIES/ MOBILE COMMUNICATION	5	5	40	60	100
3.		19I6ME5/ 19I6ME6	NETWORK SECURITY/ COMPUTER GRAPHICS	5	5	40	60	100

**PART – IV – 20 CREDITS**

- **VALUE EDUCATION**
- **ENVIRONMENTAL AWARENESS**
- **NON MAJOR ELECTIVE**
- **SKILL BASED COURSES**

S. No	SEM.	COURSECODE	COURSE TITLE	HR S	CRE DIT	CIA Mks	ESE Mks	TOT. Mks
1.	I	19G1VE1	Value Education (Including Meditation in Action Movement)	1	1	40	60	100
2.		19I1NME	Image Editing Tool	2	2	40	60	100
3.	II	21G2VE2	Value Education	1	1	40	60	100
4.		19I2NME	Image Editing Tool	2	2	40	60	100
5.	III	19I3EN1	Environmental Education	1	1	40	60	100
6.		19I3SB1	Automation Skills	2	2	40	60	100
7.	IV	19I4EN2	Environmental Education	1	1	40	60	100
8.		19I4SB2	Analytical Skills	2	2	40	60	100
9.	V	19I5SB3	Web Technology	2	2	40	60	100
10.		19I5SB4	PHP	2	2	40	60	100

S. No	SEM.	COURSE CODE	COURSE TITLE	HRS	CREDIT	CIA Mks	ESE Mks	TOT. Mks
11.	VI	19I6SB5	3D Animation Software	2	2	40	60	100
12.		19I6SB6	Image Manipulation Tools	2	2	40	60	100

**PART - V - 1 CREDIT**

**OFF-CLASS PROGRAMMES - ALL PART-V**

**SHIFT - II**

S. No	SEM.	COURSE CODE	COURSE TITLE	HRS	CREDIT	TOT. Mks
1.	I - IV	21S4PED	Physical Education	30/ SEM	1	100
2.		21S4YRC	Youth Red Cross			
3.		21S4NSS	NSS			
4.		21S4RTC	Rotaract			
5.		21S4WEC	Women Empowerment Cell			
6.		21S4ACUF	AICUF			

**OFF-CLASS PROGRAMME**

**ADD-ON COURSES**

COURSE CODE	Courses	Hrs.	Credits	Semester in which the course is offered	CIA Mks	ESE Mks	Total Marks
21UAD2CA	COMPUTER APPLICATIONS	40	2	I&II	40	60	100
	ONLINE SELF LEARNING COURSE-Foundation	40	3	I	50	-	50

<b>COURSE CODE</b>	<b>Courses</b>	<b>Hrs.</b>	<b>Credits</b>	<b>Semester in which the course is offered</b>	<b>CIA Mks</b>	<b>ES E Mks</b>	<b>Total Marks</b>
	Course for Arts						
	<b>ONLINE SELF LEARNING COURSE-</b> Foundation Course for Science	40	3	II	50	-	50
	<b>ETHICAL STUDIES-</b> Value Education	15	2	III-VI	50 each Semester	-	100
	<b>HUMAN RIGHTS</b>	15	2	V	-	-	100
	<b>OUTREACH PROGRAMME-</b> Reach Out to Society through Action <b>ROSA</b>	100	3	V & VI	-	-	100
	<b>PROJECT</b>	30	4	VI	40	60	100
	<b>READING CULTURE</b>	10/Semester	1	II-VI	-	-	-
	<b>TOTAL</b>		20 +				

**EXTRA CREDIT COURSES**

<b>COURSE CODE</b>	<b>COURSE</b>	<b>HR S.</b>	<b>CREDITS</b>	<b>SEMESTER IN WHICH THE COURSE</b>	<b>CIA MKS</b>	<b>ESE MKS</b>	<b>TOTAL MARKS</b>
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				<b>E IS OFFER ED</b>			
21I1SLK1	SELF LEARNING COURSES for ADVANCED LEARNERS: <b>TRENDS IN INFORMATION TECHNOLOGY</b>	-	2	I	40	60	100
21I2SL1	SELF LEARNING COURSES for ADVANCED LEARNERS: <b>PRIV ACY AND SECURITY IN ONLINE SOCIAL MEDIA.</b>	-	2	I	40	60	100
21I3SL1	SELF LEARNING COURSES for ADVANCED LEARNERS: <b>VIDEO EDITING TOOLS</b>	-	2	I	40	60	100
21I4SL1	SELF LEARNING COURSES for ADVANCED LEARNERS: <b>INTRODUCTION TO COMPUTER FORENSICS</b>	-	2	I	40	60	100
21I5SL1	SELF LEARNING COURSES for ADVANCED LEARNERS: <b>GREEN COMPUTING</b>	-	2	I	40	60	100
21J6SLI1	SELF LEARNING COURSES for ADVANCED LEARNERS: <b>DATA SCIENCE &amp; TOOLS</b>	-	2	I	40	60	100
	<b>MOOC COURSES / International Certified online Courses</b> (Department	-	Minimu m 2 Credits	I – VI	-	-	

	Specific Courses/any other courses) * Students can opt other than the listed course from UGC-SWAYAM UGC / CEC						
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**OFF CLASS PROGRAMMES:****19UGVAI1 - Crash Course: Animation Software****21UGVAI2 - Dynamic web site design using HTML 5**



Skill Development 100%

**I B.Sc. Information Technology****SEMESTER –I***For those who joined in 2021 onwards*

PROGRA MME CODE	COURSE CODE	COURSE TITLE	CATEGOR Y	HRS/WEE K	CREDIT S
USIT	21I1CC1	Programming In C	Lecture	6	4

**COURSE DESCRIPTION**

This course content plays a vital role in building the fundamental knowledge in programming.

**COURSE OBJECTIVES**

To impart knowledge on basic concepts in Computer and to demonstrate the fundamental programming techniques in C.

**UNITS****UNIT –I INTRODUCTION TO C: (17HRS.)**

Overview of C: Introduction – Importance of C – Sample C Program – Basic Structure of C Program – Programming Style – Executing a C Program. Keywords and Identifiers – Constants – Variables – Data types – Declaration of Variables- Assigning values to variables – Defining symbolic constants – Operators and Expressions.

**UNIT –II DECISION-MAKING STATEMENTS(17 HRS.)**

Decision Making and Branching: Introduction – Decision making with IF statement- Simple IF statement- the IF-Else statement- Nesting of If-Else statement- The Else-if ladder- The switch statement- The ?: operator- **The Go to statement(Self Study).**

Decision Making and Looping: Introduction – The While statement- The Do statement – The For statement – Jumps in loops.

**UNIT –III: ARRAYS, STRUCTURES& UNIONS (17 HRS.)**

Arrays : Introduction – One Dimensional arrays – Two Dimensional Arrays- Initializing Two dimension Arrays – Multi Dimensional arrays

Structures & Unions : Introduction – Defining Structures- Declaring Structure Variables – Accessing Structure Members - Structure Initialization- **Unions (Self Study).**

#### **UNIT –IV FUNCTIONS**

**(17HRS.)**

**FUNCTIONS** User Defined Functions: Definitions of Functions – Return Values and their types – Function Calls –Function Declarations – Category of Functions - Nesting of Functions – Recursion- Passing Arrays to Functions – **Passing Strings to Functions (Self Study).**

Pointers : Introduction – Accessing the Address of a Variable – Declaring pointer variable – Pointers and Arrays- Array of Pointers – Pointers as Function Arguments – Functions Returning Pointers – Pointers to Functions – **Pointers and Structures(Self Study).**

#### **UNIT –V FILE MANAGEMENT & GRAPHICS**

**(17 HRS.)**

File Management in C: Introduction – Defining and Opening a file – Closing file- Input Output operations on files – Error Handling during I/O operations – Random Access to files.

C Graphics: Introduction to graphics- colours in c graphics-graphics functions.

#### **UNIT –VI DYNAMISM (Evaluation Pattern-CIA only)**

**(5HRS.)**

Real- time Applications using C

#### **TEXT BOOK:**

1. Balagurusamy, E. Programming in ANSI C , 7e. Tata McGraw-Hill Education, 2018. ( Chapters: 1, 2, 3, 5, 6, 7, 9, 10, 12)

#### **REFERENCES:**

1. Byron Gottfried, “Programming with C”, 2nd edition, (Indian Adapted Edition), TMH Publication.
2. Yashavant Kanetkar, “Let us C”, 16th Edition, BPB publication, 2017

**OPEN EDUCATIONAL RESOURCES:**

1. C Tutorial - Learn C Programming - W3schools.in  
<https://www.w3schools.in/c-tutorial>.
2. C Tutorial  
<https://www.tutorialspoint.com/cprogramming/index.htm>

**COURSE CONTENTS & LECTURE SCHEDULE:**

Module No.	Topic	No. of Lectures	Teaching Pedagogy	Teaching Aids
<b>UNIT -1INTRODUCTION TO COMPUTER SYSTEM</b>				
1.1	Introduction – Importance of C	1	Discussion	Black Board
1.2	Sample C Program	2	Chalk & Talk	Black Board
1.3	Programming Style	1	Lecture	LCD
1.4	Executing a C Program	1	Discussion	Google classroom
1.5	Keywords and Identifiers	1	Chalk & Talk	Black Board
1.6	Constants –Variables	2	Discussion	Google classroom
1.7	Data types	2	Lecture	PPT & White board
1.8	Declaration of Variables	2	Chalk & Talk	Black Board
1.9	Assigning values to variables	2	Chalk & Talk	Black Board
1.10	Defining symbolic constants	2	Chalk & Talk	Black Board
1.11	Operators and Expressions.	1	Chalk & Talk	Black Board
<b>UNIT -2DECISION-MAKING STATEMENTS</b>				
2.1	Decision Making and Branching Introduction	1	Lecture	PPT & White board
2.2	Decision making with IF statement, Simple IF statement	2	Chalk &Talk	Green Board

<b>Module No.</b>	<b>Topic</b>	<b>No. of Lectures</b>	<b>Teaching Pedagogy</b>	<b>Teaching Aids</b>
2.3	The IF-Else statement, Nesting of If-Else statement	2	Chalk & Talk	Black Board
2.4	The Else-if ladder, The switch statement	2	Chalk & Talk	Black Board
2.5	The ?: operator	2	Chalk & Talk	Black Board
2.6	The Go to statement (Self Study).	2	Discussion	Google classroom
2.7	Decision Making and Looping Introduction	2	Lecture	Google classroom
2.8	The While statement	2	Chalk & Talk	Black Board
2.9	The Do statement	1	Chalk & Talk	Black Board
2.10	The For statement, Jumps in loops	1	Chalk & Talk	Black Board
<b>UNIT – 3 ARRAYS ,STRUCTURES &amp; UNIONS</b>				
3.1	Arrays Introduction	1	Discussion	PPT & White board
3.2	One Dimensional arrays	2	Chalk & Talk	Green Board
3.3	Two Dimensional Arrays	1	Chalk & Talk	Black Board
3.4	Initializing Two dimension Arrays	2	Chalk & Talk	Black Board
3.5	Multi-Dimensional arrays	2	Discussion	Black Board
3.6	Structures & Unions Introduction	1	Lecture	PPT & White board
3.7	Defining Structures	1	Lecture	Black Board
3.8	Declaring Structure Variables	1	Chalk & Talk	Black Board
3.9	Accessing Structure Members	2	Chalk & Talk	Black Board
3.10	Structure Initialization	2	Chalk & Talk	Black Board

<b>Module No.</b>	<b>Topic</b>	<b>No. of Lectures</b>	<b>Teaching Pedagogy</b>	<b>Teaching Aids</b>
3.11	Unions (Self Study)	2	Discussion	Google classroom
<b>UNIT – 4 FUNCTIONS</b>				
4.1	User Defined Functions	1	Discussion	PPT & White board
4.2	Definitions of Functions	2	Chalk & Talk	Green Board
4.3	Return Values and their types	2	Chalk & Talk	Black Board
4.4	Function Calls, Function Declarations	2	Chalk & Talk	Black Board
4.5	Category of Functions, Nesting of Functions	2	Discussion	Black Board
4.6	Recursion, Passing Arrays to Functions	2	Lecture	Green Board
4.7	Accessing the Address of a Variable – Declaring pointer variable	2	Discussion	Black Board
4.8	Pointers and Arrays- Array of Pointers – Pointers as Function Arguments	2	Chalk & Talk	Black Board
4.9	Functions Returning Pointers	1	Chalk & Talk	Black Board
4.10	Pointers to Functions	1	Discussion	Google classroom
<b>UNIT – 5 POINTERS AND FILE MANAGEMENT</b>				
5.1	Introduction – Defining and Opening a file	2	Lecture	PPT & White board
5.2	Closing file	1	Chalk & Talk	Black Board
5.3	Input Output operations on files	2	Lecture	Black Board
5.4	Error Handling during I/O operations	2	Chalk & Talk	Black Board
5.5	Random Access to files	2	Chalk & Talk	Black Board
5.6	Introduction to graphics	2	Chalk &	Black

Module No.	Topic	No. of Lectures	Teaching Pedagogy	Teaching Aids
			Talk	Board
5.7	colours in c graphics	1	Discussion	Google classroom
5.8	Graphics functions.	1	Chalk & Talk	Black Board
5.9	Graphics functions.	2	Chalk & Talk	Black Board
5.10	Graphics functions.	2	Lecture	Black Board
<b>UNIT -6 DYNAMISM</b>				
6.1	Real- time Applications using C	2	Discussion	Black Board
6.2	Real- time Applications using C	3	Discussion	Black Board

**INTERNAL - UG**

Levels	C1	C2	C3	C4	C5	Total Scholastic Marks	Non Scholastic Marks C6	CIA Total	% of Assessment
	T1	T2	Quiz	Assignment	OBT/PP T				
	10 Mks	10 Mks	5 Mks	5 Mks	5 Mks	35 Mks.	5 Mks.	40Mks	
K1	2	2	-	-	-	4	-	4	10 %
K2	2	2	5	-	-	9	-	9	22.5 %
K3	3	3	-	-	5	11	-	11	27.5 %
K4	3	3	-	5	-	11	-	11	27.5 %
Non Scholastic	-	-	-	-	-		5	5	12.5 %
Total	10	10	5	5	5	35	5	40	100 %

**End Semester - UG**

Levels	Section A (i)	Section A (ii)	Section B	Section C	Section D	Section E	Total	
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	5 Mks.	5 Mks	8 Mks.	12 Mks	20 Mks.	10 Mks.	60Mks.	
<b>K1</b>	5	5	-	4	-	-	14	23.33 %
<b>K2</b>	-	-	8	4	-	-	12	20 %
<b>K3</b>	-	-	-	-	20	-	20	33.33 %
<b>K4</b>	-	-	-	4	-	10	14	23.34 %
<b>Total</b>	5	5	8	12	20	10	60	100 %

CIA	
Scholastic	<b>35</b>
Non Scholastic	<b>5</b>
	<b>40</b>

### EVALUATION PATTERN

SCHOLASTIC					NON - SCHOLASTIC	MARKS		
C1	C2	C3	C4	C5	C6	CIA	ESE	Total
10	10	5	5	5	5	40	60	100

**UG CIA Components**

		<b>Nos</b>	
<b>C1</b>	- Test (CIA 1)	1	- 10 Mks
<b>C2</b>	- Test (CIA 2)	1	- 10 Mks
<b>C3</b>	- Assignment	1	- 5 Mks
<b>C4</b>	- Open Book Test/PPT	2 *	- 5 Mks
<b>C5</b>	- Quiz	2 *	- 5 Mks
<b>C6</b>	- Attendance		- 5 Mks

***\*The best out of two will be taken into account***

**COURSE OUTCOMES**

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

<b>NO.</b>	<b>COURSE OUTCOMES</b>	<b>KNOWLEDGE LEVEL (ACCORDING TO REVISED BLOOM'S TAXONOMY)</b>	<b>PSOs ADDRESSED</b>
CO 1	Understand the basic concepts in Computer & C Programming.	K1	PSO1& PSO2
CO 2	Identify and Apply different construct available for iteration such as 'for', 'while' and 'do-while'.	K1, K2	PSO2
CO 3	Understand various storage concepts.	K1 & K3	PSO4
CO 4	Develop C programs using functions.	K1, K2 & K3	PSO3
CO 5	Summarize the concepts of Pointers and Files.	K2 & K4	PSO6



**Mapping of COs with PSOs**

CO/PSO	PSO1	PSO2	PSO3	PSO4	PSO5	PSO6	PSO7	PSO8
CO1	3	3	2	2	2	1	1	1
CO2	2	3	2	2	2	2	2	1
CO3	2	2	2	3	2	2	2	2
CO4	2	2	3	2	2	2	2	2
CO5	2	2	2	2	2	3	1	1

**Mapping of COs with POs**

CO/ PSO	PO1	PO2	PO3	PO4
CO1	3	1	1	1
CO2	1	1	3	1
CO3	1	2	1	3
CO4	1	1	1	1
CO5	1	1	1	1

Note: ♦ Strongly Correlated – 3  
 ♦ Weakly Correlated -1

♦ Moderately Correlated – 2

**COURSE DESIGNER:**

1. Staff Name: Mrs.T. Leena Prema Kumari

**Forwarded By**



**V. Mageshwari**

**HOD'S  
Signature**

**Employability 100%**

## I B.Sc. Information Technology

### SEMESTER –I

*For those who joined in 2021 onwards*

PROGRAM ME CODE	COURSE CODE	COURSE TITLE	CATEGO RY	HRS/WEE K	CREDIT S
<b>USIT</b>	<b>21I1CC2</b>	<b>LAB I : PROGRAMMING IN C</b>	<b>Practica 1</b>	<b>6</b>	<b>3</b>

#### **COURSE DESCRIPTION**

This course content plays a vital role in building the basic programming skill in C language.

#### **COURSE OBJECTIVES**

To develop problem solving skill by using various concepts in C language.

#### **PROGRAM LIST**

1. Program using input and output statements.
2. Program using Operators.
3. Program using Conditional Statements.
4. Program using Switch Case Statements.
5. Program using Looping Statements.
6. Programs for Array Manipulations.
7. Program using String Functions
8. Program using Functions.
9. Program using Recursion.
10. Program using Structures
11. Program using Unions.
12. String Manipulation Programs
13. Program using Pointers
14. File Manipulation Programs
15. Command line arguments

**COURSE CONTENTS & LECTURE SCHEDULE:**

<b>Module No.</b>	<b>Topic</b>	<b>No. of Lectures</b>	<b>Teaching Pedagogy</b>	<b>Teaching Aids</b>
1	Program using input and output statements.	6	Demonstration	Desktop PC
2	Program using Operators.	6	Demonstration	Desktop PC
3	Program using Conditional Statements.	6	Demonstration	Desktop PC
4	Program using Switch Case Statements.	6	Demonstration	Desktop PC
5	Program using Looping Statements.	6	Demonstration	Desktop PC
6	Programs for Array Manipulations.	6	Demonstration	Desktop PC
7	Program using String Functions	6	Demonstration	Desktop PC
8	Program using Functions.	6	Demonstration	Desktop PC
9	Program using Recursion.	6	Demonstration	Desktop PC
10	Program using Structures	6	Demonstration	Desktop PC
11	Program using Unions.	6	Demonstration	Desktop PC
12	String Manipulation Programs	6	Demonstration	Desktop PC
13	Program using Pointers	6	Demonstration	Desktop PC
14	File Manipulation Programs	6	Demonstration	Desktop PC
15	Command line arguments	6	Demonstration	Desktop PC
16.	Programs using Graphics	6	Demonstration	Desktop PC

## COURSE OUTCOMES

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

NO	COURSE OUTCOMES	KNOWLEDGE LEVEL (ACCORDING TO REVISED BLOOM'S TAXONOMY)	PSOs ADDRESSED
CO 1	Know the concept of Problem solving.	K2, K3	PSO1& PSO2
CO 2	Implement various concepts in C.	K2, K3	PSO2
CO 3	Apply the concepts of Functions, Structures and Unions in C program	K2, K3	PSO3
CO 4	Make use of pointers using C programs.	K2, K3	PSO3
CO 5	Apply and Use the file concepts in C programs.	K3, K4	PSO6

CIA	
Scholastic	<b>35</b>
Non Scholastic	<b>5</b>
	<b>40</b>

## EVALUATION PATTERN

SCHOLASTIC		NON - SCHOLASTIC	MARKS		
C1	C2	C3	CIA	ESE	Total
20	15	5	40	60	100

**C1** – Average of Two Model Test Marks

**C2** - Average of Program Completion and Record Work

**C3** - Non-Scholastic

### Mapping of COs with PSOs

CO/PSO	PSO1	PSO2	PSO3	PSO4	PSO5	PSO6	PSO7	PSO8
CO1	3	3	2	2	2	1	1	1
CO2	2	3	2	2	2	2	2	1
CO3	2	2	3	2	2	2	2	2
CO4	2	2	3	2	2	2	2	2
CO5	2	2	2	2	2	3	1	1

### Mapping of COs with POs

CO/ PSO	PO1	PO2	PO3	PO4
CO1	3	1	1	1
CO2	1	1	3	1
CO3	1	2	1	3
CO4	1	1	1	1
CO5	1	1	1	1

**Note:** ♦ Strongly Correlated – 3  
Weakly Correlated -1

♦ Moderately Correlated – 2

♦

### COURSE DESIGNER:

1. Staff Name: Mrs.T.Leena Prema Kumari

**Forwarded By**



**V. Mageshwari**

**HOD'S**

**Signature**

**Entrepreneurship 100%**

## I B.Sc. Information Technology

### SEMESTER –I

*For those who joined in 2021 onwards*

PROGRAMM E CODE	COURSE CODE	COURSE TITLE	CATEGOR Y	HRS/WEE K	CREDIT S
USIT	19I1NM E	IMAGE EDITING TOOL	Practical	2	2

#### COURSE DESCRIPTION

This course content is enables other disciplined students to strengthen and increase the understanding of basis Multimedia application software like Photoshop and Corel Draw.

#### COURSE OBJECTIVES

To impart, practical knowledge on various editing techniques in Photoshop and Corel draw.

#### UNITS

##### UNIT –I BASICS OF CORELDRAW

**(6HRS.)**

Introduction-Getting Started-Creating A New File - Title Bar-Menu Bar- Tool Bar – Work Area-Views. TEXT Introduction-Text Tool-Converting Text-Formatting Text- Webdings Changing the Alignment-Applying Effects

##### UNIT –II IMAGE& LAYOUT

**(6 HRS.)**

Bitmap Images-Vector Image-Resizing-Rotating-Skewing-Moving-Cropping-Importing Images-Adding Special Effects-Converting to Bitmap-Exporting Images.PAGE LAYOUT: Changing the Page Size-Changing the Layout-Changing the Background.

##### UNIT –III PHOTOSHOP : SELECTION AND PAINTING TOOLS

**(6 HRS.)**

Marquee Tool-Crop Tool-Lasso Tool-Move Tool, Rubber/clone Stamp tool-

Eraser Tool-Paint Brush Tool-Art History/History Brush Tool-Text Tool.

#### **UNIT –IV TRANSFORMATIONS**

**(6 HRS.)**

Resizing: Resizing an image- Resizing a canvas- Resizing a selection Rotating: Rotate 180 degrees and 90 degrees clockwise or counter clockwise- Rotate by degrees- Rotate a selection.

#### **UNIT –V FILTERS**

**(6 HRS.)**

Sharpen Filters: Sharpen, Sharpen more, Blur Filters: Blur, Blur-more, Distort Filters: Pinch(Squeezing, bulging), Pixelate Filters: crystallize, Extracting an part of image from background image.

#### **LAB EXERCISE**

1. Drawing Basic Shapes
2. Text Effect
3. Effects
4. Image Editing
5. Layout and Page Size Change
6. Tools
7. Resizing Image
8. Rotating Image
9. Filters

#### **REFERENCES:**

1. Kumar Bittu, “Adobe Photoshop”, ISBN: 978-9350570166, V&S Publishers.
2. Photoshop 7 Complete reference , ISBN 978-0072223118 - Greenberg – McGraw Hill Publications.

#### **Digital Open Educational Resources (DOER):**

1. Photoshop Online Training  
[https://www.tutorialspoint.com/photoshop\\_online\\_training/index.asp](https://www.tutorialspoint.com/photoshop_online_training/index.asp)
1. [https://www.entheosweb.com/tutorials/coreldraw/liquid\\_text/default.asp](https://www.entheosweb.com/tutorials/coreldraw/liquid_text/default.asp)

**COURSE CONTENTS & LECTURE SCHEDULE:**

<b>Module No.</b>	<b>Topic</b>	<b>No. of Lectures</b>	<b>Teaching Pedagogy</b>	<b>Teaching Aids</b>
<b>UNIT -1 BASICS OF CORELDRAW</b>				
1.1	Creating A New File, Title Bar, Menu Bar, Tool Bar	2	Demonstration	Desktop PC
1.2	Work Area Views, Text Introduction, Text Tool Converting Text & Formatting Text	1	Demonstration	Desktop PC
1.3	Changing the Font Size Decorating the Text	2	Demonstration	Desktop PC
1.4	Changing the Alignment-Applying Effects	1	Demonstration	Desktop PC
<b>UNIT -2 IMAGE &amp; LAYOUT</b>				
2.1	Bitmap Images, Vector Image, Resizing, Rotating, Skewing Moving, Cropping	2	Demonstration	Desktop PC
2.2	Importing Images, Adding Special Effects, Converting to Bitmap, Exporting Images.	1	Demonstration	Desktop PC
2.3	Page Layout, Changing the Page Size, Changing the Layout, Applying Styles	2	Demonstration	Desktop PC
2.4	Applying Bitmaps to the Background, Changing the Background,	1	Demonstration	Desktop PC
<b>UNIT -3 PHOTOSHOP : SELECTION AND PAINTING TOOLS</b>				
3.1	Marquee Tool, Crop Tool, LassoTool, Move Tool	2	Demonstration	Desktop PC
3.2	Rubber/clone Stamp tool, Eraser Tool, Paint Brush Tool	2	Demonstration	Desktop PC
3.3	Art History Tool, History Brush Tool, Text Tool.	2	Demonstration	Desktop PC
<b>UNIT -4 TRANSFORMATIONS</b>				
4.1	Resizing an image, Resizing a Canvas	2	Demonstration	Desktop PC
4.2	Resizing a selection Rotating, Rotate 180 degrees and 90 Degrees	2	Demonstration	Desktop PC
4.3	Clockwise or counter clockwise, Rotate by degrees-Rotate a selection.	2	Demonstration	Desktop PC
<b>UNIT -5 FILTERS</b>				



<b>Module No.</b>	<b>Topic</b>	<b>No. of Lectures</b>	<b>Teaching Pedagogy</b>	<b>Teaching Aids</b>
5.1	Sharpen Filters, Blur Filters Distort Filters	2	Demonstration	Desktop PC
5.2	Pinch(Squeezing, bulging), Pixelate Filters	2	Demonstration	Desktop PC
5.3	Extracting a part of image from background image.	2	Demonstration	Desktop PC

### **COURSE OUTCOMES**

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

<b>NO</b>	<b>COURSE OUTCOMES</b>	<b>KNOWLEDGE LEVEL (ACCORDING TO REVISED BLOOM'S TAXONOMY)</b>	<b>PSOs ADDRESSED</b>
CO 1	Construct simple vector graphics using basic drawing elements and shape commands.	K2, K3	PSO1& PSO2
CO 2	Apply basic shape commands and image effects in processing raster format pictures	K2, K3	PSO1, PSO2 & PSO3
CO 3	Understand the basic tools for editing images.	K2, K3	PSO1& PSO2
CO 4	Develop effective graphics for both web and print media.	K2, K3	PSO1, PSO2 & PSO3
CO 5	Apply layer features and layer management techniques for creating Web pages and Invitations.	K2, K3	PSO1, PSO2 & PSO3

CIA	
Scholastic	<b>35</b>
Non Scholastic	<b>5</b>
	<b>40</b>

**EVALUATION PATTERN**

SCHOLASTIC		NON - SCHOLASTIC	MARKS		
C1	C2	C3	CIA	ESE	Total
20	15	5	40	60	100

**C1** – Average of Two Model Test Marks

**C2** - Average of Program Completion and Record Work

**C3** - Non-Scholastic

**Mapping of COs with PSOs**

CO/PSO	PSO1	PSO2	PSO3	PSO4	PSO5	PSO6	PSO7	PSO8
CO1	3	3	2	2	2	1	1	1
CO2	3	3	3	2	2	2	2	1
CO3	3	3	1	2	2	3	2	2
CO4	3	3	3	1	2	2	2	2
CO5	3	3	3	1	1	3	1	1

**Mapping of COs with POs**

CO/ PSO	PO1	PO2	PO3	PO4
CO1	3	1	1	1
CO2	1	1	3	1
CO3	1	2	1	3
CO4	1	1	1	1
CO5	1	1	1	1

**Note:** ♦ Strongly Correlated – 3  
Weakly Correlated -1

♦ Moderately Correlated – 2

♦

**COURSE DESIGNER:**

**1. Staff Name: MRS. T. CHARANYA NAGAMMAL**

**Forwarded By**



**V. Mageshwari**

**HOD'S**

**Signature**

Skill Development 100%

**I B.Sc. Information Technology****SEMESTER –II***For those who joined in 2021 onwards*

PROGRA MME CODE	COURSE CODE	COURSE TITLE	CATEGOR Y	HRS/WEE K	CREDIT S
USIT	21I2CC3	DATA STRUCTURES USING C++	Lecture	6	4

**COURSE DESCRIPTION**

This course introduces the basic concepts of C++. It also aims at facilitate the students to know the Data Structure concepts.

**COURSE OBJECTIVES**

To impart Technical and Practical knowledge in Object oriented Programming with C++ & Data Structures.

**UNITS****UNIT –I OBJECT ORIENTED CONCEPTS****(17 HRS.)**

Classes and Objects: Specifying a class Defining Member functions- A C++ Program with Class-Making an Outside function Inline – Nesting of Member Function - Memory allocation for objects- Static Data Members & Member Functions - Array of Objects - Friendly functions- Local Classes. Constructors and Destructors: Constructors- Parameterized Constructors- Multiple Constructors in Class- **copy constructors- Dynamic Constructors(Self Study)**- Destructors.

**UNIT –II OPERATOR OVERLOADING & INHERITANCE****(17 HRS.)**

Defining operator overloading - Overloading unary operators-Overloading binary operators-using friend function -manipulation of strings using operators-rules for overloading operators- Extending Classes: Introduction-Defining derived classes-single inheritance- Multiple Inheritance-Multilevel

Inheritance-**Hierarchical inheritance- Hybrid Inheritance(Self Study)**- Virtual Base classes- Abstract Classes- Constructor in Derived Classes- Member Classes: Nesting of Classes.

### **UNIT –III POINTERS, VIRTUAL FUNCTIONS & POLYMORPHISM (17 HRS.)**

Pointers: Pointers to Objects – This Pointers – Pointers to Derived Class - Virtual Functions- Pure virtual function - **Virtual Constructors and Destructors (Self Study)**. DATA STRUCTURES: Introduction to Data Structures – Types of Data Structures - Data Structures Operations.

### **UNIT –IV LINKED LIST, STACKS & QUEUES (17 HRS.)**

Linked List –Basic Concepts – Linked List Implementation – Types of Linked List- Circular Linked List – Doubly Linked List – Stack – Stack Operations – Stack Implementation – Queue – Basic Concepts –Queue Operations –Queue Implementations - Circular queues –Priority Queue – **Double Ended Queues (Self Study)**.

### **UNIT –V TREES, SEARCHING AND SORTING (17 HRS.)**

Trees: Basic Concepts - Binary trees – Binary Tree Representation - Binary tree Traversal - Binary Search tree – Tree Variants – Sorting Techniques – Searching Techniques

### **UNIT –VI DYNAMISM (Evaluation Pattern-CIA only) (5HRS.)**

Real- time Applications using C++

#### **TEXT BOOK:**

1. Balagurusamy, E. Object Oriented Programming and Data Structures, Tata McGraw-Hill Education, 2015. Chapters 4,6,7,8,9,10,12,13,14,15,16,17

#### **REFERENCES:**

1. Dewhurst, Stephen C., and Kathy T. Stark. Programming in C++. Prentice-Hall, Inc., 1989.
2. Lafore, Robert. Object-oriented programming in Turbo C++. Galgotia publications, 2001.
3. Allen, Weiss Mark. Data structures and algorithm analysis in C++. Pearson Education India, 2007.

#### **Digital Open Educational Resources (DOER):**

1. Data Structure and Algorithms Tutorial

[https://www.tutorialspoint.com/data\\_structures\\_algorithms/index.htm](https://www.tutorialspoint.com/data_structures_algorithms/index.htm)

## 2. Introduction To Data Structure

<https://www.w3schools.in/data-structures-tutorial/intro/>

## 3. C++ Tutorial

<https://www.tutorialspoint.com/cplusplus/index.htm>

## 4. C++ Tutorials and Resources

<https://www.w3schools.in/category/cplusplus-tutorial/>

# COURSE CONTENTS & LECTURE SCHEDULE:

Module No.	Topic	No. of Lectures	Teaching Pedagogy	Teaching Aids
<b>UNIT -1 OBJECT ORIENTED CONCEPTS</b>				
1.1	Classes and Objects:Specifying a class Defining Memberfunctions, C++ Program with Class	2	Chalk & Talk	Black Board
1.2	Making an Outside function InlineNesting of Member Function	2	Chalk & Talk	Black Board
1.3	Memory allocation for objectsStatic Data Members & Member Functions	3	Lecture	PPT& White board
1.4	Array of Objects, Friendly functions, Local Classes	2	Lecture	Smart Board
1.5	Constructors and Destructors: Constructors	2	Lecture	Black Board
1.6	Parameterized Constructors	2	Discussion	Google classroom
1.7	Multiple Constructors in Class, Destructors.	2	Chalk & Talk	Green Board
1.8	Copy constructors, Dynamic Constructors (Self Study)	2	Discussion	Black Board
<b>UNIT -2 OPERATOR OVERLOADING &amp; INHERITANCE</b>				
2.1	Defining operator overloading:Overloading unary operators, Overloading binary operators	3	Lecture	Green Board Charts
2.2	Using friend function, Manipulation of strings using operators-Rules for overloading operators	4	Chalk & Talk	Green Board
2.3	Extending Classes:Introduction, Defining Derived Classes, Single Inheritance	3	Chalk &Talk	Black Board

Module No.	Topic	No. of Lectures	Teaching Pedagogy	Teaching Aids
2.4	Multiple Inheritance, Multilevel Inheritance, Virtual Base classes, Abstract Classes	3	Chalk & Talk	Black Board
2.5	Hybrid Inheritance, Hierarchical Inheritance (Self Study)	1	Discussion	Black Board
2.6	Constructor in Derived Classes, Member Classes: Nesting of Classes.	3	Chalk & Talk	Black Board
<b>UNIT -3 POINTERS, VIRTUAL FUNCTIONS &amp; POLYMORPHISM</b>				
3.1	Pointers:Pointers to Objects, This Pointers	4	Chalk & Talk	Black Board
3.2	Pointers to Derived Class, Virtual Functions, Pure virtual function.	4	Chalk & Talk	Black Board
3.2	Virtual Constructors and Destructors (Self Study)	1	Discussion	Black Board
3.3	Data Structures:Introduction to Data Structures, Types of Data Structures	4	Chalk & Talk	Black Board
3.4	Data Structures Operations	4	Chalk & Talk	Black Board
<b>UNIT -4LINKED LIST, STACKS &amp; QUEUES</b>				
4.1	Linked List –Basic Concepts	1	Chalk & Talk	Black Board
4.2	Linked List Implementation, Types of Linked List	3	Chalk & Talk	Black Board
4.3	Circular Linked List, DoublyLinked List	3	Lecture	PPT& White board
4.4	Stack Operations, Stack Implementation	4	Chalk & Talk	Black Board
4.5	Basic Concepts, Queue Operations, QueueImplementations.	3	Lecture	PPT& White board
4.6	Circular queues, Priority Queue	2	Chalk & Talk	Black Board
4.7	Double Ended Queues(Self Study)	1	Discussion	Black Board
<b>UNIT -5TREES, SEARCHING AND SORTING</b>				
5.1	<b>Trees:</b> Basic Concepts, Binary trees	4	Chalk & Talk	Black Board
5.2	Binary Tree Representation, Binary tree Traversal	4	Chalk & Talk	Black Board
5.3	Binary Search tree, Tree Variants	4	Chalk & Talk	Black Board

<b>Module No.</b>	<b>Topic</b>	<b>No. of Lectures</b>	<b>Teaching Pedagogy</b>	<b>Teaching Aids</b>
5.4	Sorting Techniques, Searching Techniques	5	Discussion	Google classroom
<b>UNIT –6 DYNAMISM</b>				
6.1	Real- time Applications using C++	5	Discussion	Black Board

**INTERNAL - UG**

<b>Levels</b>	<b>C1</b>	<b>C2</b>	<b>C3</b>	<b>C4</b>	<b>C5</b>	<b>Total Scholastic Marks</b>	<b>Non Scholastic Marks C6</b>	<b>CIA Total</b>	<b>% of Assessment</b>
	<b>T1</b>	<b>T2</b>	<b>Quiz</b>	<b>Assignment</b>	<b>OBT/PP T</b>				
	10 Mks .	10 Mks .	5 Mks .	5 Mks	5 Mks	35 Mks.	5 Mks.	40Mks .	
<b>K1</b>	2	2	-	-	-	4	-	4	10 %
<b>K2</b>	2	2	5	-	-	9	-	9	22.5 %
<b>K3</b>	3	3	-	-	5	11	-	11	27.5 %
<b>K4</b>	3	3	-	5	-	11	-	11	27.5 %
<b>Non Scholastic</b>	-	-	-	-	-		5	5	12.5 %
<b>Total</b>	10	10	5	5	5	35	5	40	100 %



**End Semester - UG**

Levels	Section A (i) 5 Mks.	Section A (ii) 5 Mks	Section B 8 Mks.	Section C 12 Mks	Section D 20 Mks.	Section E 10 Mks.	Total 60Mks.	
K1	5	5	-	4	-	-	14	23.33 %
K2	-	-	8	4	-	-	12	20 %
K3	-	-	-	-	20	-	20	33.33 %
K4	-	-	-	4	-	10	14	23.34 %
Total	5	5	8	12	20	10	60	100 %

CIA	
Scholastic	35
Non Scholastic	5
	40

**EVALUATION PATTERN**

SCHOLASTIC					NON - SCHOLASTIC	MARKS		
C1	C2	C3	C4	C5	C6	CIA	ESE	Total
10	10	5	5	5	5	40	60	100

**UG CIA Components**

		<b>Nos</b>	
<b>C1</b>	- Test (CIA 1)	1	- 10 Mks
<b>C2</b>	- Test (CIA 2)	1	- 10 Mks
<b>C3</b>	- Assignment	1	- 5 Mks
<b>C4</b>	- Open Book Test/PPT	2 *	- 5 Mks
<b>C5</b>	- Quiz	2 *	- 5 Mks
<b>C6</b>	- Attendance		- 5 Mks

***\*The best out of two will be taken into account***

**COURSE OUTCOMES**

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

<b>NO</b>	<b>COURSE OUTCOMES</b>	<b>KNOWLEDGE LEVEL (ACCORDING TO REVISED BLOOM'S TAXONOMY)</b>	<b>PSOs ADDRESSED</b>
CO 1	Understand how to apply the major OOPs concepts to implement encapsulation, inheritance and polymorphism.	K1, K2	PSO1& PSO2
CO 2	Implement an achievable practical application and analyze issues related to object-oriented techniques in the C++ programming language	K1, K2 & K3	PSO2& PSO3
CO 3	Handle operations like searching, insertion, deletion, traversing mechanism etc. on various data structures.	K1 & K3	PSO1, PSO2 & PSO3
CO 4	Use linear and non-linear data structures like Stacks, Queues, and Linked List.	K1, K2&K3	PSO1, PSO2 & PSO3
CO 5	Analyze various Searching and Sorting Techniques using	K2 & K4	PSO5 & PSO6

**Mapping of COs with PSOs**

CO/PSO	PSO1	PSO2	PSO3	PSO4	PSO5	PSO6	PSO7	PSO8
CO1	3	3	2	2	2	1	1	1
CO2	1	3	3	2	2	2	2	1
CO3	3	3	3	2	2	3	2	2
CO4	3	3	3	1	2	2	2	2
CO5	1	1	1	1	3	3	1	1

**Mapping of COs with POs**

CO/ PSO	PO1	PO2	PO3	PO4
CO1	1	3	1	1
CO2	1	1	3	1
CO3	1	1	3	3
CO4	1	1	1	1
CO5	1	1	1	1

**Note:** ♦ Strongly Correlated – 3                      ♦ Moderately Correlated – 2                      ♦  
Weakly Correlated -1

**COURSE DESIGNER:**

**1. Staff Name: MRS. T. CHARANYA NAGAMMAL**

**Forwarded By**



**HOD'S  
Signature**

**V. Mageshwari**

Employability 100%

**I B.Sc. Information Technology****SEMESTER –II***For those who joined in 2021 onwards*

PROGRAM ME CODE	COURSE CODE	COURSE TITLE	CATEGOR Y	HRS/WEE K	CREDIT S
USIT	21I2CC 4	LAB II: DATA STRUCTURES USING C++	Practical	6	3

**COURSE DESCRIPTION**

This course enables students to identify, formulate all techniques of software development in the C++ Programming Language and demonstrate these techniques.

**COURSE OBJECTIVES**

To give programming skills on various concepts in Data Structures using C++ programs.

**PROGRAM LIST**

1. Programs using operators, decision making statements and looping statements.
2. Program using Classes and Objects
3. Program using Inline Functions.
4. Program using Functions with default arguments
5. Program using Polymorphism
6. Program using Constructors
7. Program using Destructors
8. Program using Inheritance & Its types
9. Program using Operator overloading
10. Program using Friend Functions.
11. Program for Stack Implementation
12. Program for Queue Implementation
13. Program for Linked List Implementation
14. Program for Binary Tree traversal
15. Program for Searching Techniques
16. Program for Sorting Techniques

**COURSE CONTENTS & LECTURE SCHEDULE:**

<b>Module No.</b>	<b>Topic</b>	<b>No. of Lectures</b>	<b>Teaching Pedagogy</b>	<b>Teaching Aids</b>
1	Programs using operators	3	Demonstration	Desktop PC
2	Program using decision making statements and looping statements.	3	Demonstration	Desktop PC
3	Program using Classes and Objects	6	Demonstration	Desktop PC
4	Program using Inline Functions.	3	Demonstration	Desktop PC
5	Program using Functions with default arguments	6	Demonstration	Desktop PC
6	Program using Polymorphism	3	Demonstration	Desktop PC
7	Program using Constructors	6	Demonstration	Desktop PC
8	Program using Destructors	6	Demonstration	Desktop PC
9	Program using Inheritance & Its types	6	Demonstration	Desktop PC
10	Program using Operator overloading	6	Demonstration	Desktop PC
11	Program using Friend Functions.	6	Demonstration	Desktop PC
12	Program for Stack Implementation	6	Demonstration	Desktop PC
13	Program for Queue Implementation	6	Demonstration	Desktop PC
14	Program for Linked List Implementation	6	Demonstration	Desktop PC
15	Program for Binary Tree traversal	6	Demonstration	Desktop PC
16	Program for Searching Techniques	6	Demonstration	Desktop PC
17	Program for Sorting Techniques	6	Demonstration	Desktop PC

## COURSE OUTCOMES

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

NO	COURSE OUTCOMES	KNOWLEDGE LEVEL (ACCORDING TO REVISED BLOOM'S TAXONOMY)	PSOs ADDRESSED
CO 1	Implement an achievable practical application on object-oriented techniques in the C++ programming language.	K2, K3	PSO1& PSO2
CO 2	Implement linear and non-linear data structures like Stacks, Queues, linked list.	K2, K3	PSO2& PSO3
CO 3	Demonstrate the concept of classes and their types by using C++ objects.	K2, K3	PSO3
CO 4	Apply the concept of polymorphism and inheritance in C++.	K2, K3	PSO3
CO 5	Implement practical applications by applying Searching and Sorting Techniques using C++.	K3, K4	PSO5

CIA	
Scholastic	35
Non Scholastic	5
	40

## EVALUATION PATTERN

SCHOLASTIC		NON - SCHOLASTIC	MARKS		
C1	C2	C3	CIA	ESE	Total
20	15	5	40	60	100

**C1** – Average of Two Model Test Marks

**C2** - Average of Program Completion and Record Work

**C3** - Non-Scholastic

### Mapping of COs with PSOs

CO/PSO	PSO1	PSO2	PSO3	PSO4	PSO5	PSO6	PSO7	PSO8
CO1	3	3	2	2	2	1	1	1
CO2	1	3	3	2	2	2	2	1
CO3	1	1	3	2	2	3	2	2
CO4	2	2	3	1	2	2	2	2
CO5	2	2	2	1	3	3	1	1

### Mapping of COs with POs

CO/ PSO	PO1	PO2	PO3	PO4
CO1	3	1	1	1
CO2	1	1	3	1
CO3	1	2	1	3
CO4	1	1	1	1
CO5	1	1	1	1

**Note:** ♦ Strongly Correlated – 3  
Weakly Correlated -1

♦ Moderately Correlated – 2

♦

### COURSE DESIGNER:

1. Staff Name: MRS. T. CHARANYA NAGAMMAL

**Forwarded By**



**V. Mageshwari**

**HOD'S**

**Signature**

**Entrepreneurship 100%**

## I B.Sc. Information Technology

### SEMESTER –II

*For those who joined in 2021 onwards*

PROGRAMME CODE	COURSE CODE	COURSE TITLE	CATEGORY	HRS/WEEK	CREDITS
USIT	19I2NME	IMAGE EDITING TOOL	Practical	2	2

#### COURSE DESCRIPTION

This course content is enables other disciplined students to strengthen and increase the understanding of basis Multimedia application software like Photoshop and Corel Draw.

#### COURSE OBJECTIVES

To impart, practical knowledge on various editing techniques in Photoshop and Corel draw.

#### UNITS

##### UNIT –I BASICS OF CORELDRAW

**(6HRS.)**

Introduction-Getting Started-Creating A New File - Title Bar-Menu Bar- Tool Bar – Work Area-Views. TEXT Introduction-Text Tool-Converting Text-Formatting Text- Webdings Changing the Alignment-Applying Effects

##### UNIT –II IMAGE& LAYOUT

**(6 HRS.)**

Bitmap Images-Vector Image-Resizing-Rotating-Skewing-Moving-Cropping-Importing Images-Adding Special Effects-Converting to Bitmap-Exporting Images.PAGE LAYOUT: Changing the Page Size-Changing the Layout-Changing the Background.

##### UNIT –III PHOTOSHOP : SELECTION AND PAINTING TOOLS

**(6 HRS.)**



Marquee Tool-Crop Tool-Lasso Tool-Move Tool, Rubber/clone Stamp tool-Eraser Tool-Paint Brush Tool-Art History/History Brush Tool-Text Tool.

#### **UNIT –IV TRANSFORMATIONS**

**(6 HRS.)**

Resizing: Resizing an image- Resizing a canvas- Resizing a selection Rotating: Rotate 180 degrees and 90 degrees clockwise or counter clockwise- Rotate by degrees- Rotate a selection.

#### **UNIT –V FILTERS**

**(6 HRS.)**

Sharpen Filters: Sharpen, Sharpen more, Blur Filters: Blur, Blur-more, Distort Filters: Pinch(Squeezing, bulging), Pixellate Filters: crystallize, Extracting a part of image from background image.

#### **LAB EXERCISE**

1. Drawing Basic Shapes
2. Text Effect
3. Effects
4. Image Editing
5. Layout and Page Size Change
6. Tools
7. Resizing Image
8. Rotating Image
9. Filters

#### **REFERENCES:**

1. Kumar Bittu, “Adobe Photoshop”, ISBN: 978-9350570166, V&S Publishers.
2. Photoshop 7 Complete reference , ISBN 978-0072223118 - Greenberg – McGraw Hill Publications.

#### **Digital Open Educational Resources (DOER):**

1. Photoshop Online Training  
[https://www.tutorialspoint.com/photoshop\\_online\\_training/index.asp](https://www.tutorialspoint.com/photoshop_online_training/index.asp)
2. [https://www.entheosweb.com/tutorials/coreldraw/liquid\\_text/default.asp](https://www.entheosweb.com/tutorials/coreldraw/liquid_text/default.asp)

**COURSE CONTENTS & LECTURE SCHEDULE:**

<b>Module No.</b>	<b>Topic</b>	<b>No. of Lectures</b>	<b>Teaching Pedagogy</b>	<b>Teaching Aids</b>
<b>UNIT -1 BASICS OF CORELDRAW</b>				
1.1	Creating A New File, Title Bar, Menu Bar, Tool Bar	2	Demonstration	Desktop PC
1.2	Work Area Views, Text Introduction, Text Tool Converting Text & Formatting Text	1	Demonstration	Desktop PC
1.3	Changing the Font Size Decorating the Text	2	Demonstration	Desktop PC
1.4	Changing the Alignment-Applying Effects	1	Demonstration	Desktop PC
<b>UNIT -2 IMAGE &amp; LAYOUT</b>				
2.1	Bitmap Images, Vector Image, Resizing, Rotating, Skewing Moving, Cropping	2	Demonstration	Desktop PC
2.2	Importing Images, Adding Special Effects, Converting to Bitmap, Exporting Images.	1	Demonstration	Desktop PC
2.3	Page Layout, Changing the Page Size, Changing the Layout, Applying Styles	2	Demonstration	Desktop PC
2.4	Applying Bitmaps to the Background, Changing the Background,	1	Demonstration	Desktop PC
<b>UNIT -3 PHOTOSHOP : SELECTION AND PAINTING TOOLS</b>				
3.1	Marquee Tool, Crop Tool, LassoTool, Move Tool	2	Demonstration	Desktop PC
3.2	Rubber/clone Stamp tool, Eraser Tool, Paint Brush Tool	2	Demonstration	Desktop PC
3.3	Art History Tool, History Brush Tool, Text Tool.	2	Demonstration	Desktop PC
<b>UNIT -4 TRANSFORMATIONS</b>				
4.1	Resizing an image, Resizing a Canvas	2	Demonstration	Desktop PC

<b>Module No.</b>	<b>Topic</b>	<b>No. of Lectures</b>	<b>Teaching Pedagogy</b>	<b>Teaching Aids</b>
4.2	Resizing a selection Rotating, Rotate 180 degrees and 90 Degrees	2	Demonstration	Desktop PC
4.3	Clockwise or counter clockwise, Rotate by degrees-Rotate a selection.	2	Demonstration	Desktop PC
<b>UNIT -5 FILTERS</b>				
5.1	Sharpen Filters, Blur Filters Distort Filters	2	Demonstration	Desktop PC
5.2	Pinch(Squeezing, bulging), Pixelate Filters	2	Demonstration	Desktop PC
5.3	Extracting a part of image from background image.	2	Demonstration	Desktop PC

## COURSE OUTCOMES

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

<b>NO</b>	<b>COURSE OUTCOMES</b>	<b>KNOWLEDGE LEVEL (ACCORDING TO REVISED BLOOM'S TAXONOMY)</b>	<b>PSOs ADDRESSED</b>
CO 1	Construct simple vector graphics using basic drawing elements and shape commands.	K2, K3	PSO1& PSO2
CO 2	Apply basic shape commands and image effects in processing raster format pictures	K2, K3	PSO1, PSO2 & PSO3
CO 3	Understand the basic tools for editing images.	K2, K3	PSO1& PSO2
CO 4	Develop effective graphics for both web and print media.	K2, K3	PSO1, PSO2 & PSO3
CO 5	Apply layer features and layer management techniques for creating Web pages and Invitations.	K2, K3	PSO1, PSO2 & PSO3

CIA	
Scholastic	<b>35</b>
Non Scholastic	<b>5</b>
	<b>40</b>

### EVALUATION PATTERN

SCHOLASTIC		NON - SCHOLASTIC	MARKS		
C1	C2	C3	CIA	ESE	Total
20	15	5	40	60	100

**C1** – Average of Two Model Test Marks

**C2** - Average of Program Completion and Record Work

**C3** - Non-Scholastic

### Mapping of COs with PSOs

CO/PSO	PSO1	PSO2	PSO3	PSO4	PSO5	PSO6	PSO7	PSO8
CO1	3	3	2	2	2	1	1	1
CO2	3	3	3	2	2	2	2	1
CO3	3	3	1	2	2	3	2	2
CO4	3	3	3	1	2	2	2	2
CO5	3	3	3	1	1	3	1	1

### Mapping of COs with POs

CO/ PSO	PO1	PO2	PO3	PO4
CO1	3	1	1	1
CO2	1	1	3	1
CO3	1	2	1	3
CO4	1	1	1	1

<b>CO5</b>	<b>1</b>	<b>1</b>	<b>1</b>	<b>1</b>
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**Note:** ♦ Strongly Correlated – 3                      ♦ Moderately Correlated – 2                      ♦  
Weakly Correlated -1

**COURSE DESIGNER:**

**1. Staff Name: MRS. T. CHARANYA NAGAMMAL**

**Forwarded By**



**V. Mageshwari**

**HOD'S  
Signature**

Skill Development 100%

**II B.Sc. Information Technology****SEMESTER –III***For those who joined in 2019 onwards*

PROGRAM ME CODE	COURSE CODE	COURSE TITLE	CATEGOR Y	HRS/WE K	CREDIT S
USIT	19I3CC5	<b>DATABASE MANAGEMENT SYSTEM</b>	Lecture	6	4

**COURSE DESCRIPTION**

This course introduces database design and creation using DBMS software. It also imparts various concepts in database management system.

**COURSE OBJECTIVES**

To facilitate the student to understand the various functionalities of DBMS software and perform many operations related to creating, manipulating and maintaining databases for Real-world applications.

**UNITS****UNIT –I DATABASES****(17 HRS.)**

Purpose of database systems - View of data- Database languages – Relational Databases – Database Design - Data Storage and Querying – Transaction Management- Database Architecture - Data mining and Information Retrieval – Specialty Databases - Analysis — Database users and Administrators. Relational Model - Structure of relational databases – Database Schema – Keys – Schema Diagram – **Relational Operations (Self Study).**

**UNIT –II SQL****(17 HRS.)**

Background – Data Definition - Basic structure of SQL Queries - Set operations - Aggregate functions - Null values -nested sub queries – Complex Queries - Views - Modifications of the database – Joins – Views - relations - Embedded SQL – Dynamic SQL – SQL Functions and **procedures(Self Study).**

**UNIT –III DATABASE DESIGN****(17 HRS.)**

Normalization - Atomic Domains and First Normal Form –Decomposition - Functional Dependencies - Multivalued Dependencies - Normal forms

**UNIT –IV RELATIONAL QUERY LANGUAGES AND E-R MODEL (17 HRS.)**

Algebra - The Tuple Relational Calculus - The Domain Relational Calculus - E-R Model - Constraints - E- R Diagram - **Extended E - R Features ( Self Study) .**

**UNIT –V PL/SQL****(17 HRS.)**

Introduction - The generic PL/SQL Block - The PL/SQL execution environment – PL/SQL - Control Structure. Introduction to cursors - Cursor FOR loops. Advantages of using Procedure or Function - Procedures versus Functions - Database triggers - **Deleting a trigger (Self Study).**

**UNIT –VI DYNAMISM (Evaluation Pattern-CIA only)****(5 HRS.)**

Multidimensional databases - Mobile databases - Multimedia databases

**TEXT BOOK:**

1. Silberschatz, Abraham, Henry F. Korth, and S. Sudarshan." Database System Concepts.", 6th edition, McGraw Hill Education Private Limited (2016).chapters 1, 2, 3, 4, 5, 6, 7, 8
2. Bayross, Ivan. SQL, PL/SQL: The programming language of Oracle.BPB publications, 2010.chapters 15, 16, 18

**REFERENCES:**

1. Leon, Alexis, and Mathews Leon.Database management systems. Vikas Publishing House Pvt. Limited, 2010.
2. Elmasri, R., &Navathe, S. B. (2011).Database systems.Boston, MA: Pearson Education.

**Digital Open Educational Resources (DOER):**

1. Dbms Tutorial: Database Management System - Javatpoint  
<https://www.javatpoint.com/dbms-tutorialIntroduction To Data Structure>
2. Database Management System Tutorial - Tutorialspoint  
<https://www.tutorialspoint.com/dbms/index.htm>

**COURSE CONTENTS & LECTURE SCHEDULE:**

<b>Module No.</b>	<b>Topic</b>	<b>No. of Lectures</b>	<b>Teaching Pedagogy</b>	<b>Teaching Aids</b>
<b>UNIT -1 DATABASES</b>				
1.1	Purpose of database systems	1	Discussion	Black Board
1.2	View of data, Database languages	2	Chalk & Talk	Black Board
1.3	Relational Databases, Database Design	1	Lecture	LCD
1.4	Data Storage and Querying	1	Discussion	Google classroom
1.5	Transaction Management, Database Architecture	1	Chalk & Talk	Black Board
1.6	Data mining and Information Retrieval	2	Chalk & Talk	Black Board
1.7	Specialty Databases, Database users and Administrators	2	Lecture	PPT & White board
1.8	Relational Model, Structure of relational databases	2	Chalk & Talk	Black Board
1.9	Database Schema	2	Chalk & Talk	Black Board
1.10	Keys, Schema Diagram	2	Chalk & Talk	Black Board
1.11	Relational Operations (Self Study)	1	Discussion	Google classroom
<b>UNIT -2 SQL</b>				
2.1	Data Definition	1	Lecture	PPT & White board
2.2	Basic structure of SQL Queries	2	Chalk & Talk	Green Board
2.3	Set operations, Aggregate functions	2	Chalk & Talk	Black Board
2.4	Null values Nested sub queries	2	Chalk & Talk	Black Board
2.5	Complex Queries	2	Chalk & Talk	Black Board



<b>Module No.</b>	<b>Topic</b>	<b>No. of Lectures</b>	<b>Teaching Pedagogy</b>	<b>Teaching Aids</b>
2.6	Views, Modifications of the database	2	Chalk & Talk	Black Board
2.7	Joins, Relations	2	Lecture	Google classroom
2.8	Embedded SQL	2	Chalk & Talk	Black Board
2.9	Dynamic SQL, SQL Functions	1	Chalk & Talk	Black Board
2.10	SQL Procedures (Self Study)	1	Discussion	Google classroom
<b>UNIT – 3 DATABASE DESIGN</b>				
3.1	Normalization	1	Discussion	PPT & White board
3.2	Atomic Domains	2	Chalk & Talk	Green Board
3.3	First Normal Form (1NF)	1	Chalk & Talk	Black Board
3.4	Decomposition	2	Chalk & Talk	Black Board
3.5	Functional Dependencies	2	Discussion	Black Board
3.6	Multivalued Dependencies	1	Lecture	PPT & White board
3.7	Second Normal Form (2NF)	1	Lecture	Black Board
3.8	Third Normal Form (3NF)	1	Chalk & Talk	Black Board
3.9	Boyce-Codd Normal Form (BCNF)	2	Chalk & Talk	Black Board
3.10	Fourth Normal Form (4NF)	2	Chalk & Talk	Black Board
3.11	Fifth Normal Form (5NF)	2	Chalk & Talk	Black Board
<b>UNIT – 4 RELATIONAL QUERY LANGUAGES AND E-R MODEL</b>				
4.1	Algebra	2	Discussion	PPT & White board

<b>Module No.</b>	<b>Topic</b>	<b>No. of Lectures</b>	<b>Teaching Pedagogy</b>	<b>Teaching Aids</b>
4.2	The Tuple Relational Calculus	3	Chalk & Talk	Green Board
4.3	The Domain Relational Calculus	3	Chalk & Talk	Black Board
4.4	E-R Model	3	Chalk & Talk	Black Board
4.5	Constraints	3	Discussion	Black Board
4.6	E- R Diagram	2	Lecture	Green Board
4.7	Extended E - R Features ( Self Study)	1	Discussion	Black Board
<b>UNIT – 5 PL/SQL</b>				
5.1	Introduction, The generic PL/SQL Block	2	Lecture	PPT & White board
5.2	The PL/SQL execution environment	1	Chalk & Talk	Black Board
5.3	PL/SQL	2	Lecture	Black Board
5.4	Control Structure	2	Chalk & Talk	Black Board
5.5	Introduction to cursors	2	Chalk & Talk	Black Board
5.6	Cursor FOR loops	2	Chalk & Talk	Black Board
5.7	Advantages of using Procedure or Function	1	Chalk & Talk	Black Board
5.8	Procedures versus Functions	1	Chalk & Talk	Black Board
5.9	Database triggers	2	Chalk & Talk	Black Board
5.10	Deleting a trigger (Self Study)	2	Discussion	Google classroom
<b>UNIT –6 DYNAMISM</b>				
6.1	Multidimensional databases	2	Discussion	Black Board
6.2	Mobile databases, Multimedia databases	3	Discussion	Black Board

**INTERNAL - UG**

Levels	C1	C2	C3	C4	C5	Total Scholasti c Marks	Non Scholasti c Marks C6	CIA Total	% of Assessmen t
	T1  10 Mks .	T2  10 Mks .	Qui z  5 Mks .	Assignmen t  5 Mks	OBT/PP T  5 Mks	35 Mks.	5 Mks.	40Mks .	
K1	2	2	-	-	-	4	-	4	10 %
K2	2	2	5	-	-	9	-	9	22.5 %
K3	3	3	-	-	5	11	-	11	27.5 %
K4	3	3	-	5	-	11	-	11	27.5 %
Non Scholasti c	-	-	-	-	-		5	5	12.5 %
Total	10	10	5	5	5	35	5	40	100 %

**End Semester - UG**

Levels	Section A (i)  5 Mks.	Section A (ii)  5 Mks	Section B  8 Mks.	Section C  12 Mks	Section D  20 Mks.	Section E  10 Mks.	Total  60Mks.	
K1	5	5	-	4	-	-	14	23.33 %

<b>K2</b>	-	-	8	4	-	-	<b>12</b>	20 %
<b>K3</b>	-	-	-	-	20	-	<b>20</b>	33.33 %
<b>K4</b>	-	-	-	4	-	10	<b>14</b>	23.34 %
<b>Total</b>	<b>5</b>	<b>5</b>	<b>8</b>	<b>12</b>	<b>20</b>	<b>10</b>	<b>60</b>	<b>100 %</b>

CIA	
Scholastic	<b>35</b>
Non Scholastic	<b>5</b>
	<b>40</b>

### EVALUATION PATTERN

SCHOLASTIC					NON - SCHOLASTIC	MARKS		
<b>C1</b>	<b>C2</b>	<b>C3</b>	<b>C4</b>	<b>C5</b>	<b>C6</b>	<b>CIA</b>	<b>ESE</b>	<b>Total</b>
<b>10</b>	<b>10</b>	<b>5</b>	<b>5</b>	<b>5</b>	<b>5</b>	<b>40</b>	<b>60</b>	<b>100</b>

### UG CIA Components

				<b>Nos</b>		
<b>C1</b>	-	Test (CIA 1)	1	-	10 Mks	
<b>C2</b>	-	Test (CIA 2)	1	-	10 Mks	
<b>C3</b>	-	Assignment	1	-	5 Mks	

<b>C4</b>	-	Open Book Test/PPT	2 *	-	5 Mks
<b>C5</b>	-	Quiz	2 *	-	5 Mks
<b>C6</b>	-	Attendance		-	5 Mks

***\*The best out of two will be taken into account***

## COURSE OUTCOMES

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

NO	COURSE OUTCOMES	KNOWLEDGE LEVEL (ACCORDING TO REVISED BLOOM'S TAXONOMY)	PSOs ADDRESSED
CO 1	Explain the structure and model of the relational database system.	K1	PSO1& PSO2
CO 2	Design multiple tables and use group functions, sub queries.	K1, K2,	PSO2
CO 3	Design a database based on a data model considering the normalization to a specified level.	K1 & K3	PSO4
CO 4	Develop E- R model based tables.	K1, K2, K3 &	PSO3
CO 5	Evaluate different PL/SQL blocks.	K2 & K4	PSO6

## Mapping of COs with PSOs

CO/PSO	PSO1	PSO2	PSO3	PSO4	PSO5	PSO6	PSO7	PSO8
CO1	3	3	2	2	2	1	1	1
CO2	1	3	1	2	2	2	2	1
CO3	2	1	1	3	2	3	2	2

<b>CO4</b>	<b>2</b>	<b>2</b>	<b>3</b>	<b>1</b>	<b>2</b>	<b>2</b>	<b>2</b>	<b>2</b>
<b>CO5</b>	<b>2</b>	<b>2</b>	<b>2</b>	<b>1</b>	<b>1</b>	<b>3</b>	<b>1</b>	<b>1</b>

### Mapping of COs with POs

<b>CO/ PSO</b>	<b>PO1</b>	<b>PO2</b>	<b>PO3</b>	<b>PO4</b>
<b>CO1</b>	<b>3</b>	<b>1</b>	<b>1</b>	<b>1</b>
<b>CO2</b>	<b>1</b>	<b>3</b>	<b>1</b>	<b>1</b>
<b>CO3</b>	<b>1</b>	<b>2</b>	<b>1</b>	<b>1</b>
<b>CO4</b>	<b>3</b>	<b>1</b>	<b>1</b>	<b>1</b>
<b>CO5</b>	<b>1</b>	<b>3</b>	<b>1</b>	<b>1</b>

**Note:** ♦ Strongly Correlated – 3  
WeaklyCorrelated -1

♦ ModeratelyCorrelated – 2

♦

### COURSE DESIGNER:

1. Staff Name: **MRS. V. JANE VARAMANI SULEKHA**

**Forwarded By**



**V. Mageshwari**

**HOD'S  
Signature**

**II B.Sc. Information Technology****SEMESTER –III***For those who joined in 2019 onwards***Employability 100%**

PROGRAMME CODE	COURSE CODE	COURSE TITLE	CATEGORY	HRS/WEEK	CREDITS
USIT	19I3CC6	LAB III RDBMS	Practical	6	3

**COURSE DESCRIPTION**

This course gives hands on experience in relational database management system.

**COURSE OBJECTIVES**

To facilitate the students with hands on training on SQL to design Databases. It also gives an exposure to database design and E-R Modeling.

**PROGRAM LIST**

1. DDL Commands
2. DML Commands
3. DCL Commands
4. TCL Commands
5. Programs on Mathematical functions.
6. Programs on string functions.
7. Programs on Aggregate functions.
8. Programs on Date functions.
9. Program using Data Constraints like Primary Key, Foreign key, check constraints.
10. Programs on Sub queries
11. Programs on Nested queries
12. Programs on Group by and Order by
13. Implementing the concepts of Joins
14. Programs using decision making and looping statements.
15. PL/SQL program using Cursors
16. PL/SQL program using Cursors and Loops
17. PL/SQL program using triggers.
18. Programs using Forms

**COURSE CONTENTS & LECTURE SCHEDULE:**

<b>Module No.</b>	<b>Topic</b>	<b>No. of Lectures</b>	<b>Teaching Pedagogy</b>	<b>Teaching Aids</b>
1	DDL Commands	6	Demonstration	Desktop PC
2	DML Commands	6	Demonstration	Desktop PC
3	DCL Commands	6	Demonstration	Desktop PC
4	TCL Commands	6	Demonstration	Desktop PC
5	Programs on Mathematical functions.	6	Demonstration	Desktop PC
6	Programs on string functions.	6	Demonstration	Desktop PC
7	Programs on Aggregate functions.	6	Demonstration	Desktop PC
8	Programs on Date functions.	6	Demonstration	Desktop PC
9	Program using Data Constraints like Primary Key, Foreign key, check constraints.	6	Demonstration	Desktop PC
10	Programs on Sub queries	6	Demonstration	Desktop PC
11	Programs on Nested queries	3	Demonstration	Desktop PC
12	Programs on Group by and Order by	3	Demonstration	Desktop PC
13	Implementing the concepts of Joins	4	Demonstration	Desktop PC
14	Programs using decision making and looping statements.	5	Demonstration	Desktop PC
15	PL/SQL program using Cursors	5	Demonstration	Desktop PC
16	PL/SQL program using Cursors and Loops	5	Demonstration	Desktop PC
17	PL/SQL program using triggers.	5	Demonstration	Desktop PC

**COURSE OUTCOMES**



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

NO	COURSE OUTCOMES	KNOWLEDGE LEVEL (ACCORDING TO REVISED BLOOM'S TAXONOMY)	PSOs ADDRESSED
CO 1	Explain Various SQL Commands.	K2, K3	PSO1& PSO2
CO 2	Write SQL queries to user specifications.	K2, K3	PSO2
CO 3	Design database schema considering normalization and relationships within database.	K2, K3	PSO3
CO 4	Develop PL/SQL Programs.	K2, K3	PSO2& PSO8
CO 5	Develop triggers, procedures and Cursors.	K3, K4	PSO8

CIA	
Scholastic	35
Non Scholastic	5
	40

## EVALUATION PATTERN

SCHOLASTIC		NON - SCHOLASTIC	MARKS		
C1	C2	C3	CIA	ESE	Total
20	15	5	40	60	100

**C1** – Average of Two Model Test Marks

**C2** - Average of Program Completion and Record Work

**C3** - Non-Scholastic

## Mapping of COs with PSOs

CO/PSO	PSO1	PSO2	PSO3	PSO4	PSO5	PSO6	PSO7	PSO8
CO1	3	3	2	2	2	1	1	1
CO2	1	3	1	2	2	2	2	1
CO3	1	1	3	2	2	3	2	2
CO4	2	3	2	1	2	2	2	3
CO5	1	1	1	1	1	1	1	3

### Mapping of COs with POs

CO/ PSO	PO1	PO2	PO3	PO4
CO1	3	1	1	1
CO2	1	3	3	1
CO3	1	2	1	3
CO4	1	1	1	1
CO5	1	1	1	1

Note: ♦ Strongly Correlated – 3  
 ♦ Weakly Correlated -1

♦ Moderately Correlated – 2

### COURSE DESIGNER:

1. Staff Name: MRS. V. JANE VARAMANI SULEKHA

Forwarded By



HOD'S

Signature

V. Mageshwari

Skill Development 100%

**II B.Sc. Information Technology****SEMESTER –III***For those who joined in 2019 onwards*

PROGRAM ME CODE	COURSE CODE	COURSE TITLE	CATEGO RY	HRS/WEE K	CREDIT S
USIT	19I3AC3	DIGITAL PRINCIPLES AND COMPUTER ARCHITECTURE	Lecture	5	5

**COURSE DESCRIPTION**

The course content plays a vital role in making the students to understand the basic digital components.

**COURSE OBJECTIVES**

To make the student familiar with digital logic, data representation and functional design of arithmetic and logic unit that is capable of performing arithmetic operations and floating point operations.

**UNITS****UNIT –I DIGITAL LOGIC CIRCUITS****(14HRS.)**

Digital Computers- Logic Gates- Boolean algebra: Complement of a Function - K-Map Simplification: Product of Sum Simplification- Don't Care Condition. Combinational Circuits: Half Adder- Full Adder. Flip- Flops: SR Flip Flop- D Flip Flop - JK Flip Flop - T Flip Flop -**Edge Triggered Flip Flops (Self Study).**

**UNIT –II DATA REPRESENTATION****(14 HRS.)**

Data Types: Number Systems- Octal and Hexadecimal Numbers- Decimal Representation- Alphanumeric Representation. Complements: 1's Complement- 2's Complement- Subtraction of Unsigned Numbers. Fixed-Point Representation: Integer Representation-Arithmetic Addition- Arithmetic

Subtraction –Overflow- Decimal Fixed Point Representation.**Floating Point Representation - Other Binary Codes (Self Study)**- Error Detection Codes.

**UNIT –III DIGITAL COMPONENTS (14 HRS.)**

Integrated Circuits – Decoders - Encoders – Multiplexers - Registers - Shift Register - Binary Counters.Memory Unit: Random - Access Memory - Read Only Memory - **Types of ROMs (Self Study)**.General Register Organization:Control Word - Examples of Micro operations - Stack Organization- Reverse Polish Notation - Evaluation of Arithmetic Expression

**UNIT –IV CENTRAL PROCESSING UNIT (14 HRS.)**

Instruction formats: Three Address Instruction - Two Address Instruction – One Address Instruction- Zero Address Instructions - RISC Instruction - Addressing Modes: Types. Data Transfer and Manipulation: Data Transfer Instruction - Data Manipulation Instructions - Arithmetic Instruction –Logical and Bit Manipulation Instructions - Shift Instruction – Program Control : Program Interrupts - Types of Interrupt- Reduced Instruction Set Computer: **CISC Characteristics- RISC Characteristics(Self Study)**.

**UNIT –V MEMORY ORGANIZATION (14 HRS.)**

Memory Hierarchy - Main Memory: RAM and ROM Chips.Auxiliary Memory: **Magnetic Disks- Magnetic Tape(Self Study)** - Associative Memory. Cache Memory: Associative Mapping - Direct Mapping – Set Associative Mapping. Virtual Memory: Address Space and Memory Space.

**UNIT –VI DYNAMISM (Evaluation Pattern-CIA only) (5 HRS.)**

Recent Development computer architecture.

**TEXT BOOK:**

1. Mano, M. Morris.Computer system architecture.Prentice-Hall of India, 2013.Chapter 1.1 - 1.6, 3.1 - 3.6, 2.1-2.7, 8.1- 8.8, 12.1-12.6

**REFERENCES:**

1. Dasgupta, Subrata. Computer Architecture: A Modern Synthesis.Volume 1, Foundations.John Wiley & Sons, 1989.

2. Hwang, Kai, and Faye A. Briggs. Computer architecture and parallel processing. McGraw-Hill, 1985.

**Digital Open Educational Resources (DOER):**

1. Binary Numbers Representation - Tutorialspoint  
[https://www.tutorialspoint.com/.../digital\\_circuits\\_binary\\_numbers\\_representation.htm](https://www.tutorialspoint.com/.../digital_circuits_binary_numbers_representation.htm)
2. Digital Electronics and Logic Design Tutorials - Geeksforgeeks  
<https://www.geeksforgeeks.org/digital-electronics-logic-design-tutorials>

**COURSE CONTENTS & LECTURE SCHEDULE:**

Module No.	Topic	No. of Lectures	Teaching Pedagogy	Teaching Aids
<b>UNIT -1 DIGITAL LOGIC CIRCUITS</b>				
1.1	Syllabus Discussion, Digital Computers	1	Discussion	Black Board
1.2	Logic Gates, Boolean algebra	2	Chalk & Talk	Black Board
1.3	Complement of a Function	1	Lecture	LCD
1.4	K-Map Simplification -POS	2	Chalk & Talk	Smart Board
1.5	K-Map Simplification -SOP	1	Chalk & Talk	Black Board
1.6	Don't Care Condition, Combinational Circuits	1	Discussion	Google classroom
1.7	Half Adder, Full Adder	2	Lecture	PPT & White board
1.8	Flip- Flops Introduction	1	Chalk & Talk	Black Board
1.9	SR Flip Flop, D Flip Flop	1	Chalk & Talk	Black Board
1.10	JK Flip Flop , T Flip Flop	1	Chalk & Talk	Black Board
1.11	Edge Triggered Flip Flops (Self Study)	1	Discussion	Google classroom
<b>UNIT -2 DATA REPRESENTATION</b>				
2.1	Number Systems- Octal and Hexadecimal Numbers	1	Lecture	PPT & White board

<b>Module No.</b>	<b>Topic</b>	<b>No. of Lectures</b>	<b>Teaching Pedagogy</b>	<b>Teaching Aids</b>
2.2	Decimal Representation, Alphanumeric Representation	2	Chalk & Talk	Green Board
2.3	Complements: 1's Complement- 2's Complement	2	Chalk & Talk	Black Board
2.4	Subtraction of Unsigned Numbers	2	Chalk & Talk	Black Board
2.5	Fixed- Point Representation: Integer Representation	2	Chalk & Talk	Black Board
2.6	Arithmetic Addition, Arithmetic Subtraction	1	Chalk & Talk	Green Board
2.7	Overflow	1	Lecture	Google classroom
2.8	Decimal Fixed Point Representation.	1	Chalk & Talk	Black Board
2.9	Floating Point Representation. Other Binary Codes. (Self Study)	1	Discussion	Google classroom
2.10	Error Detection Codes	1	Chalk & Talk	Black Board
<b>UNIT - 3 DIGITAL COMPONENTS</b>				
3.1	Integrated Circuits	1	Discussion	PPT & White board
3.2	Decoders, Encoders	2	Chalk & Talk	Green Board
3.3	Multiplexers	1	Chalk & Talk	Black Board
3.4	Registers, Shift Register	2	Chalk & Talk	Black Board
3.5	Binary Counters	2	Discussion	Black Board
3.6	Memory Unit: Random Access Memory, Read Only Memory	1	Lecture	PPT & White board
3.7	Types of ROMs (Self Study)	1	Discussion	Google classroom
3.8	General Register Organization, Control Word	1	Chalk & Talk	Black Board
3.9	Examples of Micro operations	1	Chalk &	Black

<b>Module No.</b>	<b>Topic</b>	<b>No. of Lectures</b>	<b>Teaching Pedagogy</b>	<b>Teaching Aids</b>
			Talk	Board
3.10	Stack Organization	1	Chalk & Talk	Black Board
3.11	Reverse Polish Notation, Evaluation of Arithmetic Expression	1	Chalk & Talk	Black Board
<b>UNIT - 4CENTRAL PROCESSING UNIT</b>				
4.1	Instruction formats: Three Address Instruction	1	Discussion	PPT & White board
4.2	Two Address Instruction, One Address Instruction	1	Chalk & Talk	Green Board
4.3	Zero Address Instructions, RISC Instruction	1	Chalk & Talk	Black Board
4.4	Addressing Modes: Types.	1	Chalk & Talk	Black Board
4.5	Data Transfer and Manipulation: Data Transfer Instruction, Data Manipulation Instructions	2	Discussion	Black Board
4.6	Arithmetic Instruction	1	Lecture	PPT & White board
4.7	Logical and Bit Manipulation Instructions	2	Discussion	Black Board
4.8	Shift Instruction, Program Control	2	Chalk & Talk	Black Board
4.9	Program Interrupts - Types of Interrupt	1	Chalk & Talk	Black Board
4.10	Reduced Instruction Set Computer	1	Chalk & Talk	Black Board
4.11	CISC Characteristics- RISC Characteristics (Self Study)	1	Discussion	Google classroom
<b>UNIT – 5MEMORY ORGANIZATION</b>				
5.1	Memory Hierarchy	1	Lecture	PPT & White board
5.2	Main Memory: RAM and ROM Chips	1	Chalk & Talk	Black Board
5.3	Auxiliary Memory: Magnetic	2	Discussion	Google

<b>Module No.</b>	<b>Topic</b>	<b>No. of Lectures</b>	<b>Teaching Pedagogy</b>	<b>Teaching Aids</b>
	Disks- Magnetic Tape (Self Study)		n	classroom
5.4	Associative Memory. Cache Memory	2	Chalk & Talk	Black Board
5.5	Associative Mapping - Direct Mapping	2	Chalk & Talk	Black Board
5.6	Set Associative Mapping	2	Chalk & Talk	Black Board
5.7	Virtual Memory	2	Chalk & Talk	Black Board
5.8	Address Space and Memory Space	2	Chalk & Talk	Black Board
<b>UNIT -6 DYNAMISM</b>				
6.1	Recent Development computer architecture	2	Discussion	Google classroom
6.2	Recent Development computer architecture	3	Lecture	PPT & White board



**INTERNAL - UG**

Levels	C1	C2	C3	C4	C5	Total Scholasti c Marks	Non Scholasti c Marks C6	CIA Total	% of Assessmen t
	T1  10 Mks .	T2  10 Mks .	Qui z  5 Mks .	Assignmen t  5 Mks	OBT/PP T  5 Mks	35 Mks.	5 Mks.	40Mks .	
<b>K1</b>	<b>2</b>	<b>2</b>	<b>-</b>	<b>-</b>	<b>-</b>	<b>4</b>	<b>-</b>	<b>4</b>	<b>10 %</b>
<b>K2</b>	<b>2</b>	<b>2</b>	<b>5</b>	<b>-</b>	<b>-</b>	<b>9</b>	<b>-</b>	<b>9</b>	<b>22.5 %</b>
<b>K3</b>	<b>3</b>	<b>3</b>	<b>-</b>	<b>-</b>	<b>5</b>	<b>11</b>	<b>-</b>	<b>11</b>	<b>27.5 %</b>
<b>K4</b>	<b>3</b>	<b>3</b>	<b>-</b>	<b>5</b>	<b>-</b>	<b>11</b>	<b>-</b>	<b>11</b>	<b>27.5 %</b>
<b>Non Scholasti c</b>	<b>-</b>	<b>-</b>	<b>-</b>	<b>-</b>	<b>-</b>		<b>5</b>	<b>5</b>	<b>12.5 %</b>
<b>Total</b>	<b>10</b>	<b>10</b>	<b>5</b>	<b>5</b>	<b>5</b>	<b>35</b>	<b>5</b>	<b>40</b>	<b>100 %</b>

**End Semester - UG**

Levels	Section A (i)  5 Mks.	Section A (ii)  5 Mks	Section B  8 Mks.	Section C  12 Mks	Section D  20 Mks.	Section E  10 Mks.	Total  60Mks.	
<b>K1</b>	<b>5</b>	<b>5</b>	<b>-</b>	<b>4</b>	<b>-</b>	<b>-</b>	<b>14</b>	<b>23.33 %</b>
<b>K2</b>	<b>-</b>	<b>-</b>	<b>8</b>	<b>4</b>	<b>-</b>	<b>-</b>	<b>12</b>	<b>20 %</b>
<b>K3</b>	<b>-</b>	<b>-</b>	<b>-</b>	<b>-</b>	<b>20</b>	<b>-</b>	<b>20</b>	<b>33.33 %</b>
<b>K4</b>	<b>-</b>	<b>-</b>	<b>-</b>	<b>4</b>	<b>-</b>	<b>10</b>	<b>14</b>	<b>23.34 %</b>
<b>Total</b>	<b>5</b>	<b>5</b>	<b>8</b>	<b>12</b>	<b>20</b>	<b>10</b>	<b>60</b>	<b>100 %</b>

CIA	
Scholastic	<b>35</b>
Non Scholastic	<b>5</b>
	<b>40</b>

### EVALUATION PATTERN

SCHOLASTIC					NON - SCHOLASTIC	MARKS		
C1	C2	C3	C4	C5	C6	CIA	ESE	Total
10	10	5	5	5	5	40	60	100

### UG CIA Components

				Nos				
<b>C1</b>	-	Test (CIA 1)	1	-	10	Mks		
<b>C2</b>	-	Test (CIA 2)	1	-	10	Mks		
<b>C3</b>	-	Assignment	1	-	5	Mks		
<b>C4</b>	-	Open Book Test/PPT	2 *	-	5	Mks		
<b>C5</b>	-	Quiz	2 *	-	5	Mks		
<b>C6</b>	-	Attendance		-	5	Mks		

***\*The best out of two will be taken into account***

## COURSE OUTCOMES

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

NO	COURSE OUTCOMES	KNOWLEDGE LEVEL (ACCORDING TO REVISED BLOOM'S TAXONOMY)	PSOs ADDRESSED
CO 1	Explain about digital logic circuits.	K1	PSO1& PSO2
CO 2	Compute simple arithmetic operations for fixed-point and floating-point addition and subtraction.	K1, K2 & K3	PSO2
CO 3	Understand various digital components.	K1 & K3	PSO4
CO 4	Construct an instruction set capable of performing a specified set of operations.	K3	PSO3& PSO6
CO 5	Demonstrate a memory system for a given set of specifications.	K3& K4	PSO6

### Mapping of COs with PSOs

CO/PSO	PSO1	PSO2	PSO3	PSO4	PSO5	PSO6	PSO7	PSO8
CO1	3	3	2	2	2	1	1	1
CO2	1	3	1	2	2	2	2	1
CO3	1	1	1	3	2	3	2	2
CO4	2	3	2	1	2	3	2	2
CO5	1	1	1	1	1	3	1	2

### Mapping of COs with POs

CO/ PSO	PO1	PO2	PO3	PO4
CO1	3	1	1	1
CO2	1	1	3	1
CO3	1	2	1	3
CO4	1	1	1	1

<b>CO5</b>	<b>1</b>	<b>1</b>	<b>1</b>	<b>1</b>
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**Note:** ♦ Strongly Correlated – 3                      ♦ Moderately Correlated – 2                      ♦  
Weakly Correlated -1

**COURSE DESIGNER:**

**1. Staff Name: MRS. V. JANE VARAMANI SULEKHA**

**Forwarded By**



**V. Mageshwari**

**HOD'S**

**Signature**

**Employability 100%**

## II B.Sc. Information Technology

### SEMESTER –III

*For those who joined in 2019 onwards*

PROGRAMM E CODE	COURS E CODE	COURSE TITLE	CATEGOR Y	HRS/WE K	CREDIT S
USIT	19I3SE 1	SKILL BASED – Automation Skills	Practical	2	2

#### COURSE DESCRIPTION

This course trains students how to use MS Office applications use in office work such as creating professional-quality documents, store, organize and analyze information, arithmetic operations, functions and create dynamic slide presentations with animation, narration, images, and much more, digitally and effectively.

#### COURSE OBJECTIVES

To impart knowledge on various concepts in MS Word, Excel, PowerPoint & Publisher.

#### UNITS

##### UNIT –I WORD

**(6 HRS.)**

Windows Basics – Introduction to word – Editing a document - Move and Copy text - Formatting text & Paragraph – Enhancing document – Columns, Tables and Other features.

##### UNIT –II EXCEL (6 HRS.)

Introduction to worksheet – getting started with Excel – Editing cell & using Commands and functions – Moving & Copying , Inserting & Deleting Rows & Columns - Printing work sheet.

##### UNIT –III ADVANCED FEATURES IN EXCEL (6 HRS.)

Creating charts – Naming ranges and using statistical, math and financial functions, in a worksheet – Additional formatting commands and toolbar – other commands & functions.

#### **UNIT –IV POWERPOINT**

**(6 HRS.)**

Overview of Power point – presenting shows for corporate and commercial using Power point

#### **UNIT –V ADVANCED FEATURES OF POWER POINT**

**(6 HRS.)**

Formatting text and objects to customize the look of publication- Add, Resize, Rotate, and Group objects- Creation of Product Catalogue- Create bookmarks and hyperlinks.

#### **PROGRAM LIST**

##### **MS-WORD**

1. **Text Manipulation:** Writing a paragraph about the institution and Change the font size and type, Spell check, Aligning and justification of Text
2. **Bio data:** Preparing Bio-data.
3. **Find and Replace:** Writing a paragraph about individual and do the following. Find and Replace, Use Numbering Bullets, Footer and Headers.
4. **Tables and manipulation:** Creation, Insertion, Deletion (Columns and Rows). Create a mark sheet.
5. **Mail Merge:** Prepare an invitation to invite friends for birthday party. Prepare at least five letters.

##### **MS-EXCEL**

1. Data sorting-Ascending and Descending (both numbers and alphabets)
2. Mark list preparation for a student
3. Individual Pay Bill preparation.
4. Invoice Report preparation.
5. Drawing Graphs. Take your own table.

##### **MS-POWERPOINT**

1. Create a slide show presentation for a seminar.
2. Preparation of Organization Charts
3. Create a slide show presentation to display percentage of marks in each semester for all students
4. Use bar chart(X-axis: Semester, Y-axis: % marks).
5. Use different presentation template different transition effect for each

slide.

### REFERENCES:

1. Holden, Greg. Microsoft Office 2007 in Simple Steps. Prentice Hall Press, 2009.

### Digital Open Educational Resources (DOER):

1. Free Microsoft Office Tutorials At Gcfglobal  
<https://edu.gcfglobal.org/en/subjects/office/>

### COURSE CONTENTS & LECTURE SCHEDULE:

Module No.	Topic	No. of Lectures	Teaching Pedagogy	Teaching Aids
<b>UNIT -1WORD</b>				
1.1	Windows Basics, Introduction to word, Editing a document, Move and Copy text	1	Demonstration	Desktop PC
1.2	Formatting text & Paragraph	1	Demonstration	Desktop PC
1.3	Enhancing document, Columns	2	Demonstration	Desktop PC
1.4	Tables and Other features.	2	Demonstration	Desktop PC
<b>UNIT-2EXCEL</b>				
2.1	Introduction to worksheet, getting started with Excel	1	Demonstration	Desktop PC
2.2	Printing work sheet	2	Demonstration	Desktop PC
2.3	Editing cell & using Commands and functions	1	Demonstration	Desktop PC
2.4	Moving & Copying, Inserting & Deleting Rows & Columns	2	Demonstration	Desktop PC
<b>UNIT-3 ADVANCED FEATURES IN EXCEL</b>				
3.1	Creating charts	1	Demonstration	Desktop PC
3.2	Naming ranges and using statistical function	1	Demonstration	Desktop PC
3.3	Math and financial function in a worksheet	1	Demonstration	Desktop PC
3.4	Additional formatting	1	Demonstration	Desktop PC

	commands and toolbar			PC
3.5	Other commands & functions	2	Demonstration	Desktop PC
<b>UNIT-4POWERPOINT</b>				
4.1	Overview of Power point	2	Demonstration	Desktop PC
4.2	Commercial Presentation using Power point	1	Demonstration	Desktop PC
4.3	Presentation shows for corporate	3	Demonstration	Desktop PC
<b>UNIT -5ADVANCED FEATURES OF POWER POINT</b>				
5.1	Formatting text and objects to customize the look of publication	1	Demonstration	Desktop PC
5.2	Add, Resize, Rotate, and Group objects	2	Demonstration	Desktop PC
5.3	Creation of Product Catalogue	1	Demonstration	Desktop PC
5.4	Create bookmarks and hyperlinks.	2	Demonstration	Desktop PC

**INTERNAL - UG**

Levels	C1	C2	C3	C4	C5	Total Scholastic Marks	Non Scholastic Marks C6	CIA Total	% of Assessment
	T1	T2	Quiz	Assignment	OBT/PP T				
	10 Mks	10 Mks	5 Mks	5 Mks	5 Mks	35 Mks.	5 Mks.	40Mks	
<b>K1</b>	<b>2</b>	<b>2</b>	<b>-</b>	<b>-</b>	<b>-</b>	<b>4</b>	<b>-</b>	<b>4</b>	<b>10 %</b>
<b>K2</b>	<b>2</b>	<b>2</b>	<b>5</b>	<b>-</b>	<b>-</b>	<b>9</b>	<b>-</b>	<b>9</b>	<b>22.5 %</b>
<b>K3</b>	<b>3</b>	<b>3</b>	<b>-</b>	<b>-</b>	<b>5</b>	<b>11</b>	<b>-</b>	<b>11</b>	<b>27.5 %</b>
<b>K4</b>	<b>3</b>	<b>3</b>	<b>-</b>	<b>5</b>	<b>-</b>	<b>11</b>	<b>-</b>	<b>11</b>	<b>27.5 %</b>
<b>Non Scholastic</b>	<b>-</b>	<b>-</b>	<b>-</b>	<b>-</b>	<b>-</b>		<b>5</b>	<b>5</b>	<b>12.5 %</b>
<b>Total</b>	<b>10</b>	<b>10</b>	<b>5</b>	<b>5</b>	<b>5</b>	<b>35</b>	<b>5</b>	<b>40</b>	<b>100 %</b>

**End Semester - UG**



Levels	Section A (i) 5 Mks.	Section A (ii) 5 Mks	Section B 8 Mks.	Section C 12 Mks	Section D 20 Mks.	Section E 10 Mks.	Total 60Mks.	
K1	5	5	-	4	-	-	14	23.33 %
K2	-	-	8	4	-	-	12	20 %
K3	-	-	-	-	20	-	20	33.33 %
K4	-	-	-	4	-	10	14	23.34 %
Total	5	5	8	12	20	10	60	100 %

CIA	
Scholastic	35
Non Scholastic	5
	40

### EVALUATION PATTERN

SCHOLASTIC					NON - SCHOLASTIC	MARKS		
C1	C2	C3	C4	C5	C6	CIA	ESE	Total
10	10	5	5	5	5	40	60	100

### UG CIA Components

<b>Nos</b>			
<b>C1</b>	- Test (CIA 1)	1	- 10 Mks
<b>C2</b>	- Test (CIA 2)	1	- 10 Mks
<b>C3</b>	- Assignment	1	- 5 Mks
<b>C4</b>	- Open Book Test/PPT	2 *	- 5 Mks
<b>C5</b>	- Quiz	2 *	- 5 Mks
<b>C6</b>	- Attendance		- 5 Mks

***\*The best out of two will be taken into account***

## COURSE OUTCOMES

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

<b>NO</b>	<b>COURSE OUTCOMES</b>	<b>KNOWLEDGE LEVEL (ACCORDING TO REVISED BLOOM'S TAXONOMY)</b>	<b>PSOs ADDRESSED</b>
CO 1	Use Word to prepare organizational documents.	K2, K3	PSO1, PSO2& PSO3
CO 2	Design financial & other business applications requiring mathematical calculations using spread sheet software.	K2, K3	PSO1, PSO2& PSO3
CO 3	Develop various charts--pie, bar, line, column, & area using spread sheet software.	K2, K3	PSO1, PSO2& PSO3
CO 4	Create Dynamic presentations with animation.	K2, K3	PSO1, PSO2& PSO3
CO 5	Demonstrate presentations with narration and images.	K3, K4	PSO1, PSO2, PSO3 & PSO7

**Mapping of COs with PSOs**

CO/PSO	PSO1	PSO2	PSO3	PSO4	PSO5	PSO6	PSO7	PSO8
CO1	3	3	3	2	2	1	1	1
CO2	3	3	3	2	2	2	2	1
CO3	3	3	3	2	2	1	2	2
CO4	3	3	3	1	2	2	2	2
CO5	3	3	3	1	1	1	3	1

**Mapping of COs with POs**

CO/ PSO	PO1	PO2	PO3	PO4
CO1	3	1	1	1
CO2	1	1	3	1
CO3	1	2	1	3
CO4	1	1	1	1
CO5	1	1	1	1

**Note:** ♦ Strongly Correlated – 3                      ♦ Moderately Correlated – 2                      ♦  
Weakly Correlated -1

**COURSE DESIGNER:**

1. Staff Name: MRS. V. MAGESHWARI

**Forwarded By**



**V. Mageshwari**

**HOD'S  
Signature**

Skill Development 100%

**II B.Sc. Information Technology****SEMESTER –IV***For those who joined in 2019 onwards*

PROGRAMM E CODE	COURSE CODE	COURSE TITLE	CATEGOR Y	HRS/WE K	CREDIT S
USIT	19I4CC 7	PROGRAMMIN G IN JAVA	Lecture	6	4

**COURSE DESCRIPTION**

This course enable the students to build object oriented java programs using the concept of abstraction, encapsulation, exception handling, packages, interfaces, threads and AWT controls. It also imparts the ability to develop projects in java with JDBC connectivity.

**COURSE OBJECTIVES**

To acquaint the students with various techniques of Java Programming and help them to create effective programs in this language.

**UNITS****UNIT – I : INTRODUCTION & BASIC CONCEPTS****(17 HRS.)**

Overview of Java Language: Introduction-Simple Java Program-More of Java-An Application with two classes-Java Program Structure-Java Tokens-Java Statements- Implementing a Java Program-Java Virtual machine-Command Line Arguments

Constants, variables, and Data types: Introduction-Constants-Variables-Data types –Declaration of variables- Giving values to variables-Scope of variables-symbolic constants-Type casting – Getting values of variables-standard default values.

**UNIT –II:BRANCHING, LOOPING & CLASSES****(17 HRS.)**

Decision Making and Branching: Introduction-Decision Making with if

statements- simple if statements- the If Else Statement-Nesting of If Else Statements- The else if Ladder- The switch Statement- The ?: Operator

Decision Making and Looping : Introduction- The while Statement-The do statement- The for Statement- Jumps in Loops- Labeled Loops.

Classes, Objects and Methods: Introduction- Defining a class- Adding Variables- Adding Methods- Creating Objects- Accessing Class Members- Constructors- Methods Overloading- Static Members- Nesting of Methods- Inheritance- Overriding Methods- Final Variables and Methods- Final Classes- Finalizer Methods- Abstract Methods and Classes- Visibility Control.

### **UNIT –III:CLASSES& OBJECTS**

**(17 HRS.)**

Class fundamentals-Declaring objects-Assigning object reference variables-introducing methods-Constructors-this keyword-finalize() method-overloading methods-using object as parameters-Argument passing- returning object- Recursion- Nested & Inner Classes.

Inheritance & Polymorphism: Inheritance-using super-**Method overriding (Self Study)**.

### **UNIT –IVPACKAGES , INTERFACE & EXCEPTION HANDLING (17 HRS.)**

Packages – Access Protection- Importing Packages-Interfaces.Exception :Exception Handling Function-Exception types-**Uncaught exception(Self Study)**-using try & catch.

### **UNIT –III MULTITHREADING PROGRAMMING**

**(17 HRS.)**

Life cycle of thread-Creating & Running Threads-Methods in thread classes.

java. lang PACKAGES: Type wrapper-The number class- the byte, short, integer and Long classes- the float and Double classes-The character class- The Boolean class- the process class- the runtime class- The system class – the object class- the math class- **the string class- string Buffer class (Self Study)**.

**APPLET:** The Life cycle of Applet- The Applet class- Development and Execution of as simple Applet- Syntax of Applet tag.

**UNIT –IV ABSTRACT WINDOW TOOLKIT****(17 HRS.)**

Events-Listeners-Event Handling Methods-Labels-Button Control-Checkbox Control-radio button control-Choice control-List control-Scrollbars-Flow Layout- **Border Layout(Self Study).**

**UNIT –V JAVA DATABASE CONNECTIVITY****(17 HRS.)**

Establishing a Connection-Creation of Data Tables-Entering Data into the tables \_ Table Updating-Use of Prepared Statement- Obtaining Metadata-Using Transaction-Scrollable Result sets-**Stored Procedure (Self Study).**

**UNIT –VI DYNAMISM (Evaluation Pattern-CIA only)****(5 HRS.)**

Latest Trends in Java Technologies (Angular, React)

**TEXT BOOK:**

1. Schildt, Herbert. "Java: the complete reference." (2017). Chapters: 6, 7, 8, 9, 10, 11
2. Muthu, C. "Programming with JAVA." Vijay Nicole Imprints, Chennai (2004). Chapters: 25, 8, 16, 9, 10, 11, 18, 19

**REFERENCES:**

1. Horstmann, Cay S., and Gary Cornell. Core Java: Advanced Features. Vol. 2. Pearson Education, 2013.
2. Naughton, Patrick, and Herbert Schildt. "The complete reference java 2." (2003).
3. Arnold, Ken, et al. The Java programming language. Vol. 2. Reading: Addison-wesley, 2000.

**Digital Open Educational Resources (DOER):**

1. Java Tutorial :  
<https://www.tutorialspoint.com/java/>
2. Java Tutorial For Beginners: Learn in 7 Days  
<https://www.guru99.com/java-tutorial.html>

**COURSE CONTENTS & LECTURE SCHEDULE**

<b>Module No.</b>	<b>Topic</b>	<b>No. of Lectures</b>	<b>Teaching Pedagogy</b>	<b>Teaching Aids</b>
<b>UNIT – I CLASSES &amp; OBJECTS</b>				
1.1	Class fundamentals, Declaring objects, Assigning object reference variables, introducing methods	5	Chalk & Talk	Black Board
1.2	Constructors, this keyword, finalize() method	4	Chalk & Talk	Black Board
1.3	overloading methods, using object as parameters, Argument passing, returning object, Recursion	4	Lecture	PPT& White board
1.4	Nested & Inner Classes, Inheritance & Polymorphism, Inheritance	3	Lecture	Smart Board
1.5	Method overriding (Self Study)	1	Discussion	Black Board
<b>UNIT – II: PACKAGES, INTERFACE&amp; EXCEPTION HANDLING</b>				
2.1	Packages, Access Protection	4	Chalk & Talk	Black Board
2.2	Importing Packages, Interfaces	5	Chalk & Talk	Black Board
2.3	Exception Handling Function	4	Lecture	PPT& White board
2.4	Exception types, using try & catch	3	Lecture	Smart Board
2.5	Uncaught exception (Self Study)	1	Discussion	Black Board
<b>UNIT – III: MULTITHREADING PROGRAMMING</b>				
3.1	Life cycle of thread, Creating & Running Threads	4	Chalk & Talk	Black Board

3.2	Methods in thread classes, java. Lang, PACKAGES: Type wrapper- The number class	4	Chalk &Talk	Black Board
3.3	The byte, short, integer and Long classes, the float and Double classes	3	Lecture	PPT& White board
3.4	The character class, The Boolean class, the process class, the runtime class	3	Lecture	Smart Board
3.5	The system class, the object class, the math class	2	Lecture	Black Board
3.6	String Buffer class (Self Study)	1	Discussion	Black Board
<b>UNIT – IV : ABSTRACT WINDOW TOOLKIT - I</b>				
4.1	Events, Listeners, Event Handling Methods, Labels, Button Control	4	Chalk & Talk	Black Board
4.2	Checkbox Control, radio button control, Choice control, List control, Scrollbars, Flow Layout	4	Chalk & Talk	Black Board
4.3	Border Layout (Self Study)	1	Discussion	Black Board
4.3	ABSTRACT WINDOW TOOLKIT - II :Windows & frames, Menus, Dialogs, Mouse Events and their Listener	2	Lecture	PPT& White board
4.3	Adapter Classes, Inner classes, Anonymous Inner classes	2	Lecture	Smart Board
4.4	SWING:JApplet class, Icons, JLabelControl, JTextfield Control, JButton Control, JCheckbox	2	Chalk & Talk	Black Board
4.5	Control, JRadioButton Control, Menus, JSlider Control, JComboBoxConrol, JgtabbedPane Control, JScrollPane Control	2	Chalk & Talk	Black Board
<b>UNIT – V : JAVA DATABASE CONNECTIVITY</b>				
5.1	JAVA DATABASE	4	Chalk &	Black



	CONNECTIVITY: Establishing a Connection, Creation of Data Tables		Talk	Board
5.2	Entering Data into the tables, Table Updating-Use of Prepared Statement	3	Chalk & Talk	Black Board
5.3	Obtaining Metadata, Using Transaction, Scrollable Result sets	3	Lecture	PPT& White board
5.4	Stored Procedure (Self Study)	1	Discussion	Black Board
5.5	SERVLETS: Servlet and Dynamic Web pages, Life cycle of a servlet, A simple servlet	4	Lecture	Smart Board
<b>UNIT –6 DYNAMISM</b>				
6.1	Latest Trends in Java Technologies - Angular	2	Discussion	Black Board
6.2	Latest Trends in Java Technologies - React	3	Discussion	Black Board

**INTERNAL - UG**

Levels	C1	C2	C3	C4	C5	Total Scholasti c Marks	Non Scholasti c Marks C6	CIA Total	% of Assessmen t
	T1  10 Mks .	T2  10 Mks .	Qui z  5 Mks .	Assignmen t  5 Mks	OBT/PP T  5 Mks	35 Mks.	5 Mks.	40Mks .	
<b>K1</b>	2	2	-	-	-	4	-	4	10 %
<b>K2</b>	2	2	5	-	-	9	-	9	22.5 %
<b>K3</b>	3	3	-	-	5	11	-	11	27.5 %
<b>K4</b>	3	3	-	5	-	11	-	11	27.5 %
<b>Non Scholasti c</b>	-	-	-	-	-		5	5	12.5 %
<b>Total</b>	10	10	5	5	5	35	5	40	100 %

**End Semester - UG**

Levels	Section A (i)	Section A (ii)	Section B	Section C	Section D	Section E	Total	
	5 Mks.	5 Mks	8 Mks.	12 Mks	20 Mks.	10 Mks.	60Mks.	
<b>K1</b>	5	5	-	4	-	-	14	23.33 %
<b>K2</b>	-	-	8	4	-	-	12	20 %
<b>K3</b>	-	-	-	-	20	-	20	33.33 %
<b>K4</b>	-	-	-	4	-	10	14	23.34 %
<b>Total</b>	5	5	8	12	20	10	60	100 %

CIA	
Scholastic	<b>35</b>

Non Scholastic	<b>5</b>
	<b>40</b>

### EVALUATION PATTERN

SCHOLASTIC					NON - SCHOLASTIC	MARKS		
C1	C2	C3	C4	C5	C6	CIA	ESE	Total
10	10	5	5	5	5	40	60	100

### UG CIA Components

				Nos				
<b>C1</b>	-	Test (CIA 1)	1	-	10	Mks		
<b>C2</b>	-	Test (CIA 2)	1	-	10	Mks		
<b>C3</b>	-	Assignment	1	-	5	Mks		
<b>C4</b>	-	Open Book Test/PPT	2 *	-	5	Mks		
<b>C5</b>	-	Quiz	2 *	-	5	Mks		
<b>C6</b>	-	Attendance		-	5	Mks		

***\*The best out of two will be taken into account***

## COURSE OUTCOMES

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

NO.	COURSE OUTCOMES	KNOWLEDGE LEVEL (ACCORDING TO REVISED BLOOM'S TAXONOMY)	PSOs ADDRESSED
CO 1	Understand the concepts of Object-Oriented Programming & Java Programming Constructs.	K1 & K2	PSO1& PSO2
CO 2	Understand basic concepts of Java such as operators, classes, objects, inheritance, packages, Enumeration and various keywords.	K1 & K2	PSO1, PSO2 & PSO3
CO 3	Understand the concept of exception handling and Input/output operations.	K1 & K2	PSO1& PSO2
CO 4	Design Java & Java applet based applications.	K2 & K3	PSO6
CO 5	Analyze & Design the concept of Event Handling and Abstract Window Toolkit.	K3 & K4	PSO3 & PSO8

### Mapping of COs with PSOs

CO/PSO	PSO1	PSO2	PSO3	PSO4	PSO5	PSO6	PSO7	PSO8
CO1	3	3	2	2	2	1	1	1
CO2	3	3	3	2	2	2	2	1
CO3	3	3	1	2	2	2	2	2
CO4	2	2	2	1	2	3	2	2
CO5	2	2	3	1	1	2	1	3

**Mapping of COs with POs**

CO/ PSO	PO1	PO2	PO3	PO4
CO1	3	1	1	1
CO2	1	3	1	1
CO3	1	2	1	1
CO4	3	1	1	1
CO5	1	3	1	1

**Note:** ♦ Strongly Correlated – 3  
Weakly Correlated -1

♦ Moderately Correlated – 2

♦

**COURSE DESIGNER:**

1. Staff Name: **V.MAGESHWARI**

**Forwarded By**


**V. Mageshwari**

**HOD'S**

**Signature**

Employability 100%

**II B.Sc. Information Technology****SEMESTER –IV***For those who joined in 2019 onwards*

PROGRAM ME CODE	COURSE CODE	COURSE TITLE	CATEGOR Y	HRS/WE K	CREDIT S
USIT	19I4CC8	LAB IV - JAVA PROGRAMMIN G	Practical	6	3

**COURSE DESCRIPTION**

This course gives hands on experience, practices the concepts of java programming language, and develops solutions for real world problems.

**COURSE OBJECTIVES**

To give programming skills on various concepts in JAVA.

**PROGRAM LIST**

1. Programs using Operator, Assignment Operator, Increment& Decrement Operator, Logical Operator and Bitwise Operator.
2. Programs Using IF, Conditional Operator, Array, While Loop, For Loop, Switch& Break and Continue.
3. Programs using the concept Overloading.
4. Programs using the concept Inheritance and Constructor
5. Programs using the concept Interface and Overriding .
6. Programs using the concept Built-in and User defined Exception Handling and Threads.
7. Programs using the concept Threads.
8. Programs using the concept String Handling.
9. Programs using the concept Packages
10. Programs for creating Applet.

**COURSE CONTENTS & LECTURE SCHEDULE:**

<b>Module No.</b>	<b>Topic</b>	<b>No. of Lectures</b>	<b>Teaching Pedagogy</b>	<b>Teaching Aids</b>
1	Programs using Operator, Assignment Operator, Increment& Decrement Operator, Logical Operator and Bitwise Operator.	9	Demonstration	Desktop PC
2	Programs Using IF, Conditional Operator, Array, While Loop, For Loop, Switch& Break and Continue.	9	Demonstration	Desktop PC
3	Programs using the concept Overloading.	9	Demonstration	Desktop PC
4	Programs using the concept Inheritance and Constructor	9	Demonstration	Desktop PC
5	Programs using the concept Interface and Overriding .	9	Demonstration	Desktop PC
6	Programs using the concept Built-in and User defined Exception Handling and Threads.	9	Demonstration	Desktop PC
7	Programs using the concept Threads.	9	Demonstration	Desktop PC
8	Programs using the concept String Handling.	9	Demonstration	Desktop PC
9	Programs using the concept Packages	9	Demonstration	Desktop PC
10	Programs for creating Applet.	9	Demonstration	Desktop PC

## COURSE OUTCOMES

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

NO	COURSE OUTCOMES	KNOWLEDGE LEVEL (ACCORDING TO REVISED BLOOM'S TAXONOMY)	PSOs ADDRESSED
CO 1	Implement Object Oriented programming concept using operators and control Structures.	K2, K3	PSO1& PSO2
CO 2	Design java programs using inheritance, interfaces and packages.	K2, K3	PSO1, PSO2 & PSO3
CO 3	Implement exception handling mechanism and multithreading concept.	K2, K3	PSO1, PSO2 & PSO3
CO 4	Design Java applet based applications.	K2, K3	PSO6 & PSO8
CO 5	Design applications to Handle Events using AWT components.	K3, K4	PSO6 & PSO8

CIA	
Scholastic	<b>35</b>
Non Scholastic	<b>5</b>
	<b>40</b>

## EVALUATION PATTERN

SCHOLASTIC		NON - SCHOLASTIC	MARKS		
C1	C2	C3	CIA	ESE	Total
20	15	5	40	60	100



**C1** – Average of Two Model Test Marks

**C2** - Average of Program Completion and Record Work

**C3** - Non-Scholastic

### Mapping of COs with PSOs

CO/PSO	PSO1	PSO2	PSO3	PSO4	PSO5	PSO6	PSO7	PSO8
CO1	3	3	2	2	2	1	1	1
CO2	3	3	3	2	2	2	2	1
CO3	3	3	3	2	2	1	2	2
CO4	2	2	2	1	2	3	2	3
CO5	1	1	1	1	1	3	1	3

### Mapping of COs with POs

CO/ PSO	PO1	PO2	PO3	PO4
CO1	3	1	1	1
CO2	1	1	3	1
CO3	3	2	1	3
CO4	1	1	3	1
CO5	1	1	1	3

**Note:** ♦ Strongly Correlated – 3

♦ Moderately Correlated – 2

♦ Weakly Correlated -1

### COURSE DESIGNER:

**1. Staff Name: Mrs. V. Mageshwari**

**Forwarded By**



**V. Mageshwari**

HOD'S

Skill Development 100%

**II B.Sc. Information Technology****SEMESTER – IV***For those who joined in 2019 onwards*

PROGRAMM E CODE	COURSE CODE	COURSE TITLE	CATEGOR Y	HRS/WE K	CREDIT S
USIT	19I4AC 4	OPERATING SYSTEMS AND LINUX	Lecture	6	4

**COURSE DESCRIPTION**

This course content plays a vital role in making the students to understand the basic operating system concept.

**COURSE OBJECTIVES**

To introduce basic concepts and principles of operating systems, which include memory management, process management, file management.

**UNITS****UNIT –I OPERATING SYSTEM OVERVIEW (17 HRS.)**

Operating System Overview: Operating System Objectives and **Functions(Self Study)**, the Evolution of Operating System, Major Achievements. Processes: Process, Process states- Two state, Five State, Suspended Process.

**UNIT –II CONCURRENCY (17 HRS.)**

**Concurrency:** Principles of Concurrency, Mutual Exclusion – Hardware Support, Semaphores, Monitors, Message Passing. **Deadlock:Principles of Deadlock(Self Study)**, Deadlock Prevention, Deadlock Detection, Deadlock Avoidance.

**UNIT –III MEMORY MANAGEMENT & SCHEDULING (17 HRS.)**

**Memory Management:** Memory Management Requirements, Memory Partitioning, Paging, Segmentation. **Uni-processor Scheduling:** Types of Processors Scheduling, Scheduling Algorithm, Scheduling Criteria, FIFO, Round Robin, Shortest Process Next, **Shortest Remaining Time (Self Study)**, Highest Response Ratio.

#### **UNIT –IV I/O MANAGEMENT AND DISK SCHEDULING (17 HRS.)**

**I/O Management and Disk Scheduling:** I/O devices, Organization of the I/O Function, I/O Buffering, Disk Scheduling. **File Management:** Overview, File Organization and Access, File Directories, **File Sharing (Self Study)**.

#### **UNIT –V LINUX FILE STRUCTURE, SHELL & FILE MANAGEMENT OPERATIONS (17 HRS.)**

**The Shell:** The Command Line, Command Line Editing, Filename Expansion: \*, ?, [ ], Standard Input/output and Redirection, Pipes |, Redirecting and Piping the Standard Error: >&, 2>. Jobs: Background, Kills, and Interruptions. **Linux Files, Directories:** The File Structure, Listing, Displaying, and Printing Files: ls, cat, more, less, and lpr, Managing Directories: mkdir, rmdir, ls, cd, and pwd, File and **Directory Operations: fi nd, cp, mv, rm, and ln (Self Study)**.

#### **UNIT –VI DYNAMISM (Evaluation Pattern-CIA only) (5 HRS.)**

Recent advancements in Operating System (Ubuntu, MAC OS, Apple iOS, Android OS )

#### **TEXT BOOK:**

1. Stallings, William. Operating systems: internals and design principles. Boston: Prentice Hall, 7<sup>th</sup> edition, 2014. Chapters: 1.1-1.3, 2.1-2.2, 4.1-4.5, 5.1 - 5.4, 6.1 - 6.4, 8.1-8.2, 10.1 -10.5, 11.1 - 11.6
2. Petersen, Richard. Linux: the complete reference. McGraw-Hill Professional, 6<sup>th</sup> edition, 2000. Chapter 3, 6

#### **REFERENCES:**

1. Deitel, Harvey M., Paul J. Deitel, and David R. Choffnes. Operating systems. Pearson/Prentice Hall, 2008.

2. Madnick, Stuart E., and John J. Donovan. Operating Systems: Instructor's Manual to Accompany Operating Systems. Erg. Bd. McGraw-Hill, 2007.

### Digital Open Educational Resources (DOER):

1. Operating System Tutorial - Tutorialspoint  
[https://www.tutorialspoint.com/operating\\_system/index.htm](https://www.tutorialspoint.com/operating_system/index.htm)
2. Learn Operating System (os) Tutorial - Javatpoint  
<https://www.javatpoint.com/os-tutorial>
3. Operating System Tutorial | Studytonight  
<https://www.studytonight.com/operating-system>

### COURSE CONTENTS & LECTURE SCHEDULE:

Module No.	Topic	No. of Lectures	Teaching Pedagogy	Teaching Aids
<b>UNIT -1 OPERATING SYSTEM OVERVIEW</b>				
1.1	Operating System Overview	1	Discussion	Black Board
1.2	Operating System Objectives	2	Chalk & Talk	Black Board
1.3	Functions (Self Study)	1	Discussion	Google classroom
1.4	The Evolution of Operating System	2	Lecture	PPT & White board
1.5	Major Achievements	1	Chalk & Talk	Black Board
1.6	Process	1	Discussion	Google classroom
1.7	Process states- Two state	3	Chalk & Talk	Black Board
1.8	Process states-Five State	3	Chalk & Talk	Black Board
1.9	Suspended Process	3	Chalk & Talk	Black Board
<b>UNIT -2 CONCURRENCY</b>				
2.1	Concurrency, Principles of Concurrency	1	Lecture	PPT & White board

<b>Module No.</b>	<b>Topic</b>	<b>No. of Lectures</b>	<b>Teaching Pedagogy</b>	<b>Teaching Aids</b>
2.2	Mutual Exclusion	2	Chalk & Talk	Green Board
2.3	Hardware Support, Semaphores	2	Chalk & Talk	Black Board
2.4	Monitors, Message Passing	2	Chalk & Talk	Black Board
2.5	Deadlock	2	Chalk & Talk	Black Board
2.6	Principles of Deadlock (Self Study)	1	Discussion	Google classroom
2.7	Deadlock Prevention	2	Chalk & Talk	Black Board
2.8	Deadlock Detection	3	Chalk & Talk	Black Board
2.9	Deadlock Avoidance	2	Chalk & Talk	Black Board
<b>UNIT - 3MEMORY MANAGEMENT &amp; SCHEDULING</b>				
3.1	Memory Management, Memory Management Requirements	1	Discussion	PPT & White board
3.2	Memory Partitioning	2	Chalk & Talk	Green Board
3.3	Paging	2	Chalk & Talk	Black Board
3.4	Segmentation	2	Chalk & Talk	Black Board
3.5	Uni-processor Scheduling, Types of Processors Scheduling	2	Discussion	Black Board
3.6	Scheduling Algorithm	1	Lecture	PPT & White board
3.7	Scheduling Criteria	1	Chalk & Talk	Black Board
3.8	FIFO, Round Robin	1	Chalk & Talk	Black Board
3.9	Shortest Remaining Time (Self Study)	1	Discussion	Google classroom
3.10	Highest Response Ratio	2	Chalk & Talk	Black Board
3.11	Shortest Process Next	2	Chalk & Talk	Black Board
<b>UNIT - 4I/O MANAGEMENT AND DISK SCHEDULING</b>				
4.1	I/O Management and Disk Scheduling	2	Discussion	PPT & White board

<b>Module No.</b>	<b>Topic</b>	<b>No. of Lectures</b>	<b>Teaching Pedagogy</b>	<b>Teaching Aids</b>
4.2	I/O devices	2	Chalk & Talk	Green Board
4.3	Organization of the I/O Function	2	Chalk & Talk	Black Board
4.4	I/O Buffering	2	Chalk & Talk	Black Board
4.5	Disk Scheduling	2	Discussion	Black Board
4.6	File Management	2	Lecture	PPT & White board
4.7	File Organization and Access	2	Discussion	Black Board
4.8	File Directories	2	Chalk & Talk	Black Board
4.9	File Sharing (Self Study)	1	Discussion	Google classroom
<b>UNIT - 5 LINUX FILE STRUCTURE, SHELL &amp; FILE MANAGEMENT OPERATIONS</b>				
5.1	The Shell, The Command Line	1	Lecture	PPT & White board
5.2	Command Line Editing	2	Chalk & Talk	Black Board
5.3	Filename Expansion: *, ?, [ ]	2	Discussion	Google classroom
5.4	Standard Input/output and Redirection, Pipes	2	Chalk & Talk	Black Board
5.5	Redirecting and Piping the Standard Error: >&, 2>	2	Chalk & Talk	Black Board
5.6	Jobs: Background, Kills, and Interruptions	2	Chalk & Talk	Black Board
5.7	Linux Files, Directories	2	Chalk & Talk	Black Board
5.8	The File Structure, Listing, Displaying, and Printing Files: ls, cat, more, less, and lpr	2	Chalk & Talk	Black Board
5.9	Managing Directories: mkdir, rmdir, ls, cd, and pwd	1	Chalk & Talk	Green Board
5.10	File and Directory Operations: find, cp, mv, rm, and ln (Self Study)	1	Discussion	Google classroom
<b>UNIT -6 DYNAMISM</b>				
6.1	Recent advancements in Operating System - Ubuntu	1	Discussion	Google classroom

<b>Module No.</b>	<b>Topic</b>	<b>No. of Lectures</b>	<b>Teaching Pedagogy</b>	<b>Teaching Aids</b>
6.2	MAC OS	1	Lecture	Black Board
6.3	Apple iOS	1	Lecture	Black Board
6.4	Android OS	2	Lecture	Black Board

**INTERNAL - UG**

<b>Levels</b>	<b>C1</b>	<b>C2</b>	<b>C3</b>	<b>C4</b>	<b>C5</b>	<b>Total Scholastic Marks</b>	<b>Non Scholastic Marks C6</b>	<b>CIA Total</b>	<b>% of Assessment</b>
	<b>T1</b>	<b>T2</b>	<b>Quiz</b>	<b>Assignment</b>	<b>OBT/PP T</b>				
	10 Mks.	10 Mks.	5 Mks.	5 Mks	5 Mks	35 Mks.	5 Mks.	40Mks.	
<b>K1</b>	2	2	-	-	-	4	-	4	10 %
<b>K2</b>	2	2	5	-	-	9	-	9	22.5 %
<b>K3</b>	3	3	-	-	5	11	-	11	27.5 %
<b>K4</b>	3	3	-	5	-	11	-	11	27.5 %
<b>Non Scholastic</b>	-	-	-	-	-		5	5	12.5 %
<b>Total</b>	10	10	5	5	5	35	5	40	100 %

**End Semester - UG**

<b>Levels</b>	<b>Section A (i)</b>	<b>Section A (ii)</b>	<b>Section B</b>	<b>Section C</b>	<b>Section D</b>	<b>Section E</b>	<b>Total</b>	
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	5 Mks.	5 Mks	8 Mks.	12 Mks	20 Mks.	10 Mks.	60Mks.	
<b>K1</b>	5	5	-	4	-	-	14	23.33 %
<b>K2</b>	-	-	8	4	-	-	12	20 %
<b>K3</b>	-	-	-	-	20	-	20	33.33 %
<b>K4</b>	-	-	-	4	-	10	14	23.34 %
<b>Total</b>	5	5	8	12	20	10	60	100 %

CIA	
Scholastic	<b>35</b>
Non Scholastic	<b>5</b>
	<b>40</b>

## EVALUATION PATTERN

SCHOLASTIC					NON - SCHOLASTIC	MARKS		
<b>C1</b>	<b>C2</b>	<b>C3</b>	<b>C4</b>	<b>C5</b>	<b>C6</b>	<b>CIA</b>	<b>ESE</b>	<b>Total</b>
<b>10</b>	<b>10</b>	<b>5</b>	<b>5</b>	<b>5</b>	<b>5</b>	<b>40</b>	<b>60</b>	<b>100</b>

### UG CIA Components

#### Nos

**C1** - Test (CIA 1) 1 - 10 Mks



<b>C2</b>	- Test (CIA 2)	1	-	10 Mks
<b>C3</b>	- Assignment	1	-	5 Mks
<b>C4</b>	- Open Book Test/PPT	2 *	-	5 Mks
<b>C5</b>	- Quiz	2 *	-	5 Mks
<b>C6</b>	- Attendance		-	5 Mks

***\*The best out of two will be taken into account***

## **COURSE OUTCOMES**

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

<b>NO</b>	<b>COURSE OUTCOMES</b>	<b>KNOWLEDGE LEVEL (ACCORDING TO REVISED BLOOM'S TAXONOMY)</b>	<b>PSOs ADDRESSED</b>
CO 1	Describe the evolution, types, structure and functions of operating systems.	K1& K2	PSO1& PSO2
CO 2	Explain techniques involved in concurrency and deadlock.	K1& K2	PSO1
CO 3	Describe memory management and processor scheduling used in operating systems.	K1& K2	PSO4
CO 4	Implement disk scheduling algorithm for a given scenario.	K1, K2& K3	PSO3& PSO4
CO 5	Execute Linux basic commands and shell scripts.	K3& K4	PSO7 & PSO8

## **Mapping of COs with PSOs**

<b>CO/PSO</b>	<b>PSO1</b>	<b>PSO2</b>	<b>PSO3</b>	<b>PSO4</b>	<b>PSO5</b>	<b>PSO6</b>	<b>PSO7</b>	<b>PSO8</b>
<b>CO1</b>	<b>3</b>	<b>3</b>	<b>2</b>	<b>2</b>	<b>2</b>	<b>1</b>	<b>1</b>	<b>1</b>

<b>CO2</b>	<b>3</b>	<b>2</b>	<b>2</b>	<b>2</b>	<b>2</b>	<b>2</b>	<b>2</b>	<b>1</b>
<b>CO3</b>	<b>2</b>	<b>2</b>	<b>2</b>	<b>3</b>	<b>2</b>	<b>2</b>	<b>2</b>	<b>2</b>
<b>CO4</b>	<b>2</b>	<b>2</b>	<b>3</b>	<b>3</b>	<b>2</b>	<b>2</b>	<b>2</b>	<b>2</b>
<b>CO5</b>	<b>2</b>	<b>2</b>	<b>2</b>	<b>2</b>	<b>2</b>	<b>2</b>	<b>3</b>	<b>3</b>

### Mapping of COs with POs

<b>CO/ PSO</b>	<b>PO1</b>	<b>PO2</b>	<b>PO3</b>	<b>PO4</b>
<b>CO1</b>	<b>3</b>	<b>1</b>	<b>1</b>	<b>1</b>
<b>CO2</b>	<b>1</b>	<b>1</b>	<b>3</b>	<b>1</b>
<b>CO3</b>	<b>1</b>	<b>2</b>	<b>1</b>	<b>3</b>
<b>CO4</b>	<b>1</b>	<b>1</b>	<b>1</b>	<b>1</b>
<b>CO5</b>	<b>1</b>	<b>1</b>	<b>1</b>	<b>1</b>

**Note:** ♦ Strongly Correlated – 3  
 ♦ Weakly Correlated -1

♦ Moderately Correlated – 2

### COURSE DESIGNER:

1. Staff Name: **MRS. V. JANE VARAMANI SULEKHA**

**Forwarded By**



**V. Mageshwari**

**HOD'S**

**Signature**

Employability 100%

**II B.Sc. Information Technology****SEMESTER – IV***For those who joined in 2019 onwards*

PROGRAM ME CODE	COURSE CODE	COURSE TITLE	CATEGOR Y	HRS/WEE K	CREDIT S
USIT	19I4SB2	ANALYTICAL SKILLS	Lecture	2	2

**COURSE DESCRIPTION**

This course content plays a vital role for clearing any competitive exam and it covers all the Quantitative Aptitude topics and an in-depth understanding of this subject.

**COURSE OBJECTIVES**

To prepare the student with the range of skills which facilitate them to enhance their employability quotient and do well in the professional space.

**UNITS****UNIT –I QUANTITATIVE APTITUDE – I (6HRS.)**

Different Number System, More on Numbers, Ratio and Proportion, Percentage, Approximate Value Calculation.

**UNIT –II QUANTITATIVE APTITUDE – II (6 HRS.)**

Mixtures, Averages, Time and Distance, Problems Based on Trains, Rowing Downstream and Upstream.

**UNIT –III QUANTITATIVE APTITUDE – III (6 HRS.)**

Pipes and Cistern, Races, Games, Time and Work, Clocks, Mensuration Area and Volume.

**UNIT –IV VERBAL REASONING- I (6 HRS.)**

SERIES: Locating Wrong Number, Probability, Data Interpretation, Data Sufficiency Series Completion, Analogy, Classification, Coding – Decoding, Blood Relations, Puzzle Test.

### UNIT –V VERBAL REASONING- II

(6 HRS.)

Direction Sense Test, Alphabetical Quibble, Number, Ranking & time, Sequence test, Mathematical Operations, Logical Sequence of Words, Arithmetical Reasoning.

### REFERENCES:

1. Aggarwal, R. S. Quantitative Aptitude. S. Chand, 2017.

### Digital Open Educational Resources (DOER):

1. Quantitative Aptitude Tutorial - Tutorialspoint  
[https://www.tutorialspoint.com/quantitative\\_apptitude/index.htm](https://www.tutorialspoint.com/quantitative_apptitude/index.htm)
2. Aptitude Tutorial - Students Tutorial  
<https://www.studentstutorial.com/apptitude/apptitude-tutorial.php/apptitude-tutorial.php>

### COURSE CONTENTS & LECTURE SCHEDULE:

Module No.	Topic	No. of Lectures	Teaching Pedagogy	Teaching Aids
<b>UNIT -1 QUANTITATIVE APTITUDE – I</b>				
1.1	Syllabus Discussion	1	Discussion	Black Board
1.2	Different Number System	1	Chalk & Talk	Black Board
1.3	More on Numbers	1	Chalk & Talk	Black Board
1.4	Ratio and Proportion	1	Chalk & Talk	Black Board
1.5	Percentage	1	Chalk & Talk	Black Board
1.6	Approximate Value Calculation	1	Chalk & Talk	Black Board
<b>UNIT -2 QUANTITATIVE APTITUDE – II</b>				
2.1	Mixtures	1	Chalk & Talk	Black Board
2.2	Averages	1	Chalk & Talk	Black Board
2.3	Time and Distance	1	Chalk	Black

<b>Module No.</b>	<b>Topic</b>	<b>No. of Lectures</b>	<b>Teaching Pedagogy</b>	<b>Teaching Aids</b>
			&Talk	Board
2.4	Problems Based on Trains	1	Chalk & Talk	Black Board
2.5	Rowing Downstream and Upstream	2	Chalk & Talk	Black Board
<b>UNIT - 3QUANTITATIVE APTITUDE - III</b>				
3.1	Pipes and Cistern	1	Chalk & Talk	Black Board
3.2	Races	1	Chalk & Talk	Black Board
3.3	Games	1	Chalk & Talk	Black Board
3.4	Time and Work	1	Chalk & Talk	Black Board
3.5	Clocks	1	Chalk & Talk	Black Board
3.6	Mensuration Area and Volume	1	Chalk & Talk	Black Board
<b>UNIT - 4VERBAL REASONING- I</b>				
4.1	Locating Wrong Number	1	Chalk & Talk	Black Board
4.2	Probability	1	Chalk & Talk	Black Board
4.3	Data Interpretation, Data Sufficiency Series Completion	1	Chalk & Talk	Black Board
4.4	Analogy, Classification	1	Chalk & Talk	Black Board
4.5	Coding – Decoding	1	Chalk & Talk	Black Board
4.6	Blood Relations, Puzzle Test	1	Chalk & Talk	Black Board
<b>UNIT - 5VERBAL REASONING- II</b>				
5.1	Direction Sense Test, Alphabetical Quibble	1	Chalk & Talk	Black Board
5.2	Ranking & time	1	Chalk & Talk	Black Board
5.3	Sequence test	1	Chalk & Talk	Black Board
5.4	Mathematical Operations	1	Chalk & Talk	Black Board
5.5	Logical Sequence of Words	1	Chalk & Talk	Black Board
5.6	Arithmetical Reasoning	1	Chalk &Talk	Black Board

**INTERNAL - UG**

Levels	C1	C2	C3	C4	C5	Total Scholasti c Marks	Non Scholasti c Marks C6	CIA Total	% of Assessmen t
	T1  10 Mks .	T2  10 Mks .	Qui z  5 Mks .	Assignmen t  5 Mks	OBT/PP T  5 Mks	35 Mks.	5 Mks.	40Mks .	
<b>K1</b>	<b>2</b>	<b>2</b>	<b>-</b>	<b>-</b>	<b>-</b>	<b>4</b>	<b>-</b>	<b>4</b>	<b>10 %</b>
<b>K2</b>	<b>2</b>	<b>2</b>	<b>5</b>	<b>-</b>	<b>-</b>	<b>9</b>	<b>-</b>	<b>9</b>	<b>22.5 %</b>
<b>K3</b>	<b>3</b>	<b>3</b>	<b>-</b>	<b>-</b>	<b>5</b>	<b>11</b>	<b>-</b>	<b>11</b>	<b>27.5 %</b>
<b>K4</b>	<b>3</b>	<b>3</b>	<b>-</b>	<b>5</b>	<b>-</b>	<b>11</b>	<b>-</b>	<b>11</b>	<b>27.5 %</b>
<b>Non Scholasti c</b>	<b>-</b>	<b>-</b>	<b>-</b>	<b>-</b>	<b>-</b>		<b>5</b>	<b>5</b>	<b>12.5 %</b>
<b>Total</b>	<b>10</b>	<b>10</b>	<b>5</b>	<b>5</b>	<b>5</b>	<b>35</b>	<b>5</b>	<b>40</b>	<b>100 %</b>

**End Semester - UG**

Levels	Section A (i)  5 Mks.	Section A (ii)  5 Mks	Section B  8 Mks.	Section C  12 Mks	Section D  20 Mks.	Section E  10 Mks.	Total  60Mks.	
<b>K1</b>	<b>5</b>	<b>5</b>	<b>-</b>	<b>4</b>	<b>-</b>	<b>-</b>	<b>14</b>	<b>23.33 %</b>
<b>K2</b>	<b>-</b>	<b>-</b>	<b>8</b>	<b>4</b>	<b>-</b>	<b>-</b>	<b>12</b>	<b>20 %</b>
<b>K3</b>	<b>-</b>	<b>-</b>	<b>-</b>	<b>-</b>	<b>20</b>	<b>-</b>	<b>20</b>	<b>33.33 %</b>
<b>K4</b>	<b>-</b>	<b>-</b>	<b>-</b>	<b>4</b>	<b>-</b>	<b>10</b>	<b>14</b>	<b>23.34 %</b>
<b>Total</b>	<b>5</b>	<b>5</b>	<b>8</b>	<b>12</b>	<b>20</b>	<b>10</b>	<b>60</b>	<b>100 %</b>

CIA	
Scholastic	<b>35</b>

Non Scholastic	<b>5</b>
	<b>40</b>

### EVALUATION PATTERN

SCHOLASTIC					NON - SCHOLASTIC	MARKS		
C1	C2	C3	C4	C5	C6	CIA	ESE	Total
10	10	5	5	5	5	40	60	100

### UG CIA Components

				Nos				
<b>C1</b>	-	Test (CIA 1)	1	-	10	Mks		
<b>C2</b>	-	Test (CIA 2)	1	-	10	Mks		
<b>C3</b>	-	Assignment	1	-	5	Mks		
<b>C4</b>	-	Open Book Test/PPT	2 *	-	5	Mks		
<b>C5</b>	-	Quiz	2 *	-	5	Mks		
<b>C6</b>	-	Attendance		-	5	Mks		

***\*The best out of two will be taken into account***

### COURSE OUTCOMES

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

NO	COURSE OUTCOMES	KNOWLEDGE LEVEL (ACCORDING TO REVISED BLOOM'S TAXONOMY)	PSOs ADDRESSED
CO 1	Understand the short cut methods.	K1& K2	PSO1& PSO3

CO 2	Apply general mathematical techniques.	K2 & K3	PSO1& PSO3
CO 3	Develop their critical thinking.	K2 & K3	PSO1& PSO3
CO 4	Recall the formulas.	K1& K2	PSO1& PSO2
CO 5	Solve the sums by applying shortcut methods with time management.	K2 & K3	PSO8

### Mapping of COs with PSOs

CO/PSO	PSO1	PSO2	PSO3	PSO4	PSO5	PSO6	PSO7	PSO8
CO1	3	1	3	2	2	1	1	1
CO2	3	1	3	2	2	2	2	1
CO3	3	1	3	2	2	1	2	2
CO4	3	3	2	1	2	2	2	2
CO5	1	1	1	1	1	2	1	3

### Mapping of COs with POs

CO/ PSO	PO1	PO2	PO3	PO4
CO1	3	1	1	1
CO2	1	1	3	1
CO3	1	2	1	3
CO4	1	1	1	1
CO5	1	1	1	1



**Note:** ♦ Strongly Correlated – 3  
♦ Weakly Correlated -1

♦ Moderately Correlated – 2

**COURSE DESIGNER:**

**1. Staff Name: MRS. V. JANE VARAMANI SULEKHA**

**Forwarded By**



**V. Mageshwari**

**HOD'S**

**Signature**

**Skill Development 100%**

### III B.Sc. Information Technology

#### SEMESTER – V

*For those who joined in 2019 onwards*

PROGRAM ME CODE	COURSE CODE	COURSE TITLE	CATEGO RY	HRS/WEE K	CREDIT S
USIT	19I5CC9	.NET PROGRAMMING	Lecture	5	5

#### COURSE DESCRIPTION

This course introduces .NET Framework and imparts various concepts in .NET framework.

#### COURSE OBJECTIVES

To facilitate the students to understand, the features of .NET framework and use the design of the language to develop robust software.

#### UNITS

##### UNIT –I INTRODUCTION (14HRS.)

The Origin of .Net Technology - Common Language -Runtime (CLR), Common Type System (CTS) - Common Language Specification(CLS) –Garbage Collector – Memory Management– **Visual studio .NET (Self Study).**

##### UNIT –II C# (14 HRS.)

Building Blocks of C# - Type Conversion – Functions – Delegates - Error Handling – Exception Handling – Classes in c# - Access modifiers – Interface – Collections – Generics – **As Operator (Self Study).**

##### UNIT –`III Window Programming and Data Access (14 HRS.)

Controls – **Common Controls (Self Study)** – Container controls – Menus and Toolbars – Deployment - File System – XML - Databases and ADO.NET -

ADO.NET classes – Data Binding

**UNIT –IV ASP.NET****(14 HRS.)**

Features – **Life Cycle(Self Study)** - Server Controls – Control Structure – Functions – HTML Events – ASP.NET web control events – Event driven Programming – Postback - Reading from databases – HTML Server control – Web Server controls – Validation Controls.

**UNIT –V DOT NET ASSEMBLIES****(14 HRS.)**

State Management – **View State(Self Study)** - Control State – Hidden Field - Session – Cookies – Session Events – Web Services – XML – SOAP – Building ASP.NET Web Services.

**UNIT –VI DYNAMISM (Evaluation Pattern-CIA only)****(5 HRS.)**

MVC Framework - WPF - AJAX

**TEXT BOOK:**

1. Anand Jain, "Programming With Dot Net", Vision Publications, 4th Edition 2019

**REFERENCES:**

1. Bruce Barstow, Tony Martin, "Visual Basic. NET in 60 Minutes a Day Bible", Willey Dreamtech India (P) Ltd., 1st Edition, 2003.
2. Visual Basic .Net Programming Black Book by STEVEN HOLZNER, Dreamtech Press
3. Dean Alan Hume, "Fast ASP.NET Websites", Manning Publications Co, 2013.

**Digital Open Educational Resources (DOER):**

1. Asp and Asp.net Tutorials  
<https://www.w3schools.com/asp/default.ASP>
2. Asp.net Tutorial  
<https://www.tutorialspoint.com/asp.net/index.htm>

**COURSE CONTENTS & LECTURE SCHEDULE:**

<b>Module No.</b>	<b>Topic</b>	<b>No. of Lectures</b>	<b>Teaching Pedagogy</b>	<b>Teaching Aids</b>
<b>UNIT -1INTRODUCTION</b>				
1.1	The Origin of .Net Technology	1	Discussion	Black Board
1.2	Common Language -Runtime (CLR)	2	Chalk & Talk	Black Board
1.3	Common Type System (CTS)	2	Lecture	LCD
1.4	Common Language Specification(CLS)	2	Discussion	Google classroom
1.5	Garbage Collector	3	Chalk & Talk	Black Board
1.6	Memory Management	2	Chalk & Talk	Black Board
1.7	Visual studio .NET (Self Study).	2	Discussion	Google classroom
<b>UNIT -2C#</b>				
2.1	Building Blocks of C#	1	Lecture	PPT & White board
2.2	Type Conversion	1	Chalk & Talk	Green Board
2.3	Functions	2	Chalk & Talk	Black Board
2.4	Delegates - Error Handling	2	Chalk & Talk	Black Board
2.5	Exception Handling – Classes in c#	2	Chalk & Talk	Black Board
2.6	Access modifiers	2	Chalk & Talk	Black Board
2.7	Interface – Collections	2	Lecture	Google classroom
2.8	Generics	1	Chalk & Talk	Black Board
2.9	As Operator (Self Study)	1	Discussion	Google classroom
<b>UNIT – 3 Window Programming and Data Access</b>				
3.1	Controls	2	Chalk & Talk	Green Board
3.2	Common Controls (Self Study)	1	Discussion	Google classroom
3.3	Container controls – Menus and Toolbars –	2	Chalk & Talk	Black Board

<b>Module No.</b>	<b>Topic</b>	<b>No. of Lectures</b>	<b>Teaching Pedagogy</b>	<b>Teaching Aids</b>
3.4	Deployment	1	Chalk & Talk	Black Board
3.5	File System	2	Discussion	Black Board
3.6	XML	1	Lecture	PPT & White board
3.7	Databases and ADO.NET	1	Lecture	Black Board
3.8	ADO.NET classes	2	Chalk & Talk	Black Board
3.9	Data Binding	2	Chalk & Talk	Black Board
<b>UNIT – 4 ASP.NET</b>				
4.1	Features	2	Discussion	PPT & White board
4.2	Life Cycle (Self Study)	1	Chalk & Talk	Green Board
4.3	Server Controls – Control Structure	2	Chalk & Talk	Black Board
4.4	Functions – HTML Events – ASP.NET web control events	2	Chalk & Talk	Black Board
4.5	Event driven Programming – Postback - Reading from databases	3	Discussion	Black Board
4.6	HTML Server control - Web Server controls	2	Lecture	Green Board
4.7	Validation Controls	2	Discussion	Black Board
<b>UNIT – 5 DOT NET ASSEMBLIES</b>				
5.1	State Management	2	Lecture	PPT & White board
5.2	View State (Self Study)	1	Discussion	PPT & White board
5.3	Control State	2	Lecture	Black Board
5.4	Hidden Field	2	Chalk & Talk	Black Board
5.5	Session	2	Chalk & Talk	Black Board
5.6	Cookies	2	Chalk & Talk	Black Board

<b>Module No.</b>	<b>Topic</b>	<b>No. of Lectures</b>	<b>Teaching Pedagogy</b>	<b>Teaching Aids</b>
5.7	Session Events	1	Chalk & Talk	Black Board
5.8	Web Services	1	Chalk & Talk	Black Board
5.9	XML – SOAP	2	Chalk & Talk	Black Board
5.10	Building ASP.NET Web Services	2	Chalk & Talk	Black Board
<b>UNIT –6 DYNAMISM</b>				
6.1	MVC Framework	2	Discussion	Black Board
6.2	WPF, AJAX	3	Discussion	Black Board

**INTERNAL - UG**

Levels	C1	C2	C3	C4	C5	Total Scholastic Marks	Non Scholastic Marks C6	CIA Total	% of Assessment
	T1	T2	Quiz	Assignment	OBT/PP T				
	10 Mks.	10 Mks.	5 Mks.	5 Mks	5 Mks	35 Mks.	5 Mks.	40Mks.	
<b>K1</b>	2	2	-	-	-	4	-	4	10 %
<b>K2</b>	2	2	5	-	-	9	-	9	22.5 %
<b>K3</b>	3	3	-	-	5	11	-	11	27.5 %
<b>K4</b>	3	3	-	5	-	11	-	11	27.5 %
<b>Non Scholastic</b>	-	-	-	-	-		5	5	12.5 %
<b>Total</b>	10	10	5	5	5	35	5	40	100 %

**End Semester - UG**

Levels	Section A (i)	Section A (ii)	Section B	Section C	Section D	Section E	Total	
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	5 Mks.	5 Mks	8 Mks.	12 Mks	20 Mks.	10 Mks.	60Mks.	
<b>K1</b>	5	5	-	4	-	-	14	23.33 %
<b>K2</b>	-	-	8	4	-	-	12	20 %
<b>K3</b>	-	-	-	-	20	-	20	33.33 %
<b>K4</b>	-	-	-	4	-	10	14	23.34 %
<b>Total</b>	5	5	8	12	20	10	60	100 %

CIA	
Scholastic	<b>35</b>
Non Scholastic	<b>5</b>
	<b>40</b>

### EVALUATION PATTERN

SCHOLASTIC					NON - SCHOLASTIC	MARKS		
C1	C2	C3	C4	C5	C6	CIA	ESE	Total
10	10	5	5	5	5	40	60	100

### UG CIA Components

#### Nos

**C1** - Test (CIA 1) 1 - 10 Mks

<b>C2</b>	- Test (CIA 2)	1	-	10 Mks
<b>C3</b>	- Assignment	1	-	5 Mks
<b>C4</b>	- Open Book Test/PPT	2 *	-	5 Mks
<b>C5</b>	- Quiz	2 *	-	5 Mks
<b>C6</b>	- Attendance		-	5 Mks

***\*The best out of two will be taken into account***

## **COURSE OUTCOMES**

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

<b>NO</b>	<b>COURSE OUTCOMES</b>	<b>KNOWLEDGE LEVEL (ACCORDING TO REVISED BLOOM'S TAXONOMY)</b>	<b>PSOs ADDRESSED</b>
CO 1	Explain the .NET framework	K1, K2	PSO1
CO 2	Apply C# concepts in developing software solutions based on user requirements.	K2 & K3	PSO1 & PSO2
CO 3	Design basic GUI applications using .NET.	K2 & K3	PSO3 & PSO5
CO 4	Demonstrate advanced features of ASP.NET programming.	K2 & K3	PSO2 & PSO3
CO 5	Develop windows application and web applications in .NET framework analyzing user requirements.	K3 & K4	PSO5, PSO7 & PSO8



**Mapping of COs with PSOs**

CO/PSO	PSO1	PSO2	PSO3	PSO4	PSO5	PSO6	PSO7	PSO8
CO1	3	1	2	2	2	1	1	1
CO2	3	3	1	2	2	2	2	1
CO3	1	1	3	2	3	1	2	2
CO4	2	3	3	1	2	1	2	2
CO5	1	1	1	1	3	1	3	3

**Mapping of COs with POs**

CO/ PSO	PO1	PO2	PO3	PO4
CO1	3	1	1	1
CO2	3	1	1	1
CO3	1	2	1	3
CO4	1	1	1	1
CO5	1	1	1	1

**Note:** ♦ Strongly Correlated – 3

♦ Moderately Correlated – 2

♦ Weakly Correlated -1

**COURSE DESIGNER:**

1. **Staff Name: MRS. V. JANE VARAMANI SULEKHA**

**Forwarded By**


**V. Mageshwari**

**HOD'S**

**Signature**

**Entrepreneurship 100%**

### III B.Sc. Information Technology

#### SEMESTER – V

*For those who joined in 2019 onwards*

PROGRAM ME CODE	COURSE CODE	COURSE TITLE	CATEGO RY	HRS/WEE K	CREDIT S
USIT	19I5CC1 0	LAB V: .NET PROGRAMMIN G	Practical	6	3

#### **COURSE DESCRIPTION**

This course gives hands on experience in C# Programming with dot net.

#### **COURSE OBJECTIVES**

To facilitate the students to understand the dot net framework environment and programming concepts in dot net framework.

#### **PROGRAM LIST**

1. Program using control statements
2. Program using array
3. Console Application
4. Creating Simple window application
5. Window application with ADO.NET
6. Using ADO.NET to insert, modify, update and delete.
7. Window application using Data Grid for displaying records.
8. Creating Simple web application
9. Creating Web application with ADO.NET
10. Creating Web application with Data Grid
11. Creating Web application with data binding concepts

12. Program implementing validation control

13. XML reading

14. XML writing

### **COURSE CONTENTS & LECTURE SCHEDULE**

<b>Module No.</b>	<b>Topic</b>	<b>No. of Lectures</b>	<b>Teaching Pedagogy</b>	<b>Teaching Aids</b>
1	Program using control statements	6	Demonstration	Desktop PC
2	Program using array	6	Demonstration	Desktop PC
3	Console Application	6	Demonstration	Desktop PC
4	Creating Simple window application	6	Demonstration	Desktop PC
5	Window application with ADO.NET	6	Demonstration	Desktop PC
6	Using ADO.NET to insert, modify, update and delete.	6	Demonstration	Desktop PC
7	Window application using Data Grid for displaying records.	6	Demonstration	Desktop PC
8	Creating Simple web application	6	Demonstration	Desktop PC
9	Creating Web application with ADO.NET	7	Demonstration	Desktop PC
10	Creating Web application with Data Grid	7	Demonstration	Desktop PC
11	Creating Web application with data binding concepts	7	Demonstration	Desktop PC
12	Program implementing validation control	7	Demonstration	Desktop PC
13	XML reading	7	Demonstration	Desktop PC
14	XML writing	7	Demonstration	Desktop PC

## COURSE OUTCOMES

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

NO	COURSE OUTCOMES	KNOWLEDGE LEVEL (ACCORDING TO REVISED BLOOM'S TAXONOMY)	PSOs ADDRESSED
CO 1	Understand various application types.	K2& K3	PSO1& PSO2
CO 2	Create dynamic window application.	K2 & K3	PSO2& PSO3
CO 3	Use asp.net controls in web application.	K2 & K3	PSO5 & PSO6
CO 4	Build interactive Webpages.	K2 & K3	PSO5, PSO6 & PSO8
CO 5	Use XML in web application.	K3 & K3	PSO6& PSO8

CIA	
Scholastic	35
Non Scholastic	5
	40

## EVALUATION PATTERN

SCHOLASTIC		NON - SCHOLASTIC	MARKS		
C1	C2	C3	CIA	ESE	Total
20	15	5	40	60	100

**C1** – Average of Two Model Test Marks

**C2** - Average of Program Completion and Record Work

**C3** - Non-Scholastic

**Mapping of COs with PSOs**

CO/PSO	PSO1	PSO2	PSO3	PSO4	PSO5	PSO6	PSO7	PSO8
CO1	3	3	2	2	2	1	1	1
CO2	2	3	3	2	2	2	2	1
CO3	1	1	2	2	3	3	2	2
CO4	2	2	2	1	3	3	2	3
CO5	1	1	1	1	1	3	1	3

**Mapping of COs with POs**

CO/ PSO	PO1	PO2	PO3	PO4
CO1	3	1	1	1
CO2	3	1	1	1
CO3	1	2	1	3
CO4	1	1	1	1
CO5	1	1	1	1

Note: ♦ Strongly Correlated – 3

♦ Moderately Correlated – 2

♦ Weakly Correlated -1

**COURSE DESIGNER:**

1. Staff Name: MRS. V. JANE VARAMANI SULEKHA

**Forwarded By**



**V. Mageshwari**

**HOD'S**

**Signature**

Skill Development 100%

**III B.Sc. Information Technology****SEMESTER – V***For those who joined in 2019 onwards*

PROGRAM ME CODE	COURSE CODE	COURSE TITLE	CATEGO RY	HRS/WEE K	CREDIT S
USIT	19I5CC11	SOFTWARE ENGINEERING	Lecture	5	3

**COURSE DESCRIPTION**

This course introduces the basic steps involved in Software Development Life Cycle (SDLC).

**COURSE OBJECTIVES**

To facilitate the students to analyze risk in software design and quality and to plan, design, develop and validate the software project.

**UNITS****UNIT –I SOFTWARE ENGINEERING AND PLANNING (14HRS.)**

Size factors – Quality and Productivity Factors – Managerial Issues. Planning a Software Project - Problem definition – Developing a Solution Strategy – Planning the Development Process – Planning an Organizational Structure – **Other Planning Activities (Self Study).**

**UNIT –II SOFTWARE COST ESTIMATION (14 HRS.)**

Software Cost Estimation - **Software Cost Factors(Self Study)** – Software Cost Estimation Techniques – Staffing-Level Estimation – Estimating Software Maintenance Costs.

**UNIT –III SOFTWARE REQUIREMENTS (14 HRS.)**

The Software Requirements Specification – Formal Specification Techniques – Languages and Processors for Requirements Specification.

**UNIT –IV SOFTWARE DESIGN AND IMPLEMENTATION (14 HRS.)**

Software Design - Fundamental Design Concepts - Modules and Modularization Criteria - Design Notations - Design Techniques - Detailed Design Considerations - Real-Time and Distributed System Design - Test Plans - Milestones, Walkthroughs, and Inspections - Design Guidelines - Structured Coding Techniques - Single Entry, Single Exit constructs - **Coding Style - Documentation Guidelines (Self Study).**

**UNIT –V VERIFICATION, VALIDATION AND MAINTENANCE (14 HRS.)**

Verification and Validation Techniques - Quality Assurance - Static Analysis - Symbolic Execution - Unit Testing and Debugging - System Testing - Formal Verification - Software Maintenance - Enhancing Maintainability During Development - Managerial Aspects of Software Maintenance - Configuration Management - **Source-Code Metrics - Other Maintenance Tools and Techniques (Self Study).**

**UNIT –VI DYNAMISM (Evaluation Pattern-CIA only) (5 HRS.)**

Agile Model - Scrum - Extreme Programming

**TEXT BOOK:**

1. Fairley, Richard. Software engineering concepts. McGraw-Hill, Inc., 1985. Chapters 1, 2, 3, 4, 5, 6, 8.1 - 8.7, 9.1 - 9.5

**REFERENCES:**

1. Pressman, Roger S. Software engineering: a practitioner's approach. Palgrave macmillan, 2005.
2. Humphrey, Watts S. A discipline for software engineering. Addison-Wesley Longman Publishing Co., Inc., 1995.

**Digital Open Educational Resources (DOER):**

1. Software Engineering Tutorial - Tutorialspoint  
[https://www.tutorialspoint.com/software\\_engineering/index.htm](https://www.tutorialspoint.com/software_engineering/index.htm)
2. Software Engineering Tutorial - Tutorialride.com  
<https://www.tutorialride.com/software-engineering/software-engineering-tutorial.htm>

**COURSE CONTENTS & LECTURE SCHEDULE:**

<b>Module No.</b>	<b>Topic</b>	<b>No. of Lectures</b>	<b>Teaching Pedagogy</b>	<b>Teaching Aids</b>
<b>UNIT -1 SOFTWARE ENGINEERING AND PLANNING</b>				
1.1	Size factors	2	Discussion	Black Board
1.2	Quality and Productivity Factors	2	Chalk & Talk	Black Board
1.3	Managerial Issues	2	Lecture	LCD
1.4	Planning a Software Project	2	Lecture	LCD
1.5	Problem definition	2	Chalk & Talk	Black Board
1.6	Developing a Solution Strategy	1	Chalk & Talk	Black Board
1.7	Planning the Development Process	1	Chalk & Talk	Black Board
1.8	Planning an Organizational Structure	1	Chalk & Talk	Black Board
1.9	Other Planning Activities (Self Study)	1	Discussion	Google classroom
<b>UNIT -2 SOFTWARE COST ESTIMATION</b>				
2.1	Software Cost Estimation	2	Lecture	PPT & White board
2.2	Software Cost Factors (Self Study)	2	Discussion	Google classroom
2.3	Software Cost Estimation Techniques	3	Chalk & Talk	Black Board
2.4	Software Cost Estimation Techniques	3	Discussion	Google classroom
2.5	Staffing-Level Estimation	2	Lecture	Google classroom
2.6	Estimating Software Maintenance Costs	2	Chalk & Talk	Black Board
<b>UNIT – 3 SOFTWARE REQUIREMENTS</b>				
3.1	The Software Requirements Specification	2	Discussion	PPT & White board
3.2	Formal Specification Techniques	2	Chalk & Talk	Green Board
3.3	Relational Notation	2	Discussion	Black



<b>Module No.</b>	<b>Topic</b>	<b>No. of Lectures</b>	<b>Teaching Pedagogy</b>	<b>Teaching Aids</b>
			n	Board
3.4	State oriented notation	2	Chalk & Talk	Black Board
3.5	Languages and Processors for Requirements Specification	2	Chalk & Talk	Black Board
3.6	PSL/PSA, RSL/REVS, GIST	2	Lecture	PPT & White board
3.7	SADT, SSA	2	Chalk & Talk	Black Board
<b>UNIT – 4 SOFTWARE DESIGN AND IMPLEMENTATION</b>				
4.1	Software Design, Fundamental Design Concepts, Modules and Modularization Criteria	2	Discussion	PPT & White board
4.2	Design Notations, Design Techniques	2	Chalk & Talk	Green Board
4.3	Detailed Design Considerations	2	Chalk & Talk	Black Board
4.4	Real-Time and Distributed System Design	2	Chalk & Talk	Black Board
4.5	Test Plans, Milestones, Walkthroughs, and Inspections	2	Chalk & Talk	Black Board
4.6	Design Guidelines, Structured Coding Techniques, Coding Style	2	Discussion	Black Board
4.7	Documentation Guidelines (Self Study)	2	Chalk & Talk	Black Board
<b>UNIT – 5 VERIFICATION, VALIDATION AND MAINTENANCE</b>				
5.1	Verification and Validation Techniques	2	Lecture	PPT & White board
5.2	Quality Assurance, Static Analysis, Symbolic Execution	2	Discussion	PPT & White board
5.3	Unit Testing and Debugging	2	Lecture	Black Board
5.4	System Testing, Formal Verification	2	Chalk & Talk	Black Board
5.5	Software Maintenance,	2	Chalk &	Black

<b>Module No.</b>	<b>Topic</b>	<b>No. of Lectures</b>	<b>Teaching Pedagogy</b>	<b>Teaching Aids</b>
	Managerial Aspects of Software Maintenance		Talk	Board
5.6	Configuration Management, Source-Code Metrics	2	Chalk & Talk	Black Board
5.7	Other Maintenance Tools and Techniques (Self Study)	2	Chalk & Talk	Black Board
<b>UNIT –6 DYNAMISM</b>				
6.1	Agile Model	2	Discussion	Black Board
6.2	Scrum, Extreme Programming	3	Discussion	Black Board

**INTERNAL - UG**

	C1	C2	C3	C4	C5	Total Scholastic Marks	Non Scholastic Marks C6	CIA Total	% of Assessment
Levels	T1	T2	Quiz	Assignment	OBT/PP T				
	10 Mks	10 Mks	5 Mks	5 Mks	5 Mks	35 Mks.	5 Mks.	40Mks	
K1	2	2	-	-	-	4	-	4	10 %
K2	2	2	5	-	-	9	-	9	22.5 %
K3	3	3	-	-	5	11	-	11	27.5 %
K4	3	3	-	5	-	11	-	11	27.5 %
Non Scholastic	-	-	-	-	-		5	5	12.5 %
Total	10	10	5	5	5	35	5	40	100 %

**End Semester - UG**

Levels	Section A (i)	Section A (ii)	Section B	Section C	Section D	Section E	Total	
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	5 Mks.	5 Mks	8 Mks.	12 Mks	20 Mks.	10 Mks.	60Mks.	
<b>K1</b>	5	5	-	4	-	-	14	23.33 %
<b>K2</b>	-	-	8	4	-	-	12	20 %
<b>K3</b>	-	-	-	-	20	-	20	33.33 %
<b>K4</b>	-	-	-	4	-	10	14	23.34 %
<b>Total</b>	5	5	8	12	20	10	60	100 %

CIA	
Scholastic	<b>35</b>
Non Scholastic	<b>5</b>
	<b>40</b>

### EVALUATION PATTERN

SCHOLASTIC					NON - SCHOLASTIC	MARKS		
C1	C2	C3	C4	C5	C6	CIA	ESE	Total
10	10	5	5	5	5	40	60	100

### UG CIA Components

#### Nos

<b>C1</b>	-	Test (CIA 1)	1	-	10 Mks
<b>C2</b>	-	Test (CIA 2)	1	-	10 Mks

<b>C3</b>	- Assignment	1	-	5 Mks
<b>C4</b>	- Open Book Test/PPT	2 *	-	5 Mks
<b>C5</b>	- Quiz	2 *	-	5 Mks
<b>C6</b>	- Attendance		-	5 Mks

***\*The best out of two will be taken into account***

## **COURSE OUTCOMES**

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

<b>NO</b>	<b>COURSE OUTCOMES</b>	<b>KNOWLEDGE LEVEL (ACCORDING TO REVISED BLOOM'S TAXONOMY)</b>	<b>PSOs ADDRESSED</b>
CO 1	Understand how to plan a software project.	K1& K2	PSO1& PSO2
CO 2	Analyze the cost estimate and problem complexity using various estimation techniques.	K2, K3 & K4	PSO3
CO 3	Prepare the SRS, Design document, Project plan of a given software system.	K2, K3 & K4	PSO2& PSO3
CO 4	Apply Software design and implementation ideas in S/W project development.	K2, K3 & K4	PSO2& PSO3
CO 5	Generate test cases using White Box testing and Black Box testing.	K2, K3 & K4	PSO7& PSO8

## **Mapping of COs with PSOs**

<b>CO/PSO</b>	<b>PSO1</b>	<b>PSO2</b>	<b>PSO3</b>	<b>PSO4</b>	<b>PSO5</b>	<b>PSO6</b>	<b>PSO7</b>	<b>PSO8</b>
<b>CO1</b>	<b>3</b>	<b>3</b>	<b>2</b>	<b>2</b>	<b>2</b>	<b>1</b>	<b>1</b>	<b>1</b>

<b>CO2</b>	<b>2</b>	<b>1</b>	<b>3</b>	<b>2</b>	<b>2</b>	<b>2</b>	<b>2</b>	<b>1</b>
<b>CO3</b>	<b>1</b>	<b>3</b>	<b>3</b>	<b>2</b>	<b>1</b>	<b>1</b>	<b>2</b>	<b>2</b>
<b>CO4</b>	<b>2</b>	<b>3</b>	<b>3</b>	<b>1</b>	<b>2</b>	<b>2</b>	<b>2</b>	<b>2</b>
<b>CO5</b>	<b>1</b>	<b>1</b>	<b>1</b>	<b>1</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>3</b>

### Mapping of COs with POs

<b>CO/ PSO</b>	<b>PO1</b>	<b>PO2</b>	<b>PO3</b>	<b>PO4</b>
<b>CO1</b>	<b>2</b>	<b>1</b>	<b>3</b>	<b>1</b>
<b>CO2</b>	<b>2</b>	<b>1</b>	<b>1</b>	<b>3</b>
<b>CO3</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>1</b>
<b>CO4</b>	<b>1</b>	<b>3</b>	<b>1</b>	<b>1</b>
<b>CO5</b>	<b>1</b>	<b>1</b>	<b>3</b>	<b>1</b>

**Note:** ♦ Strongly Correlated – 3  
Weakly Correlated -1

♦ Moderately Correlated – 2

♦

### COURSE DESIGNER:

**1. Staff Name: MRS. V. JANE VARAMANI SULEKHA**

**Forwarded By**



**V. Mageshwari**

**HOD'S  
Signature**

Skill Development 100%

**III B.Sc. Information Technology****SEMESTER – V***For those who joined in 2019 onwards*

PROGRAM ME CODE	COURSE CODE	COURSE TITLE	CATEG ORY	HRS/WEE K	CREDIT S
USIT	19I5CC12	DATA COMMUNICATIO N & NETWORKING	Lectur e	5	5

**COURSE DESCRIPTION**

This course is to provide information about various data communication techniques like switching and networking concepts which includes layers and their corresponding protocols.

**COURSE OBJECTIVES**

To impart knowledge on data communication technologies, protocol and their applications.

**UNITS****UNIT –I INTRODUCTION****(14 HRS.)**

Data communications-components-data representation-data flow. Networks-distributed Processing-Network criteria-Physical structures-Network Models-Categories of Networks-Interconnection of Networks; Internetwork.osi model: Layered Architecture-Peer-to-peer Processes-Encapsulation. Layers in the osi model: Physical layer-Data Link Layer-Network Layer-transport layer-Session Layer-Presentation layer-Application Layer-Summary of layers.TCP/IP Protocol Suite: Physical and Data link layer-Network layer-transport Layer-Application Layers. **Addressing: physical Addresses-Logical Addresses-Port Addresses-Specific Addresses (Self Study).**

**UNIT –II SWITCHING****(14 HRS.)**

Transmission Media-Guided Media-Twisted pair cable-Coaxial Cable-Fiber-optic cable unguided media: wireless-Radio waves-microwaves-Infrared.

Circuit Switched Networks-Three Phases-Efficiency-Delay-Circuit-Switched Technology in Telephone Networks-Datagram Networks-Routing Table-Efficiency- Delay-Datagram Networks in the Internet-Virtual-Circuit Networks-Addressing-Three Phases-Efficiency-Delay in Virtual-Circuit Networks- **Circuit-Switched Technology in WANs (Self Study).**

DATALINK CONTROL: Framing-Fixed Size Framing-Variable-Size framing. Flow and error control- Protocols: Point-to-point protocol-framing-Transition Phases-Multiplexing-Multilink PPP.

### **UNIT –III NETWORK LAYER: INTERNET PROTOCOL (14 HRS.)**

INTERNETWORKING-need for Network Layer-internet As a Datagram Network-Internet as a Connectionless Network.IPv4-Dtagram-IPv6-Advantages-Packet format-Extension Headers. Transition from IPv4 To IPv6-Dual Stack-Tunneling-Header Translation. NETWORK LAYER:DELIVERY,FORWARDING AND ROUTING-Delivery-direct versus Indirect delivery-Forwarding- Forwarding Techniques- Forwarding Process-Routing Table. Unicast Routing Protocols-Optimization-Intra-and Inter domain Routing-**Distance Vector routing (Self Study).**

### **UNIT –IV TRANSPORT LAYER (14 HRS.)**

PROCESS-TO-PROCESS DELIVERY-client/Server paradigm-Multiplexing and Demultiplexing-Connectionless versus Connection-oriented Service-Reliable versus unreliable-Three Protocols. User Datagram Protocol-Well-Known ports of UDP-User datagram-checksum-UDP operation-Use of UDP.TCP-TCP Services-TCP features-Segment-A TCP connection-.SCTP-SCTP Services-SCTP Features-**Packet format (Self Study).**

### **UNIT –V APPLICATION LAYER (14 HRS.)**

Name space-Flat Name Space-Hierarchical space-domain Name space-Label-domain Name-Domain-distribution of Name space-Hierarchy of name Servers-Zone-Root Server-Primary and secondary servers-DNS in the Internet-generic domains-Country Domains-Inverse domain-DNS Messages-Header. REMOTE

LOGGING,ELECTRONIC MAIL,AND FILE TRANSFER-Remote Logging-Telnet-Electronic Mail-Architecture-User Agent-Message Transfer Agent-PoP and IMAP-Web-Based Mail-**File Transfer Protocol-Anonymous FTP (Self Study).**

**UNIT –VI DYNAMISM (Evaluation Pattern-CIA only) (5 HRS.)**

Routing Protocols for Ad Hoc Mobile Wireless Networks, Broadband Communications Networks

**TEXT BOOK:**

1. Forouzan, A. Behrouz. Data communications & networking. Tata McGraw-Hill Education, 2007. Chapters: 1, 2, 3, 7, 8, 11, 19, 20,22, 23, 25, 26.

**REFERENCES:**

1. Tanenbaum, Andrew S. "Computer Networks Forth Edition." Vrije Universiteit (2003).
2. Madhulika Jain, Satish Jain, Jain, M. "Data Communication and Networking". BPB Publications, Updated Edition

**Digital Open Educational Resources (DOER):**

1. Computer Network Tutorial - Javatpoint  
<https://www.javatpoint.com/computer-network-tutorial>
2. Computer Network Tutorials  
<https://www.geeksforgeeks.org/computer-network-tutorials/>

**COURSE CONTENTS & LECTURE SCHEDULE:**

Module No.	Topic	No. of Lectures	Teaching Pedagogy	Teaching Aids
<b>UNIT -1INTRODUCTION</b>				
1.1	Data communications, components, data representation	1	Discussion	Black Board
1.2	Networks, distributed Processing	1	Chalk & Talk	Black Board
1.3	Network criteria, Physical structures	1	Lecture	LCD
1.4	Network Models, Categories of Networks	1	Lecture	LCD
1.5	Interconnection of Networks	1	Chalk &	Black



<b>Module No.</b>	<b>Topic</b>	<b>No. of Lectures</b>	<b>Teaching Pedagogy</b>	<b>Teaching Aids</b>
			Talk	Board
1.6	Internetwork, OSI model, Layered Architecture	2	Chalk & Talk	Black Board
1.7	Peer-to-peer Processes, Encapsulation	1	Discussion	Google classroom
1.8	Layers in the OSI model	2	Chalk & Talk	Black Board
1.9	TCP/IP Protocol Suite	2	Chalk & Talk	Black Board
1.10	Addressing: physical Addresses, Logical Addresses, Port Addresses	1	Chalk & Talk	Black Board
1.11	Specific Addresses (Self Study)	1	Discussion	Google classroom
<b>UNIT -2SWITCHING</b>				
2.1	Transmission Media	1	Lecture	PPT & White board
2.2	Circuit Switched Networks	1	Chalk & Talk	Green Board
2.3	Datagram Networks in the Internet	2	Chalk & Talk	Black Board
2.4	Circuit-Switched Technology in WANs (Self Study).	2	Discussion	Google classroom
2.5	DATALINK CONTROL: Framing-Fixed Size Framing-Variable	2	Chalk & Talk	Black Board
2.6	Size framing, Flow and error control	2	Chalk & Talk	Black Board
2.7	Protocols: Point-to-point protocol	2	Lecture	Google classroom
2.8	Transition Phases	1	Chalk & Talk	Black Board
2.9	Multiplexing, Multilink PPP	1	Chalk & Talk	Black Board
<b>UNIT – 3 NETWORK LAYER: INTERNET PROTOCOL</b>				
3.1	INTERNETWORKING, Internet As a Datagram Network	1	Discussion	PPT & White board
3.2	Internet as a Connectionless	2	Chalk &	Green

<b>Module No.</b>	<b>Topic</b>	<b>No. of Lectures</b>	<b>Teaching Pedagogy</b>	<b>Teaching Aids</b>
	Network		Talk	Board
3.3	IPv4-Datagram-IPv6-Advantages	1	Chalk & Talk	Black Board
3.4	Packet format, Extension Headers	2	Chalk & Talk	Black Board
3.5	Transition from IPv4 To IPv6-Dual Stack	2	Discussion	Black Board
3.6	Tunneling, Header Translation	1	Lecture	PPT & White board
3.7	NETWORK LAYER:DELIVERY,FORWARDING AND ROUTING	1	Lecture	Black Board
3.8	Delivery, direct versus Indirect delivery	1	Chalk & Talk	Black Board
3.9	Forwarding, Forwarding Techniques, Forwarding Process	2	Chalk & Talk	Black Board
3.10	Routing Table, Unicast Routing Protocols	2	Chalk & Talk	Black Board
3.11	Optimization, Intra-and Inter domain	1	Chalk & Talk	Black Board
3.12	Routing-Distance Vector routing (Self Study)	1	Discussion	Google classroom
<b>UNIT – 4 TRANSPORT LAYER</b>				
4.1	PROCESS-TO-PROCESS DELIVERY	2	Discussion	PPT & White board
4.2	Multiplexing and Demultiplexing	2	Chalk & Talk	Green Board
4.3	Connectionless versus Connection, Reliable versus unreliable	2	Chalk & Talk	Black Board
4.4	Three Protocols, User Datagram Protocol	2	Chalk & Talk	Black Board
4.5	UDP operation, Use of UDP	2	Discussion	Black Board
4.6	TCP-TCP Services, TCP features, Segment	1	Lecture	Green Board
4.7	TCP connection	1	Chalk &	Black

Module No.	Topic	No. of Lectures	Teaching Pedagogy	Teaching Aids
			Talk	Board
4.8	SCTP-SCTP Services, SCTP Features	1	Chalk & Talk	Black Board
4.9	Packet format (Self Study)	1	Discussion	Black Board
<b>UNIT – 5 APPLICATION LAYER</b>				
5.1	Name space, Flat Name Space, Hierarchical space, domain Name space	2	Lecture	PPT & White board
5.2	Label, domain Name, Domain, Distribution of Name space	1	Discussion	PPT & White board
5.3	Hierarchy of name Servers	2	Lecture	Black Board
5.4	Zone, Root Server, Primary and secondary servers	2	Chalk & Talk	Black Board
5.5	DNS in the Internet, Country Domains, Inverse domain	2	Chalk & Talk	Black Board
5.6	DNS Messages, Header	2	Chalk & Talk	Black Board
5.7	REMOTE LOGGING, ELECTRONIC MAIL, AND FILE TRANSFER	1	Chalk & Talk	Black Board
5.8	Remote Logging, Telnet-Electronic Mail	1	Chalk & Talk	Black Board
5.9	IMAP-Web-Based Mail	2	Chalk & Talk	Black Board
5.10	File Transfer Protocol-Anonymous FTP (Self Study)	2	Discussion	Black Board
<b>UNIT –6 DYNAMISM</b>				
6.1	Routing Protocols for Ad Hoc Mobile Wireless Networks	2	Discussion	Black Board
6.2	Broadband Communications Networks	3	Discussion	Black Board

**INTERNAL - UG**

Levels	C1	C2	C3	C4	C5	Total Scholastic Marks	Non Scholastic Marks C6	CIA Total	% of Assessment
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	T1 10 Mks	T2 10 Mks	Qui z 5 Mks	Assignmen t 5 Mks	OBT/PP T 5 Mks	35 Mks.	5 Mks.	40Mks	
<b>K1</b>	<b>2</b>	<b>2</b>	<b>-</b>	<b>-</b>	<b>-</b>	<b>4</b>	<b>-</b>	<b>4</b>	<b>10 %</b>
<b>K2</b>	<b>2</b>	<b>2</b>	<b>5</b>	<b>-</b>	<b>-</b>	<b>9</b>	<b>-</b>	<b>9</b>	<b>22.5 %</b>
<b>K3</b>	<b>3</b>	<b>3</b>	<b>-</b>	<b>-</b>	<b>5</b>	<b>11</b>	<b>-</b>	<b>11</b>	<b>27.5 %</b>
<b>K4</b>	<b>3</b>	<b>3</b>	<b>-</b>	<b>5</b>	<b>-</b>	<b>11</b>	<b>-</b>	<b>11</b>	<b>27.5 %</b>
<b>Non Scholasti c</b>	<b>-</b>	<b>-</b>	<b>-</b>	<b>-</b>	<b>-</b>		<b>5</b>	<b>5</b>	<b>12.5 %</b>
<b>Total</b>	<b>10</b>	<b>10</b>	<b>5</b>	<b>5</b>	<b>5</b>	<b>35</b>	<b>5</b>	<b>40</b>	<b>100 %</b>

**End Semester - UG**

Levels	Section A (i) 5 Mks.	Section A (ii) 5 Mks	Section B 8 Mks.	Section C 12 Mks	Section D 20 Mks.	Section E 10 Mks.	Total 60Mks.	
<b>K1</b>	<b>5</b>	<b>5</b>	<b>-</b>	<b>4</b>	<b>-</b>	<b>-</b>	<b>14</b>	<b>23.33 %</b>
<b>K2</b>	<b>-</b>	<b>-</b>	<b>8</b>	<b>4</b>	<b>-</b>	<b>-</b>	<b>12</b>	<b>20 %</b>
<b>K3</b>	<b>-</b>	<b>-</b>	<b>-</b>	<b>-</b>	<b>20</b>	<b>-</b>	<b>20</b>	<b>33.33 %</b>
<b>K4</b>	<b>-</b>	<b>-</b>	<b>-</b>	<b>4</b>	<b>-</b>	<b>10</b>	<b>14</b>	<b>23.34 %</b>
<b>Total</b>	<b>5</b>	<b>5</b>	<b>8</b>	<b>12</b>	<b>20</b>	<b>10</b>	<b>60</b>	<b>100 %</b>

CIA	
Scholastic	<b>35</b>
Non Scholastic	<b>5</b>

	<b>40</b>
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## EVALUATION PATTERN

SCHOLASTIC					NON - SCHOLASTIC	MARKS		
C1	C2	C3	C4	C5	C6	CIA	ESE	Total
10	10	5	5	5	5	40	60	100

### UG CIA Components

				Nos				
<b>C1</b>	-	Test (CIA 1)		1	-	10	Mks	
<b>C2</b>	-	Test (CIA 2)		1	-	10	Mks	
<b>C3</b>	-	Assignment		1	-	5	Mks	
<b>C4</b>	-	Open Book Test/PPT		2 *	-	5	Mks	
<b>C5</b>	-	Quiz		2 *	-	5	Mks	
<b>C6</b>	-	Attendance			-	5	Mks	

***\*The best out of two will be taken into account***

## COURSE OUTCOMES

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

NO	COURSE OUTCOMES	KNOWLEDGE LEVEL (ACCORDING	PSOs ADDRESSE
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		<b>TO REVISED BLOOM'S TAXONOMY)</b>	<b>D</b>
CO 1	Describe the components of a data communications system.	K1& K2	PSO1& PSO2
CO 2	Identify key considerations in selecting various switching techniques and various transmission media in networks.	K1& K2	PSO1& PSO2
CO 3	Describe the various types of Protocols in Network layer and their features.	K1& K2	PSO3 & PSO4
CO 4	Illustrates the functionality of transport layer and their corresponding protocols.	K1, K2& K3	PSO3 & PSO6
CO 5	Analyze different usage of application layer protocols.	K3& K4	PSO7

### Mapping of COs with PSOs

CO/PSO	PSO1	PSO2	PSO3	PSO4	PSO5	PSO6	PSO7	PSO8
CO1	3	3	2	2	2	1	1	1
CO2	3	3	2	2	2	2	2	1
CO3	1	2	3	3	1	1	2	2
CO4	2	2	3	1	2	3	2	2
CO5	1	1	1	1	1	2	3	2

### Mapping of COs with POs

CO/ PSO	PO1	PO2	PO3	PO4
CO1	2	1	3	1
CO2	2	1	1	3

<b>C03</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>1</b>
<b>C04</b>	<b>1</b>	<b>3</b>	<b>1</b>	<b>1</b>
<b>C05</b>	<b>1</b>	<b>1</b>	<b>3</b>	<b>1</b>

**Note:** ♦ Strongly Correlated – 3                      ♦ Moderately Correlated – 2                      ♦  
Weakly Correlated -1

**COURSE DESIGNER:**

**1. Staff Name: MRS. V. MAGESHWARI**

**Forwarded By**



**V. Mageshwari**

**HOD'S  
Signature**

Skill Development 100%

**III B.Sc. Information Technology****SEMESTER – V***For those who joined in 2019 onwards*

PROGRAMM E CODE	COURSE CODE	COURSE TITLE	CATEGOR Y	HRS/WEE K	CREDIT S
USIT	19I5ME 1	DATA MINING CONCEPTS	Lecture	5	5

**COURSE DESCRIPTION**

This course introduces the basic concepts, principles, methods, implementation techniques, and applications of data mining.

**COURSE OBJECTIVES**

To facilitate the student to understand the concepts of data mining and to understand various techniques involved in data mining.

**UNITS****UNIT –I DATA MINING AND APPLICATIONS (14 HRS.)**

Data mining concepts – Database & Data Warehouse - Data Mining functionalities - Technologies used - Data Mining Applications – **Major Issues in Data Mining(Self Study).**

**UNIT –II DATA PREPROCESSING (14 HRS.)**

Preprocessing the data – Data cleaning – Data Integration – Data Reduction – Data Transformation and **Data Discretization (Self Study).**

**UNIT –III DATA MINING TECHNIQUES (14 HRS.)**

Mining Frequent Patterns - Association Rule Mining – The Apriori Algorithm – FP Growth - Correlation Analysis.



**UNIT –IV CLASSIFICATION****(14 HRS.)**

Classification – Decision Tree induction - Constructing decision tree – ID3 algorithm – Pruning – Bayesian Classification – Rule Based Classification.

**UNIT –V CLUSTERING AND ADVANCED DATA MINING CONCEPTS****(14 HRS.)**

Cluster Analysis – Clustering Methods – Partitioning Methods - Hierarchical Methods – Density Based Methods – Outlier Analysis – **Web Mining , Text Mining, Mining Multimedia Data and Mining data Streams (Self Study).**

**UNIT –VI DYNAMISM (Evaluation Pattern-CIA only)****(5 HRS.)**

Artificial Neural Networks - Genetic algorithm

**TEXT BOOK:**

1. Han, Jiawei, Jian Pei, and Micheline Kamber. Data mining: concepts and techniques. Elsevier, 2011. Chapters: 1, 13.3, 3, 6, 8.1- 8.4, 10.1 – 10.4.12.1, 13.1.3

**REFERENCES:**

1. Pujari, Arun K. Data mining techniques. Universities press, 2001.
2. Adriaans, Pieter, and Dolf Zantinge. "Data Mining. 1996." Addison-Wesley, Harlow.

**Digital Open Educational Resources (DOER):**

1. Data Mining Tutorial - Tutorialspoint  
[https://www.tutorialspoint.com/data\\_mining/index.htm](https://www.tutorialspoint.com/data_mining/index.htm)
2. Data Mining Tutorial  
<https://www.tutorialride.com/data-mining/data-mining-tutorial.htm>

**COURSE CONTENTS & LECTURE SCHEDULE:**

<b>Module No.</b>	<b>Topic</b>	<b>No. of Lectures</b>	<b>Teaching Pedagogy</b>	<b>Teaching Aids</b>
<b>UNIT -1 DATA MINING AND APPLICATIONS</b>				
1.1	Data mining concepts	2	Discussion	Black Board
1.2	Database	2	Chalk & Talk	Black Board
1.3	Data Warehouse	2	Lecture	LCD
1.4	Data Mining functionalities	2	Lecture	LCD
1.5	Technologies used	2	Chalk & Talk	Black Board
1.6	Data Mining Applications	2	Chalk & Talk	Black Board
1.7	Major Issues in Data Mining (Self Study)	2	Discussion	Google classroom
<b>UNIT -2 DATA PREPROCESSING</b>				
2.1	Preprocessing the data	2	Lecture	PPT & White board
2.2	Why we need preprocessing	2	Chalk & Talk	Green Board
2.3	Data cleaning	2	Chalk & Talk	Black Board
2.4	Data Integration	2	Discussion	Google classroom
2.5	Data Reduction	2	Chalk & Talk	Black Board
2.6	Data Transformation	2	Chalk & Talk	Black Board
2.7	Data Discretization (Self Study)	2	Lecture	Google classroom
<b>UNIT – 3 DATA MINING TECHNIQUES</b>				
3.1	Mining Frequent Patterns	2	Discussion	PPT & White board
3.2	Association Rule Mining	2	Chalk & Talk	Green Board
3.3	ARM Algorithm	2	Chalk & Talk	Black Board
3.4	The Apriori Introduction	2	Chalk & Talk	Black Board

<b>Module No.</b>	<b>Topic</b>	<b>No. of Lectures</b>	<b>Teaching Pedagogy</b>	<b>Teaching Aids</b>
3.5	Apriori Algorithm	2	Discussion	Black Board
3.6	FP Growth Algorithm	2	Lecture	PPT & White board
3.7	Correlation Analysis	2	Lecture	Black Board
<b>UNIT – 4 CLASSIFICATION</b>				
4.1	Classification	2	Discussion	PPT & White board
4.2	Decision Tree induction	2	Chalk & Talk	Green Board
4.3	Constructing decision tree	2	Chalk & Talk	Black Board
4.4	ID3 algorithm	2	Chalk & Talk	Black Board
4.5	Pruning	2	Discussion	Black Board
4.6	Bayesian Classification	2	Lecture	Green Board
4.7	Rule Based Classification	2	Chalk & Talk	Black Board
<b>UNIT – 5 CLUSTERING AND ADVANCED DATA MINING CONCEPTS</b>				
5.1	Cluster Analysis	2	Lecture	PPT & White board
5.2	Clustering Methods	2	Discussion	PPT & White board
5.3	Partitioning Methods	2	Lecture	Black Board
5.4	Hierarchical Methods	2	Chalk & Talk	Black Board
5.5	Density Based Methods	2	Chalk & Talk	Black Board
5.6	Outlier Analysis	2	Chalk & Talk	Black Board
5.7	Web Mining , Text Mining, Mining Multimedia Data and Mining data Streams (Self Study)	2	Chalk & Talk	Black Board
<b>UNIT –6 DYNAMISM</b>				
6.1	Artificial Neural Networks	2	Discussion	Black Board

<b>Module No.</b>	<b>Topic</b>	<b>No. of Lectures</b>	<b>Teaching Pedagogy</b>	<b>Teaching Aids</b>
6.2	Genetic algorithm	3	Discussion	Black Board

**INTERNAL - UG**

<b>Levels</b>	<b>C1</b>	<b>C2</b>	<b>C3</b>	<b>C4</b>	<b>C5</b>	<b>Total Scholastic Marks</b>	<b>Non Scholastic Marks C6</b>	<b>CIA Total</b>	<b>% of Assessment</b>
	<b>T1</b>	<b>T2</b>	<b>Quiz</b>	<b>Assignment</b>	<b>OBT/PP T</b>				
	10 Mks.	10 Mks.	5 Mks.	5 Mks	5 Mks	35 Mks.	5 Mks.	40Mks.	
<b>K1</b>	2	2	-	-	-	4	-	4	10 %
<b>K2</b>	2	2	5	-	-	9	-	9	22.5 %
<b>K3</b>	3	3	-	-	5	11	-	11	27.5 %
<b>K4</b>	3	3	-	5	-	11	-	11	27.5 %
<b>Non Scholastic</b>	-	-	-	-	-		5	5	12.5 %
<b>Total</b>	10	10	5	5	5	35	5	40	100 %

**End Semester - UG**

Levels	Section A (i) 5 Mks.	Section A (ii) 5 Mks	Section B 8 Mks.	Section C 12 Mks	Section D 20 Mks.	Section E 10 Mks.	Total 60Mks.	
K1	5	5	-	4	-	-	14	23.33 %
K2	-	-	8	4	-	-	12	20 %
K3	-	-	-	-	20	-	20	33.33 %
K4	-	-	-	4	-	10	14	23.34 %
Total	5	5	8	12	20	10	60	100 %

CIA	
Scholastic	35
Non Scholastic	5
	40

### EVALUATION PATTERN

SCHOLASTIC					NON - SCHOLASTIC	MARKS		
C1	C2	C3	C4	C5	C6	CIA	ESE	Total
10	10	5	5	5	5	40	60	100

**UG CIA Components**

		<b>Nos</b>	
<b>C1</b>	- Test (CIA 1)	1	- 10 Mks
<b>C2</b>	- Test (CIA 2)	1	- 10 Mks
<b>C3</b>	- Assignment	1	- 5 Mks
<b>C4</b>	- Open Book Test/PPT	2 *	- 5 Mks
<b>C5</b>	- Quiz	2 *	- 5 Mks
<b>C6</b>	- Attendance		- 5 Mks

***\*The best out of two will be taken into account***

**COURSE OUTCOMES**

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

<b>NO</b>	<b>COURSE OUTCOMES</b>	<b>KNOWLEDGE LEVEL (ACCORDING TO REVISED BLOOM'S TAXONOMY)</b>	<b>PSOs ADDRESSED</b>
CO 1	Identify data mining tools and techniques in building intelligent machines.	K1& K2	PSO1& PSO2
CO 2	Understand different preprocessing techniques.	K1& K2	PSO3
CO 3	Analyze various data mining algorithms while applying in real time applications.	K4	PSO6
CO 4	Compare various supervised and unsupervised learning techniques in data mining.	K2 & K4	PSO7 & PSO8
CO 5	Illustrate the mining techniques like association, classification and clustering.	K2 & K4	PSO7 & PSO8

**Mapping of COs with PSOs****HOD'S**

CO/PSO	PSO1	PSO2	PSO3	PSO4	PSO5	PSO6	PSO7	PSO8
CO1	3	3	2	2	2	1	1	1
CO2	1	2	3	2	2	2	2	1
CO3	1	1	2	2	2	3	2	2
CO4	2	2	2	3	2	2	3	3
CO5	1	1	1	1	1	2	3	3

**Mapping of COs with POs**

CO/ PSO	PO1	PO2	PO3	PO4
CO1	1	1	1	1
CO2	3	1	3	1
CO3	1	2	1	3
CO4	1	3	1	1
CO5	1	1	3	1

**Note:** ♦ Strongly Correlated – 3  
WeaklyCorrelated -1

♦ ModeratelyCorrelated – 2

♦

**COURSE DESIGNER:**

**1. Staff Name: MRS. V. JANE VARAMANI SULEKHA**

**Forwarded By**



**V. Mageshwari**

**Skill Development 100%**

### III B.Sc. Information Technology

#### SEMESTER – V

*For those who joined in 2019 onwards*

PROGRAM ME CODE	COURSE CODE	COURSE TITLE	CATEGOR Y	HRS/WEE K	CREDIT S
USIT	19I5ME2	SOFT COMPUTING	Lecture	5	5

#### COURSE DESCRIPTION

This course introduces the basic concepts, principles, methods, implementation techniques, and applications of Soft computing.

#### COURSE OBJECTIVES

To facilitate the student to understand the concepts of Neural Networks and to understand various techniques involved in Soft computing.

#### UNITS

##### UNIT –I INTRODUCTION

**(14 HRS.)**

Neural Networks-Application Scope of Neural Networks-fuzzy logic-genetic algorithm-Hybrid systems- Artificial Neural Network: Fundamental Concepts- Artificial neural network-Biological neural network-Brain vs. computer- **Evolution of neural network(self study).**

##### UNIT –II ANN

**(14 HRS.)**

Basic models of ANN-Important Terminologies of ANN- Supervised learning Networks- Perceptron Networks- Theory-perceptron learning rule- architecture- flowchart of training process- perceptron training algorithm for single output classes- perception testing algorithm

##### UNIT –III FUZZY LOGIC, CLASSIC SETS AND FUZZY SETS

**(14 HRS.)**



Introduction to fuzzy logic- Classical Sets- Operations on classical Sets – Union- Intersection – Complements-Difference-Fuzzy sets- Fuzzy set operation-Union- Intersection –**Complement – More operation on Fuzzy sets (self study).**

#### **UNIT –IV GENETIC ALGORITHM**

**(14 HRS.)**

Need of genetic algorithm-Biological background-the cell-chromosomes-genetics-reproduction-natural selection-**Traditional optimization and search techniques (self study).**

#### **UNIT –V HYBRID SYSTEMS**

**(14 HRS.)**

**Hybrid Systems:** Introduction: Neuro-fuzzy Hybrid Systems- Comparison of fuzzy systems with neural networks-characteristics of neuro fuzzy hybrid systems-Adaptive Neuro Fuzzy Inference system-Properties of genetic Neuro hybrid systems-Genetic algorithm Based back propagation network.

#### **UNIT –VI DYNAMISM (Evaluation Pattern-CIA only)**

**(5 HRS.)**

Evolutionary computation, and probabilistic theory

#### **TEXT BOOK:**

1. “Principles of Soft Computing” Second Edition- S.N.Sivanandam , S.N. Deepa-Wiley India pvt.Ltd.,

#### **REFERENCES:**

1. Genetic Algorithms: Search and Optimization, E. Goldberg.
2. Neuro-Fuzzy Systems, Chin Teng Lin, C. S. George Lee, PHI.
3. Build\_Neural\_Network\_With\_MS\_Excel\_sample by Joe choong
4. Neural Networks, Fuzzy Logic and Genetic Algorithms: Synthesis & Applications, S.Rajasekaran, G. A. Vijayalakshami, PHI.

#### **Digital Open Educational Resources (DOER):**

1. <http://digitalthinkerhelp.com/what-is-soft-computing-and-its-applications-and-techniques>
2. [https://www.tutorialspoint.com/fuzzy\\_logic/index.html](https://www.tutorialspoint.com/fuzzy_logic/index.html)
3. <https://nptel.ac.in/courses/106105173/>

**COURSE CONTENTS & LECTURE SCHEDULE:**

<b>Module No.</b>	<b>Topic</b>	<b>No. of Lectures</b>	<b>Teaching Pedagogy</b>	<b>Teaching Aids</b>
<b>UNIT -1 INTRODUCTION</b>				
1.1	Neural Networks-Application Scope of Neural Networks	2	Discussion	Black Board
1.2	fuzzy logic-genetic algorithm	2	Chalk & Talk	Black Board
1.3	Hybrid systems	2	Lecture	LCD
1.4	Artificial Neural Network: Fundamental Concepts	2	Lecture	LCD
1.5	Artificial neural network	2	Chalk & Talk	Black Board
1.6	Biological neural network-Brain vs. computer	2	Chalk & Talk	Black Board
1.7	Evolution of neural network(self study).	2	Discussion	Google classroom
<b>UNIT -2 ANN</b>				
2.1	Basic models of ANN-Important Terminologies of ANN	2	Lecture	PPT & White board
2.2	Supervised learning Networks- Perceptron Networks	2	Chalk & Talk	Green Board
2.3	Theory-perceptron learning rule	2	Chalk & Talk	Black Board
2.4	architecture- flowchart of training process	2	Discussion	Google classroom
2.5	perceptron training algorithm for single output classes	3	Chalk & Talk	Black Board
2.6	perception testing algorithm	3	Chalk & Talk	Black Board
<b>UNIT – 3 FUZZY LOGIC</b>				
3.1	Introduction to fuzzy logic- Classical Sets	2	Discussion	PPT & White board
3.2	Operations on classical Sets	2	Chalk & Talk	Green Board
3.3	Union- Intersection	2	Chalk & Talk	Black Board

<b>Module No.</b>	<b>Topic</b>	<b>No. of Lectures</b>	<b>Teaching Pedagogy</b>	<b>Teaching Aids</b>
3.4	Complements-Difference	2	Chalk & Talk	Black Board
3.5	Fuzzy sets- Fuzzy set operation	2	Discussion	Black Board
3.6	Union-Intersection – Complement	2	Lecture	PPT & White board
3.7	More operation on Fuzzy sets (self study).	2	Lecture	Black Board
<b>UNIT – 4 GENETIC ALGORITHM</b>				
4.1	Need of genetic algorithm	2	Discussion	PPT & White board
4.2	Biological background	2	Chalk & Talk	Green Board
4.3	the cell-chromosomes	2	Chalk & Talk	Black Board
4.4	genetics-reproduction-natural selection	4	Chalk & Talk	Black Board
4.5	Traditional optimization and search techniques (self study).	4	Discussion	Black Board
<b>UNIT – 5 HYBRID SYSTEMS</b>				
5.1	Introduction: Neuro-fuzzy Hybrid Systems	2	Lecture	PPT & White board
5.2	Comparison of fuzzy systems with neural networks- characteristics of neuro fuzzy hybrid systems-	2	Discussion	PPT & White board
5.3	Adaptive Neuro Fuzzy Inference system	2	Lecture	Black Board
5.4	Properties of genetic Neuro hybrid systems	4	Chalk & Talk	Black Board
5.5	Genetic algorithm Based back propagation network.	4	Chalk & Talk	Black Board
<b>UNIT –6 DYNAMISM</b>				
6.1	evolutionary computation	2	Discussion	Black Board

<b>Module No.</b>	<b>Topic</b>	<b>No. of Lectures</b>	<b>Teaching Pedagogy</b>	<b>Teaching Aids</b>
6.2	probabilistic theory	3	Discussion	Black Board

**INTERNAL - UG**

<b>Levels</b>	<b>C1</b>	<b>C2</b>	<b>C3</b>	<b>C4</b>	<b>C5</b>	<b>Total Scholastic Marks</b>	<b>Non Scholastic Marks C6</b>	<b>CIA Total</b>	<b>% of Assessment</b>
	<b>T1</b>	<b>T2</b>	<b>Quiz</b>	<b>Assignment</b>	<b>OBT/PP T</b>				
	10 Mks.	10 Mks.	5 Mks.	5 Mks	5 Mks	35 Mks.	5 Mks.	40Mks.	
<b>K1</b>	2	2	-	-	-	4	-	4	10 %
<b>K2</b>	2	2	5	-	-	9	-	9	22.5 %
<b>K3</b>	3	3	-	-	5	11	-	11	27.5 %
<b>K4</b>	3	3	-	5	-	11	-	11	27.5 %
<b>Non Scholastic</b>	-	-	-	-	-		5	5	12.5 %
<b>Total</b>	10	10	5	5	5	35	5	40	100 %

**End Semester - UG**

Levels	Section A (i) 5 Mks.	Section A (ii) 5 Mks	Section B 8 Mks.	Section C 12 Mks	Section D 20 Mks.	Section E 10 Mks.	Total 60Mks.	
K1	5	5	-	4	-	-	14	23.33 %
K2	-	-	8	4	-	-	12	20 %
K3	-	-	-	-	20	-	20	33.33 %
K4	-	-	-	4	-	10	14	23.34 %
Total	5	5	8	12	20	10	60	100 %

CIA	
Scholastic	35
Non Scholastic	5
	40

**EVALUATION PATTERN**

SCHOLASTIC					NON - SCHOLASTIC	MARKS		
C1	C2	C3	C4	C5	C6	CIA	ESE	Total
10	10	5	5	5	5	40	60	100

**UG CIA Components**

		<b>Nos</b>	
<b>C1</b>	- Test (CIA 1)	1	- 10 Mks
<b>C2</b>	- Test (CIA 2)	1	- 10 Mks
<b>C3</b>	- Assignment	1	- 5 Mks
<b>C4</b>	- Open Book Test/PPT	2 *	- 5 Mks
<b>C5</b>	- Quiz	2 *	- 5 Mks
<b>C6</b>	- Attendance		- 5 Mks

***\*The best out of two will be taken into account***

**COURSE OUTCOMES**

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

<b>NO</b>	<b>COURSE OUTCOMES</b>	<b>KNOWLEDGE LEVEL (ACCORDING TO REVISED BLOOM'S TAXONOMY)</b>	<b>PSOs ADDRESSED</b>
CO 1	To Improve Data Analysis Solutions is to strengthen the dialogue between the statistics and soft computing	K1& K2	PSO1& PSO2
CO 2	To understand the fundamental theory and concepts of neural networks, neuro-modeling, several neural network paradigms and its applications.	K1& K2	PSO3
CO 3	To understand the concepts of fuzzy sets, knowledge representation using fuzzy rules, approximate reasoning, fuzzy inference systems, and fuzzy logic control and other machine intelligence applications of fuzzy logic	K4	PSO6
CO 4	To understand the basics of an evolutionary computing paradigm known as genetic algorithms and its application to engineering optimization problems.	K2 & K4	PSO7 & PSO8
CO 5	To analyze Artificial Neural Networks and its applications.	K2 & K4	PSO7 & PSO8

**Mapping of COs with PSOs**

CO/PSO	PSO1	PSO2	PSO3	PSO4	PSO5	PSO6	PSO7	PSO8
CO1	3	3	2	2	2	1	1	1
CO2	2	2	3	2	2	2	2	1
CO3	2	2	2	2	2	3	2	2
CO4	2	2	1	2	2	2	3	3
CO5	2	2	2	2	2	1	3	3

**Mapping of COs with POs**

CO/ PSO	PO1	PO2	PO3	PO4
CO1	3	1	1	1
CO2	1	1	3	1
CO3	1	2	1	3
CO4	1	1	1	1
CO5	1	1	1	1

Note: ♦ Strongly Correlated – 3  
 ♦ Weakly Correlated -1

♦ Moderately Correlated – 2

**COURSE DESIGNER:**

1. Staff Name: MRS.T. LEENA PREMA KUMARI

**Forwarded By**



**V. Mageshwari**

**HOD'S**

**Signature**

**III B.Sc. Information Technology****SEMESTER – V****Employability 100%***For those who joined in 2019 onwards*

PROGRAM ME CODE	COURSE CODE	COURSE TITLE	CATEGOR Y	HRS/WEE K	CREDIT S
USIT	19I5SB3	SKILL BASED - WEB TECHNOLOG Y	Practical	2	2

**COURSE DESCRIPTION**

This course gives hands on experience in Web development Technologies.

**COURSE OBJECTIVES**

To develop the skills and project-based experience needed for entry into web application and development careers.

**PROGRAM LIST****HTML Programs**

1. Web page with heading, font, <HR> and marquee tags
2. Web page linking
3. Web page using <a> tag with target attributes.
4. Web page using table tag
5. Web page using forms and list tags
6. Web page with text fields, radio button and combo box.
7. Image map for given image.

**CSS**

1. Styling page with CSS
2. Validating page with CSS
3. Different Borders using CSS
4. Different margin using CSS
5. Font and Text using CSS
6. Positioning

**Java Script**

1. Displaying a popup using Javascript
2. Form validation
3. Email validation



## 4. Regular expression validation

**XML**

1. Creating CD Catalog using XML
2. Creating Plant Catalog using XML
3. Creating Food Menu using XML
4. Creating food menu styled with an XSLT style sheet
5. XML and DTD
6. XML and CSS
7. DTD and XSD

**REFERENCES:**

Web Technology : A Developers Perspective – second edition - N P Gopalan, J Akilandeswari, Prentice Hall of India Pvt. Ltd., New Delhi, 2008.

**Digital Open Educational Resources (DOER) :**

1. <https://www.w3schools.com>
2. <https://www.tutorialspoint.com/php/index.htm>

**COURSE CONTENTS & LECTURE SCHEDULE**

Module No.	Topic	No. of Lectures	Teaching Pedagogy	Teaching Aids
1	Web page with heading, font, <HR> and marquee tags	3	Demonstration	Desktop PC
2	Web page linking	3	Demonstration	Desktop PC
3	Web page using <a> tag with target attributes.	3	Demonstration	Desktop PC
4	Web page using table tag	3	Demonstration	Desktop PC
5	Web page using forms and list tags	3	Demonstration	Desktop PC
6	Web page with text fields, radio button and combo box.	3	Demonstration	Desktop PC
7	Image map for given image.	3	Demonstration	Desktop PC
8	Styling page with CSS	3	Demonstration	Desktop PC
9	Validating page with CSS	3	Demonstration	Desktop PC

<b>Module No.</b>	<b>Topic</b>	<b>No. of Lectures</b>	<b>Teaching Pedagogy</b>	<b>Teaching Aids</b>
10	Different Borders using CSS	3	Demonstration	Desktop PC
11	Different margin using CSS	3	Demonstration	Desktop PC
12	Font and Text using CSS	3	Demonstration	Desktop PC
13	Positioning	3	Demonstration	Desktop PC
14	Displaying a popup using Javascript	3	Demonstration	Desktop PC
15	Form validation	3	Demonstration	Desktop PC
16	Email validation	3	Demonstration	Desktop PC
17	Regular expression validation	3	Demonstration	Desktop PC
18	Creating CD Catalog using XML	3	Demonstration	Desktop PC
19	Creating Plant Catalog using XML	3	Demonstration	Desktop PC
20	Creating Food Menu using XML	3	Demonstration	Desktop PC
21	Creating food menu styled with an XSLT style sheet	3	Demonstration	Desktop PC
22	XML and DTD	4	Demonstration	Desktop PC
23	XML and CSS	4	Demonstration	Desktop PC
24	DTD and XSD	4	Demonstration	Desktop PC

**INTERNAL - UG**

<b>Levels</b>	<b>C1</b>	<b>C2</b>	<b>C3</b>	<b>C4</b>	<b>C5</b>	<b>Total Scholastic Marks</b>	<b>Non Scholastic Marks C6</b>	<b>CIA Total</b>	<b>% of Assessment</b>
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	T1 10 Mks	T2 10 Mks	Qui z 5 Mks	Assignmen t 5 Mks	OBT/PP T 5 Mks	35 Mks.	5 Mks.	40Mks	
K1	2	2	-	-	-	4	-	4	10 %
K2	2	2	5	-	-	9	-	9	22.5 %
K3	3	3	-	-	5	11	-	11	27.5 %
K4	3	3	-	5	-	11	-	11	27.5 %
Non Scholasti c	-	-	-	-	-		5	5	12.5 %
Total	10	10	5	5	5	35	5	40	100 %

### End Semester - UG

Levels	Section A (i) 5 Mks.	Section A (ii) 5 Mks	Section B 8 Mks.	Section C 12 Mks	Section D 20 Mks.	Section E 10 Mks.	Total 60Mks.	
K1	5	5	-	4	-	-	14	23.33 %
K2	-	-	8	4	-	-	12	20 %
K3	-	-	-	-	20	-	20	33.33 %
K4	-	-	-	4	-	10	14	23.34 %
Total	5	5	8	12	20	10	60	100 %

CIA	
Scholastic	35
Non Scholastic	5
	40

### EVALUATION PATTERN

SCHOLASTIC					NON - SCHOLASTIC	MARKS		
C1	C2	C3	C4	C5	C6	CIA	ESE	Total

10	10	5	5	5	5	40	60	100
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### UG CIA Components

		Nos	
<b>C1</b>	- Test (CIA 1)	1	- 10 Mks
<b>C2</b>	- Test (CIA 2)	1	- 10 Mks
<b>C3</b>	- Assignment	1	- 5 Mks
<b>C4</b>	- Open Book Test/PPT	2 *	- 5 Mks
<b>C5</b>	- Quiz	2 *	- 5 Mks
<b>C6</b>	- Attendance		- 5 Mks

***\*The best out of two will be taken into account***

### COURSE OUTCOMES

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

NO	COURSE OUTCOMES	KNOWLEDGE LEVEL (ACCORDING TO REVISED BLOOM'S TAXONOMY)	PSOs ADDRESSED
CO 1	Explain Various HTML tags.	K2 & K3	PSO1& PSO2
CO 2	Design webpages with advanced HTML controls.	K2 & K3	PSO3 & PSO5
CO 3	Design Web pages using CSS.	K2 & K3	PSO2, PSO3, PSO5 & PSO8
CO 4	Develop client side Scripting using JavaScript.	K2 & K3	PSO2, PSO3, PSO5 & PSO8
CO 5	Develop webpages with XML.	K2 & K3	PSO2, PSO3, PSO5 & PSO8

### Mapping of COs with PSOs

CO/PSO	PSO1	PSO2	PSO3	PSO4	PSO5	PSO6	PSO7	PSO8
CO1	3	3	2	2	2	1	1	1
CO2	1	2	3	2	3	2	2	1
CO3	1	3	3	2	3	2	2	3
CO4	2	3	3	2	3	2	2	3
CO5	1	3	3	1	3	2	1	3

### Mapping of COs with POs

CO/ PSO	PO1	PO2	PO3	PO4
CO1	1	1	1	1
CO2	1	1	1	1
CO3	1	2	1	1
CO4	1	1	1	1
CO5	1	1	1	1

**Note:** ♦ Strongly Correlated – 3                      ♦ Moderately Correlated – 2                      ♦  
Weakly Correlated -1

### COURSE DESIGNER:

1. Staff Name: MRS. V. JANE VARAMANI SULEKHA

Forwarded By



**V. Mageshwari**

**HOD'S  
Signature**

**III B.Sc. Information Technology****SEMESTER – V****Employability 100%***For those who joined in 2019 onwards*

PROGRAM ME CODE	COURSE CODE	COURSE TITLE	CATEGOR Y	HRS/WEE K	CREDIT S
USIT	19I5SB4	SKILL BASED - PHP	Practical	2	2

**COURSE DESCRIPTION**

This is a Web scripting language PHP able to build dynamic Web applications. Semantics and syntax of the PHP language, including discussion on the practical problems that PHP solves.

**COURSE OBJECTIVES**

The objective of this course is to provide the necessary knowledge to design and develop dynamic, database-driven web applications using PHP.

**UNITS****Unit 1: Introduction to Web****(6 HRS)**

Introduction - WWW architecture- Fundamentals of HTML - Text formatting tags - Marquee & Inserting images, Links - Lists - Creating tables - Frames - Working with form elements.

**Unit II: Cascading Style Sheets & JavaScripts****(6 HRS)**

CSS introduction - CSS properties - Controlling Fonts, Text formatting - Text-pseudo classes, Selectors, Links, Backgrounds, Lists - Introduction to JavaScript - Functions and events - Popup boxes-alert, prompt, confirm box - Built-in objects, writing JavaScript form validation

**Unit III: Introduction to PHP****(6 HRS)**

Introduction - Server side scripting - Role of web server software - PHP comments, variables - echo and print - PHP operators, data types - Branching statements - Loops - Arrays

**Unit IV:PHP functions, Cookie, Error Handling (6 HRS)**

PHP functions - PHP form - Passing information between pages, \$\_GET, \$\_POST, \$\_REQUEST. - String functions - session and cookie management - Error handling in PHP

**Unit V: PHP with MYSQL (6 HRS)**

Functions for MySQL connectivity and operation- mysql\_connect, mysql\_select\_db, mysql\_query - mysql\_fetch\_row, mysql\_fetch\_array, mysql\_result, mysql\_list\_fields, mysql\_num\_fields, insertion - Updation and deletion of data using PHP - Displaying data from MySQL in webpage

**REFERENCES:**

1. Dave W Mercer, Allan Kent, Steven D Nowicki, David Mercer, Dan Squier, Wankyu Choi - Beginning PHP, Wiley Publishing, Inc
2. Ivan Bayross -“HTML, DHTML, JavaScript, Pearl & CGI”, Fourth Revised Edition, BPB Publication
3. “Programming PHP”,RasmusLerdorf and Kevin Tatore, Shroff Publishers & Distributors Pvt.Ltd
4. “Beginning PHP”, Dave W Mercer, Allan Kent, Steven D Nowicki, David Mercer, Dan Squier, Wankyu Choi, Wiley Publishing

**Digital Open Educational Resources (DOER):**

1. <https://www.tutorialspoint.com › php>
2. <https://www.php.net › manual › tutorial>

**COURSE CONTENTS & LECTURE SCHEDULE:**

<b>Module No.</b>	<b>Topic</b>	<b>No. of Lectures</b>	<b>Teaching Pedagogy</b>	<b>Teaching Aids</b>
<b>UNIT -1 INTRODUCTION TO WEB</b>				
1.1	Introduction - WWW architecture	2	Demonstration	Desktop PC
1.2	Fundamentals of HTML	1	Demonstration	Desktop PC
1.3	Text formatting tags, Lists Creating tables	1	Demonstration	Desktop PC
1.4	Marquee & Inserting images, Links	1	Demonstration	Desktop PC
1.5	Frames, Working with form elements	1	Demonstration	Desktop PC
<b>UNIT -2 CASCADING STYLE SHEETS&amp; JAVASCRIPTS</b>				
2.1	CSS introduction - CSS properties - Controlling Fonts	2	Demonstration	Desktop PC
2.2	Text formatting - Text- pseudo classes, Selectors, Links, Backgrounds, Lists	1	Demonstration	Desktop PC
2.3	Introduction to Java Script - Functions and events - Popup boxes-alert, prompt, conform box	2	Demonstration	Desktop PC
2.4	Built-in objects, writing JavaScript form validation	1	Demonstration	Desktop PC
<b>UNIT -3INTRODUCTION TO PHP</b>				
3.1	Introduction, Server side scripting, Role of web server software	1	Demonstration	Desktop PC
3.2	PHP comments, variables - echo and print	1	Demonstration	Desktop PC
3.3	PHP operators, data types	1	Demonstration	Desktop PC
3.4	Branching statements ,Loops ,Arrays	1	Demonstration	Desktop PC
<b>UNIT -4 PHP FUNCTIONS, COOKIE, ERROR HANDLING</b>				
4.1	PHP Functions	2	Demonstration	Desktop PC



<b>Module No.</b>	<b>Topic</b>	<b>No. of Lectures</b>	<b>Teaching Pedagogy</b>	<b>Teaching Aids</b>
4.2	PHP form, Passing information between pages	1	Demonstration	Desktop PC
4.3	-, \$_GET, \$_POST, \$_REQUEST.	1	Demonstration	Desktop PC
4.4	String functions - session and cookie management	1	Demonstration	Desktop PC
4.5	Error handling in PHP	1	Demonstration	Desktop PC
<b>UNIT -5 PHP with MYSQL</b>				
5.1	Functions for MySQL connectivity and operation, insertion	1	Demonstration	Desktop PC
5.2	Queries on Select, Update	1	Demonstration	Desktop PC
5.3	Queries in fetch, List	1	Demonstration	Desktop PC
5.4	Updation and deletion of data using PHP	1	Demonstration	Desktop PC
5.5	Displaying data from MySQL in webpage	1	Demonstration	Desktop PC

**INTERNAL - UG**

Levels	C1	C2	C3	C4	C5	Total Scholasti c Marks	Non Scholasti c Marks C6	CIA Total	% of Assessmen t
	T1  10 Mks .	T2  10 Mks .	Qui z  5 Mks .	Assignmen t  5 Mks	OBT/PP T  5 Mks	35 Mks.	5 Mks.	40Mks .	
<b>K1</b>	<b>2</b>	<b>2</b>	<b>-</b>	<b>-</b>	<b>-</b>	<b>4</b>	<b>-</b>	<b>4</b>	<b>10 %</b>
<b>K2</b>	<b>2</b>	<b>2</b>	<b>5</b>	<b>-</b>	<b>-</b>	<b>9</b>	<b>-</b>	<b>9</b>	<b>22.5 %</b>
<b>K3</b>	<b>3</b>	<b>3</b>	<b>-</b>	<b>-</b>	<b>5</b>	<b>11</b>	<b>-</b>	<b>11</b>	<b>27.5 %</b>
<b>K4</b>	<b>3</b>	<b>3</b>	<b>-</b>	<b>5</b>	<b>-</b>	<b>11</b>	<b>-</b>	<b>11</b>	<b>27.5 %</b>
<b>Non Scholasti c</b>	<b>-</b>	<b>-</b>	<b>-</b>	<b>-</b>	<b>-</b>		<b>5</b>	<b>5</b>	<b>12.5 %</b>
<b>Total</b>	<b>10</b>	<b>10</b>	<b>5</b>	<b>5</b>	<b>5</b>	<b>35</b>	<b>5</b>	<b>40</b>	<b>100 %</b>

**End Semester - UG**

Levels	Section A (i)	Section A (ii)	Section B	Section C	Section D	Section E	Total	
	5 Mks.	5 Mks	8 Mks.	12 Mks	20 Mks.	10 Mks.	60Mks.	
<b>K1</b>	<b>5</b>	<b>5</b>	<b>-</b>	<b>4</b>	<b>-</b>	<b>-</b>	<b>14</b>	<b>23.33 %</b>
<b>K2</b>	<b>-</b>	<b>-</b>	<b>8</b>	<b>4</b>	<b>-</b>	<b>-</b>	<b>12</b>	<b>20 %</b>
<b>K3</b>	<b>-</b>	<b>-</b>	<b>-</b>	<b>-</b>	<b>20</b>	<b>-</b>	<b>20</b>	<b>33.33 %</b>
<b>K4</b>	<b>-</b>	<b>-</b>	<b>-</b>	<b>4</b>	<b>-</b>	<b>10</b>	<b>14</b>	<b>23.34 %</b>
<b>Total</b>	<b>5</b>	<b>5</b>	<b>8</b>	<b>12</b>	<b>20</b>	<b>10</b>	<b>60</b>	<b>100 %</b>

CIA	
Scholastic	<b>35</b>
Non Scholastic	<b>5</b>
	<b>40</b>

**EVALUATION PATTERN**

SCHOLASTIC					NON - SCHOLASTIC	MARKS		
C1	C2	C3	C4	C5	C6	CIA	ESE	Total
10	10	5	5	5	5	40	60	100

**UG CIA Components**

				Nos				
<b>C1</b>	-	Test (CIA 1)	1	-	10 Mks			
<b>C2</b>	-	Test (CIA 2)	1	-	10 Mks			
<b>C3</b>	-	Assignment	1	-	5 Mks			
<b>C4</b>	-	Open Book Test/PPT	2 *	-	5 Mks			
<b>C5</b>	-	Quiz	2 *	-	5 Mks			
<b>C6</b>	-	Attendance		-	5 Mks			

***\*The best out of two will be taken into account***

## COURSE OUTCOMES

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

NO	COURSE OUTCOMES	KNOWLEDGE LEVEL (ACCORDING TO REVISED BLOOM'S TAXONOMY)	PSOs ADDRESSED
CO 1	Describe fundamentals of web. Introduce the creation of static webpage using HTML.	K2 & K3	PSO1 & PSO2
CO 2	Describe the importance of CSS in web development	K2 & K3	PSO2 & PSO3
CO 3	Describe the function of JavaScript as a dynamic webpage creating tool	K2 & K3	PSO2, PSO3 & PSO7
CO 4	Distinguish PHP as a server side programming language	K2 & K3	PSO2, PSO3 & PSO7
CO 5	Outline the principles behind using MySQL as a backend DBMS with PHP	K3 & K4	PSO7 & PSO8

### Mapping of COs with PSOs

CO/PSO	PSO1	PSO2	PSO3	PSO4	PSO5	PSO6	PSO7	PSO8
CO1	3	3	2	2	2	1	1	1
CO2	1	3	3	2	2	2	2	1
CO3	1	3	3	2	2	2	3	2
CO4	2	3	3	2	2	2	3	2
CO5	1	2	1	1	1	2	3	3

**Mapping of COs with POs**

CO/ PSO	PO1	PO2	PO3	PO4
C01	1	1	1	1
C02	1	1	1	1
C03	1	2	1	1
C04	1	1	1	1
C05	1	1	1	1

**Note:** ♦ Strongly Correlated – 3                      ♦ Moderately Correlated – 2                      ♦  
Weakly Correlated -1

**COURSE DESIGNER:**

**Staff Name: MRS.T.CHARANYA NAGAMMAL**

**Forwarded By**


**V. Mageshwari**

**HOD'S**

**Signature**

Skill Development 100%

**III B.Sc. Information Technology****SEMESTER – VI***For those who joined in 2019 onwards*

PROGRAM ME CODE	COURSE CODE	COURSE TITLE	CATEGOR Y	HRS/WEE K	CREDIT S
USIT	19I6CC1 3	PYTHON PROGRAMMIN G	Lecture	5	5

**COURSE DESCRIPTION**

This course is designed to introduce the python programming language. The focus of the course is to provide students with an introduction to programming, utilities, multitasking, GUI and network applications.

**COURSE OBJECTIVES**

To acquire Object Oriented Skills and programming skills in core Python.

**UNITS****UNIT –I INTRODUCTION****(14 HRS.)**

Problem Solving – Definition of a program – Software Bug- Programming Errors. Algorithms- Definition of Algorithm-Characteristics of Algorithm – **Flowcharts, System Configuration (Self Study)**-Downloading Python-Testing python working properly-Installation of Python on Linux.

**BASICS OF PYTHON PROGRAMMING:** Structure of Python – Keywords – variable – comments- data types- Literals-Constants – Operators – Operator Precedence.

**UNIT –II PYTHON I/P & O/P STATEMENT****(14 HRS.)**

Input statement in Python – Output statement in Python – Python String

Formatting Options – Python Math Library.

**PYTHON PROGRAMS ON CONTROL STATEMENT:** Decision Making – if statement – **if- else statement (Self Study)** – if- else if – else Repetition Statement – for loop.

#### **UNIT –III USER – DEFINED FUNCTION (14 HRS.)**

Syntax of user defined function – flowcharts – local variables and global variables –Return statements – Function Arguments in Python- Default Parameter – call- by -value vs Call – by – reference in Python- Nested function in Python – Closure Function Python – **Anonymous Function in Python (Self Study)**– Function Composition in Python – Recursive Function in Python.**PYTHON PROGRAM ON STRING:**Strings in Python -Reading Strings from Keyboard – Accessing Strings – Modifying String in Python – String Concatenation – String updating – Iterating through a string – String Membership Operations – Built – in String Function – Escape Sequence in Python.

#### **UNIT –IV PYTHON LIST (14 HRS.)**

Read a List Type from a keyboard – Accessing Elements of a List – Modifying Elements of a List – Basic List Operation - Built in function – List function – List Duplication and comparison of Two Lists.

**PYTHON PROGRAMS ON TUPLES:**How to read a List Type from a keyboard- Accessing Elements of a Tuple – Modifying Elements of a Tuple- Deleting Elements of a Tuple – **Basic Tuple Operation – Tuple Built-in Functions (Self Study).**

#### **UNIT –V PYTHON DICTIONARY (14 HRS.)**

Creating a Dictionary and Printing a Dictionary – Accessing Dictionary Elements – Modifying a Dictionary – Delete Operations on Dictionary- Dictionary Key properties- Comparing Two Dictionaries- Python Dictionary Built in functions- How to generate Keys, Values and Items for Python Dictionary- Copying and Updating a dictionary.

**PYTHON FILES:**Writing into Files- Reading from Files– **Reading Lines from Files(Self Study)** – Stripping Characters from Files – Filename and Paths –

Format operator- Command Line Arguments- Exception in Python -Python Modules \_ Python Packages.

### **UNIT –VI DYNAMISM (Evaluation Pattern-CIA only)**

**(5 HRS.)**

Advanced Concepts of Python (Machine Learning in Python, Data Processing using Python).

#### **TEXT BOOK:**

1. Kulkarani, PROBLEM SOLVING AND PYTHON PROGRAMMING, Published by Yes Dee Publishing Pvt Ltd., Edition 2017. Chapters: 1.1-1.5, 1.10, 2.1-2.4, 3.1-3.5, 4.1-4.10, 5.1-5.4, 6.1, 6.2, 6.4, 6.8, 6.10, 6.18, 7.1-7.12, 7.15, 8.1-8.11, 9.1-9.9, 10.1-10.7, 11.1-11.10, 12.1-12.9, 12.17, 12.8

#### **REFERENCES:**

1. Zelle, John M. Python programming: an introduction to computer science. Franklin, Beedle & Associates, Inc., 2004.
2. Jeeva Jose, Sojan Lal, P, Introduction to Computing & Problem Solving with Python.

#### **Digital Open Educational Resources (DOER):**

1. Python Tutorial

<https://www.tutorialspoint.com/python/>

2. [https://www.w3schools.com/python/python\\_reference.asp](https://www.w3schools.com/python/python_reference.asp)

### **COURSE CONTENTS & LECTURE SCHEDULE:**

Module No.	Topic	No. of Lectures	Teaching Pedagogy	Teaching Aids
<b>UNIT - INTRODUCTION TO PYTHON PROGRAMMING</b>				
1.1	Problem Solving, Definition of a program, Software Bug, Programming Errors. Algorithms	3	Chalk & Talk	Black Board
1.2	Definition of Algorithm, Characteristics of Algorithm	3	Chalk & Talk	Black Board



1.3	Flowcharts, System Configuration (Self Study)	2	Discussion	Black Board
1.4	Downloading Python, Testing python working properly, Installation of Python on Linux	3	Lecture	Smart Board
1.5	Structure of Python, Keywords, variable, comments, data types, Literals, Constants, Operators, Operator Precedence.	3	Lecture	Black Board
<b>UNIT – II: PYTHON I/P &amp; O/P STATEMENT</b>				
2.1	Input statement in Python, Output statement in Python	3	Chalk & Talk	Black Board
2.2	Python String Formatting Options, Python Math Library.	4	Chalk & Talk	Black Board
2.3	Decision Making, if statement	3	Lecture	PPT& White board
2.4	if- else statement (Self Study)	1	Lecture	Smart Board
2.5	if- else if, else Repetition Statement, for loop	3	Lecture	Black Board
<b>UNIT – III USER – DEFINED FUNCTION</b>				
3.1	Syntax of user defined function, Return statements, Function Arguments in Python	2	Chalk & Talk	Black Board
3.2	Default Parameter, call- by - value vs Call – by – reference in Python	2	Chalk & Talk	Black Board
3.3	Nested function in Python, Closure Function Python	2	Lecture	PPT& White board
3.4	Anonymous Function in Python (Self Study)	1	Lecture	Smart Board
3.5	Function Composition in Python, Recursive Function in Python	1	Lecture	Black Board
3.6	Strings in Python, Reading Strings from Keyboard, Accessing Strings	1	Discussion	Google classroom
3.7	Modifying String in Python, String Concatenation, String updating	2	Chalk & Talk	Green Board
3.8	Iterating through a string, String Membership Operations	2	Discussion	Black Board
3.9	Built – in String Function, Escape Sequence in Python	1	Chalk & Talk	Black Board
<b>UNIT – IV PYTHON LIST</b>				
4.1	Read a List Type from a keyboard, Accessing Elements of	2	Chalk & Talk	Black Board

	a List			
4.2	Modifying Elements of a List, Basic List Operation	2	Chalk & Talk	Black Board
4.3	Built in function, List function, List Duplication and comparison of Two Lists	2	Lecture	PPT& White board
4.4	Accessing Elements of a Tuple	2	Lecture	Smart Board
4.5	Modifying Elements of a Tuple	2	Lecture	Black Board
4.6	Deleting Elements of a Tuple	3	Discussion	Google classroom
4.7	Basic Tuple Operation, Tuple Built-in Functions (Self Study)	1	Discussion	Black Board
<b>UNIT – V PYTHON DICTIONARY</b>				
5.1	Creating a Dictionary and Printing a Dictionary	3	Chalk & Talk	Black Board
5.2	Accessing Dictionary Elements, Modifying a Dictionary, Delete Operations on Dictionary	2	Chalk & Talk	Black Board
5.3	Writing into Files, Reading from Files	2	Lecture	PPT& White board
5.4	Reading Lines from Files (Self Study)	1	Discussion	Black Board
5.5	Stripping Characters from Files, Filename and Paths, Format operator	2	Lecture	Black Board
5.6	Command Line Arguments, Exception in Python, Python Modules, Python Packages	2	Discussion	Google classroom
5.7	Dictionary Key properties, Comparing Two Dictionaries, Python Dictionary Built in functions	2	Chalk & Talk	Green Board
<b>UNIT –6 DYNAMISM</b>				
6.1	Machine Learning in Python	2	Discussion	Black Board
6.2	Data Processing using Python	3	Discussion	Black Board

**INTERNAL - UG**

Levels	C1	C2	C3	C4	C5	Total Scholasti c Marks	Non Scholasti c Marks C6	CIA Total	% of Assessmen t
	T1  10 Mks .	T2  10 Mks .	Qui z  5 Mks .	Assignmen t  5 Mks	OBT/PP T  5 Mks	35 Mks.	5 Mks.	40Mks .	
K1	2	2	-	-	-	4	-	4	10 %
K2	2	2	5	-	-	9	-	9	22.5 %
K3	3	3	-	-	5	11	-	11	27.5 %
K4	3	3	-	5	-	11	-	11	27.5 %
Non Scholasti c	-	-	-	-	-		5	5	12.5 %
Total	10	10	5	5	5	35	5	40	100 %

**End Semester - UG**

Levels	Section A (i)	Section A (ii)	Section B	Section C	Section D	Section E	Total	
	5 Mks.	5 Mks	8 Mks.	12 Mks	20 Mks.	10 Mks.	60Mks.	
K1	5	5	-	4	-	-	14	23.33 %
K2	-	-	8	4	-	-	12	20 %
K3	-	-	-	-	20	-	20	33.33 %
K4	-	-	-	4	-	10	14	23.34 %
Total	5	5	8	12	20	10	60	100 %

CIA	
Scholastic	<b>35</b>
Non Scholastic	<b>5</b>
	<b>40</b>

### EVALUATION PATTERN

SCHOLASTIC					NON - SCHOLASTIC	MARKS		
C1	C2	C3	C4	C5	C6	CIA	ESE	Total
10	10	5	5	5	5	40	60	100

### UG CIA Components

		Nos		
<b>C1</b>	- Test (CIA 1)	1	-	10 Mks
<b>C2</b>	- Test (CIA 2)	1	-	10 Mks
<b>C3</b>	- Assignment	1	-	5 Mks
<b>C4</b>	- Open Book Test/PPT	2 *	-	5 Mks
<b>C5</b>	- Quiz	2 *	-	5 Mks
<b>C6</b>	- Attendance		-	5 Mks

***\*The best out of two will be taken into account***

## COURSE OUTCOMES

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

NO	COURSE OUTCOMES	KNOWLEDGE LEVEL (ACCORDING TO REVISED BLOOM'S TAXONOMY)	PSOs ADDRESSED
CO 1	Identify the basic concepts of python program.	K1& K2	PSO1& PSO2
CO 2	Apply the Input and output statements in python.	K2 & K3	PSO1& PSO2
CO 3	Analyze the usage of function control structure.	K3 & K4	PSO3
CO 4	Describe String, List and Tuples.	K2 & K3	PSO3& PSO6
CO 5	Create Python Dictionary and Files.	K2, K3& K4	PSO7 & PSO8

### Mapping of COs with PSOs

CO/PSO	PSO1	PSO2	PSO3	PSO4	PSO5	PSO6	PSO7	PSO8
CO1	3	3	2	2	2	1	1	1
CO2	3	3	1	2	2	2	2	1
CO3	1	1	3	2	2	2	2	2
CO4	2	1	3	2	2	3	2	2
CO5	1	2	1	1	1	2	3	3

**Mapping of COs with POs**

CO/ PSO	PO1	PO2	PO3	PO4
CO1	3	1	1	1
CO2	1	3	1	1
CO3	1	2	1	1
CO4	1	1	1	3
CO5	1	1	1	1

**Note:** ♦ Strongly Correlated – 3                      ♦ Moderately Correlated – 2                      ♦  
Weakly Correlated -1

**COURSE DESIGNER:**

1. **Staff Name: MRS. T. LEENA PREMA KUMARI**

**Forwarded By**



**V. Mageshwari**

**HOD'S**

**Signature**

Entrepreneurship 100%

**III B.Sc. Information Technology****SEMESTER – VI***For those who joined in 2019 onwards*

PROGRAM ME CODE	COURSE CODE	COURSE TITLE	CATEGOR Y	HRS/WEE K	CREDIT S
USIT	19I6CC14	LAB VI PYTHON PROGRAMMIN G	Practical	6	3

**COURSE DESCRIPTION**

This course content plays a vital role in building the basic programming skill in Python.

**COURSE OBJECTIVES**

The focus of the lab is to provide students with an introduction to programming, I/O, and visualization using the Python programming language as a practical session. The goal of this course is to train the students to face the industrial requirements.

**PROGRAM LIST**

1. Python Using String
2. Python Using List
3. Python Using Dictionary
4. Python Using Tuple
5. Python Using Sets
6. Python Using Array
7. Python Using Condition Statements and Loops
8. Python Using Functions
9. Python Using Date Time
10. Python Using Class

11. Python Using Data Structure
12. Python Using Search and Sorting
13. Python Using Recursion
14. Python Using Math
15. Python Using File I/O

### **COURSE CONTENTS & LECTURE SCHEDULE:**

<b>Module No.</b>	<b>Topic</b>	<b>No. of Lectures</b>	<b>Teaching Pedagogy</b>	<b>Teaching Aids</b>
1	Python Using String	6	Demonstration	Desktop PC
2	Python Using List	6	Demonstration	Desktop PC
3	Python Using Dictionary	6	Demonstration	Desktop PC
4	Python Using Tuple	6	Demonstration	Desktop PC
5	Python Using Sets	6	Demonstration	Desktop PC
6	Python Using Array	6	Demonstration	Desktop PC
7	Python Using Condition Statements and Loops	6	Demonstration	Desktop PC
8	Python Using Functions	6	Demonstration	Desktop PC
9	Python Using Date Time	6	Demonstration	Desktop PC
10	Python Using Class	6	Demonstration	Desktop PC
11	Python Using Recursion	6	Demonstration	Desktop PC
12	Python Using Search and Sorting	6	Demonstration	Desktop PC
13	Python Using Math	6	Demonstration	Desktop PC
14	Python Using Loops	6	Demonstration	Desktop PC
15	Python Using File I/O	6	Demonstration	Desktop PC



## COURSE OUTCOMES

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

NO	COURSE OUTCOMES	KNOWLEDGE LEVEL (ACCORDING TO REVISED BLOOM'S TAXONOMY)	PSOs ADDRESSED
CO 1	Demonstrate the basic concepts of variables expressions.	K2 & K3	PSO1& PSO2
CO 2	Develop basic python programs with I/O operations.	K2 & K3	PSO2, PSO3 & PSO5
CO 3	Develop programs with function control structure.	K2 & K3	PSO2, PSO3& PSO5
CO 4	Apply strings and lists in python.	K2 & K3	PSO3& PSO5
CO 5	Develop python programs with files.	K3 & K4	PSO6, PSO7 & PSO8

CIA	
Scholastic	35
Non Scholastic	5
	40

## EVALUATION PATTERN

SCHOLASTIC		NON - SCHOLASTIC	MARKS		
C1	C2	C3	CIA	ESE	Total
20	15	5	40	60	100

**C1** – Average of Two Model Test Marks

**C2** - Average of Program Completion and Record Work

**C3** - Non-Scholastic

## Mapping of COs with PSOs

CO/PSO	PSO1	PSO2	PSO3	PSO4	PSO5	PSO6	PSO7	PSO8
CO1	3	3	2	2	2	1	1	1
CO2	1	3	3	2	3	2	2	1
CO3	1	3	3	2	3	2	2	2
CO4	2	2	3	2	3	2	2	2
CO5	1	2	1	1	1	3	3	3

### Mapping of COs with POs

CO/ PSO	PO1	PO2	PO3	PO4
CO1	1	1	1	1
CO2	1	1	1	1
CO3	1	2	1	1
CO4	1	1	1	1
CO5	1	1	1	1

Note: ♦ Strongly Correlated – 3  
Weakly Correlated -1

♦ Moderately Correlated – 2

♦

### COURSE DESIGNER:

1. Staff Name: MRS. T. LEENA PREMA KUMARI

### Forwarded By



V. Mageshwari

HOD'S  
Signature

Skill Development 100%

**III B.Sc. Information Technology****SEMESTER – VI***For those who joined in 2019 onwards*

PROGRA MME CODE	COURSE CODE	COURSE TITLE	CATEGO RY	HRS/WEE K	CREDIT S
USIT	19I6CC15	INFORMATION STORAGE AND MANAGEMENT	Lecture	5	5

**COURSE DESCRIPTION**

This course provides a comprehensive understanding of the various storage infrastructure components in classic and virtual environments. It enables the students to make informed decisions in an increasingly complex IT environment.

**COURSE OBJECTIVES**

To impart the comprehensive understanding of all segments of Storage Technologies.

**UNITS****UNIT –I STORAGE SYSTEM****(14 HRS.)**

Introduction to Information Storage and Management: Information storage – Evolution of Storage Architecture – Data Center Infrastructure – Virtualization and Cloud Computing – Data Center Environment: Application – DBMS – Host – **Connectivity (Self Study).**

**UNIT –II DATA PROTECTION****(14 HRS.)**

RAID: RAID Implementation methods – RAID Array Components – RAID Techniques – RAI levels. Intelligent Storage System: Components of an Intelligent Storage System – **Storage Provisioning (Self Study).**

**UNIT –III STORAGE NETWORKING TECHNOLOGIES (14 HRS.)**

Fibre Channel Storage area Networks: Fibre Channel: Overview - The SAN and

Its Evolution – Components of FC SAN – Network Attached Storage: General Purpose Servers Vs NAS Devices – Benefits of NAS – **File System and Network File Sharing (Self Study)**– Components of NAS.

#### **UNIT –IV BACKUP, ARCHIVE AND REPLICATION (14 HRS.)**

Backup and Archive: Backup Purpose – Backup Considerations – Backup Granularity - Recovery Considerations – Backup Methods – Backup Architecture – Backup and Restore Operations – **Data Archive(Self Study)** – Archiving Solution Architecture

#### **UNIT –V SECURING AND MANAGING STORAGE INFRASTRUCTURE (14 HRS.)**

Securing the Storage Infrastructure: Information Security Framework – Risk Triad- Storage Security Domains- Managing the Storage infrastructure: **Monitoring the Storage Infrastructure(Self Study).**

#### **UNIT –VI DYNAMISM (Evaluation Pattern-CIA only) (5 HRS.)**

Latest storage device (Cloud, SSD(solid-state drive), NVMe (Non-Volatile Memory Express)).

#### **TEXT BOOK:**

1. Somasundaram, Gnanasundaram, and Alok Shrivastava, eds. Information storage and management: storing, managing, and protecting digital information in classic, virtualized, and cloud environments. John Wiley & Sons, 2012. Chapters - 1.1 – 1.4, 2.1 – 2.4, 3.1-3.4, 4.1- 4.2, 5.1-5.3, 7.1-7.4, 10.1 – 10.7, 10.13, 10.14, 14.1 – 14.3, 15.1

#### **REFERENCES:**

1. Robert Spalding, “Storage Networks ” The Complete Reference, Tata McGraw Hill, 2003
2. Marc Fairley, “Building Storage Networks”, Tata McGraw Hill, 2001

#### **Digital Open Educational Resources (DOER):**

1. Management Information System Tutorial

[https://www.tutorialspoint.com/management\\_information\\_system/index.htm](https://www.tutorialspoint.com/management_information_system/index.htm)

### **COURSE CONTENTS & LECTURE SCHEDULE:**

<b>Module No.</b>	<b>Topic</b>	<b>No. of Lectures</b>	<b>Teaching Pedagogy</b>	<b>Teaching Aids</b>
<b>UNIT -1 STORAGE SYSYEM</b>				
1.1	Introduction to Information Storage and Management: Information storage	3	Chalk & Talk	Black Board
1.2	Evolution of Storage Architecture	3	Chalk & Talk	LCD
1.3	Data Center Infrastructure, Virtualization and Cloud Computing	3	Lecture	PPT& White board
1.4	Data Center Environment: Application DBMS, Host	3	Lecture	Smart Board
1.5	Connectivity (Self Study)	2	Discussion	Black Board
<b>UNIT -2 DATA PROTECTION</b>				
2.1	RAID: RAID Implementation methods, RAID Array Components	4	Lecture	PPT& White board
2.2	RAID Techniques – RAID levels	4	Lecture	PPT& White board
2.3	Intelligent Storage System: Components of an Intelligent Storage System	4	Discussion	Black Board
2.4	Storage Provisioning (Self Study)	2	Discussion	Black Board
<b>UNIT -3 STORAGE NETWORKING TECHNOLOGIES</b>				
3.1	Fibre Channel Storage area Networks: Fibre Channel-Overview	2	Chalk & Talk	Black Board
3.2	The SAN and Its Evolution	2	Discussion	Google classroom
3.3	Components of FC SAN	2	Lecture	Black Board
3.4	Network Attached Storage: General Purpose Servers Vs NAS Devices	3	Lecture	PPT& White board
3.5	Benefits of NAS	2	Chalk & Talk	Black Board
3.6	File System and Network File Sharing (Self Study)	1	Discussion	Google classroom

<b>Module No.</b>	<b>Topic</b>	<b>No. of Lectures</b>	<b>Teaching Pedagogy</b>	<b>Teaching Aids</b>
3.7	Components of NAS	2	Chalk & Talk	Black Board
<b>UNIT – 4 BACKUP, ARCHIVE AND REPLICATION</b>				
4.1	Backup and Archive: Backup Purpose	2	Lecture	Black Board
4.2	Backup Considerations, Backup Granularity	2	Chalk & Talk	Black Board
4.3	Recovery Considerations, Backup Methods	2	Lecture	Black Board
4.4	Backup Architecture	2	Chalk & Talk	Black Board
4.5	Backup and Restore Operations	2	Discussion	Google classroom
4.6	Data Archive (Self Study)	2	Lecture	PPT& White board
4.7	Archiving Solution Architecture	2	Discussion	Google classroom
<b>UNIT -5 SECURING AND MANAGING STORAGE INFRASTRUCTURE</b>				
5.1	Securing the Storage Infrastructure: Information Security Framework	5	Lecture	Black Board
5.2	Risk Triad- Storage Security Domains	5	Lecture	PPT& White board
5.3	Managing the Storage infrastructure	3	Chalk & Talk	Black Board
5.4	Monitoring the Storage Infrastructure (Self Study)	1	Discussion	Google classroom
<b>UNIT –6 DYNAMISM</b>				
6.1	Cloud, SSD(solid-state drive)	2	Discussion	Black Board
6.2	NVMe (Non-Volatile Memory Express)	3	Discussion	Black Board

Levels	C1	C2	C3	C4	C5	Total Scholasti c Marks	Non Scholasti c Marks C6	CIA Total	% of Assessmen t
	T1  10 Mks .	T2  10 Mks .	Qui z  5 Mks .	Assignmen t  5 Mks	OBT/PP T  5 Mks	35 Mks.	5 Mks.	40Mks .	
K1	2	2	-	-	-	4	-	4	10 %
K2	2	2	5	-	-	9	-	9	22.5 %
K3	3	3	-	-	5	11	-	11	27.5 %
K4	3	3	-	5	-	11	-	11	27.5 %
Non Scholasti c	-	-	-	-	-		5	5	12.5 %
Total	10	10	5	5	5	35	5	40	100 %

### End Semester - UG

Levels	Section A (i)  5 Mks.	Section A (ii)  5 Mks	Section B  8 Mks.	Section C  12 Mks	Section D  20 Mks.	Section E  10 Mks.	Total  60Mks.	
K1	5	5	-	4	-	-	14	23.33 %
K2	-	-	8	4	-	-	12	20 %
K3	-	-	-	-	20	-	20	33.33 %
K4	-	-	-	4	-	10	14	23.34 %
Total	5	5	8	12	20	10	60	100 %

CIA	
Scholastic	35

Non Scholastic	<b>5</b>
	<b>40</b>

## EVALUATION PATTERN

SCHOLASTIC					NON - SCHOLASTIC	MARKS		
C1	C2	C3	C4	C5	C6	CIA	ESE	Total
10	10	5	5	5	5	40	60	100

### UG CIA Components

				Nos				
<b>C1</b>	-	Test (CIA 1)	1	-	10	Mks		
<b>C2</b>	-	Test (CIA 2)	1	-	10	Mks		
<b>C3</b>	-	Assignment	1	-	5	Mks		
<b>C4</b>	-	Open Book Test/PPT	2 *	-	5	Mks		
<b>C5</b>	-	Quiz	2 *	-	5	Mks		
<b>C6</b>	-	Attendance		-	5	Mks		

***\*The best out of two will be taken into account***

## COURSE OUTCOMES

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



<b>NO</b>	<b>COURSE OUTCOMES</b>	<b>KNOWLEDGE LEVEL (ACCORDING TO REVISED BLOOM'S TAXONOMY)</b>	<b>PSOs ADDRESSED</b>
CO 1	Know the concepts of Storage and Data structure Environment based on growth and challenges in IT.	K1& K2	PSO1& PSO2
CO 2	Understand data protection by using related and recent techniques.	K1& K2	PSO1& PSO2
CO 3	Identify the parameters of managing and monitoring the storage infrastructure and manage the solutions.	K1, K2 & K3	PSO3 & PSO4
CO 4	Know backup and archival data in both classic and virtualized environment.	K1& K2	PSO6
CO 5	Analyze, Monitoring and managing the storage infrastructure in cloud environments.	K3& K4	PSO7 & PSO8

### Mapping of COs with PSOs

<b>CO/PSO</b>	<b>PSO1</b>	<b>PSO2</b>	<b>PSO3</b>	<b>PSO4</b>	<b>PSO5</b>	<b>PSO6</b>	<b>PSO7</b>	<b>PSO8</b>
<b>CO1</b>	<b>3</b>	<b>3</b>	<b>2</b>	<b>2</b>	<b>2</b>	<b>1</b>	<b>1</b>	<b>1</b>
<b>CO2</b>	<b>3</b>	<b>3</b>	<b>1</b>	<b>2</b>	<b>2</b>	<b>2</b>	<b>2</b>	<b>1</b>
<b>CO3</b>	<b>1</b>	<b>1</b>	<b>3</b>	<b>3</b>	<b>2</b>	<b>2</b>	<b>2</b>	<b>2</b>
<b>CO4</b>	<b>2</b>	<b>1</b>	<b>2</b>	<b>2</b>	<b>2</b>	<b>3</b>	<b>2</b>	<b>2</b>
<b>CO5</b>	<b>1</b>	<b>2</b>	<b>1</b>	<b>1</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>3</b>

### Mapping of COs with POs

CO/ PSO	PO1	PO2	PO3	PO4
C01	1	1	1	1
C02	1	1	1	1
C03	1	2	1	1
C04	1	1	1	1
C05	1	1	1	1

**Note:** ♦ Strongly Correlated – 3  
Weakly Correlated -1

♦ Moderately Correlated – 2

♦

**COURSE DESIGNER:**

1. Staff Name: **MRS. T. CHARANYA NAGAMMAL**

**Forwarded By**



**V. Mageshwari**

**HOD'S**

**Signature**

Skill Development 100%

**III B.Sc. Information Technology****SEMESTER –I***For those who joined in 2021 onwards*

PROGRAM ME CODE	COURSE CODE	COURSE TITLE	CATEGOR Y	HRS/WE K	CREDIT S
USIT	19I6ME3	CLOUD TECHNOLOGI ES	Lecture	5	5

**COURSE DESCRIPTION**

This course facilitates the students to understand, analyze the various applications of cloud tool and also provide solutions for cloud security and storage.

**COURSE OBJECTIVES**

To impart the knowledge about the Computations done in cloud, its architecture and to build their own cloud.

**UNITS****UNIT –I UNDERSTANDING CLOUD COMPUTING (14 HRS.)**

Origin and Influence- Basic concepts and terminology-goals and benefits-Risks and challenges. FUNDAMENTAL CONCEPTS AND MODELS: **Roles and Boundaries-Cloud Characteristics-Cloud Delivery Models (Self Study).**

**UNIT –II CLOUD ENABLING TECHNOLOGY (14 HRS.)**

Broad band Network and Internet Architecture-Data center Technology-Virtualization Technology-Web Technology-Multitenant Technology-**Service Technology (Self Study).**

**UNIT –III FUNDAMENTAL CLOUD SECURITY (14 HRS.)**

Basic terms and Concepts-Threat Agents-Cloud Security Threats.**Cloud Infrastructure Mechanism:** Virtual server-cloud storage devices-cloud usage monitor-Resource replication-**readymade Environment(Self Study).**

**UNIT –IV SPECIALIZED CLOUD MECHANISMS (14 HRS.)**

Automated Scaling Listener-Load balancer-SLA monitor-Pay-per-use monitor-Audit monitor. Hypervisor-**Multi Device Broker-state management database (Self Study)**-Remote Administration System-Resource Management System-SLA Management System-Billing Management System.

**UNIT –V CLOUD COMPUTING ARCHITECTURE (14 HRS.)**

Workload Distribution Architecture-Resource Pooling Architecture-Cloud Bursting Architecture-Redundant Storage Architecture.ADVANCED CLOUD ARCHITECTURES:Hypervisor clustering architecture-Load balanced virtual server instances architecture-Zero downtime architecture- cloud balancing architecture.

**UNIT –VI DYNAMISM (Evaluation Pattern-CIA only) (14HRS.)**

Virtual server-cloud storage devices.

**TEXT BOOK:**

1. Erl, Thomas, Ricardo Puttini, and Zaigham Mahmood.CLOUD COMPUTING: CONCEPTS, TECHNOLOGY & ARCHITECTURE.Pearson Education, 2013.CHAPTER 3.1-3.4, 4.1-4.4, 5.1-5.6, 6.1-6.3, 7.2-7.6, 8.1-8.10,9.1-9.4,10.1-10.4, 10.5-10.8, 11.1, 11.2, 11.6, 11.8.

**REFERENCES:**

1. Buyya, Rajkumar, James Broberg, and Andrzej M. Goscinski, eds. Cloud computing: Principles and paradigms. Vol. 87.John Wiley & Sons, 2010.
2. Rhoton, John. "Cloud Computing Explained: Implementation Handbook for Enterprises. 2009." Recursive Limited.
3. Linthicum, David S. Cloud computing and SOA convergence in your enterprise: a step-by-step guide. Pearson Education, 2009.

**Digital Open Educational Resources (DOER):**

1. Learn Cloud Computing Tutorial - Java point  
<https://www.javatpoint.com/cloud-computing-tutorial>
2. Cloud Computing Tutorial For Beginners

<https://www.guru99.com/cloud-computing-for-beginners.html>

### COURSE CONTENTS & LECTURE SCHEDULE:

Module No.	Topic	No. of Lectures	Teaching Pedagogy	Teaching Aids
<b>UNIT – I UNDERSTANDINGCLOUDCOMPUTING</b>				
1.1	Origin and Influence	4	Chalk & Talk	Black Board
1.2	Basic concepts and terminology, goals and benefits	4	Chalk & Talk	Black Board
1.3	Risks and challenges	4	Lecture	PPT& White board
1.4	Roles and Boundaries-Cloud Characteristics-Cloud Delivery Models (Self Study).	2	Discussion	Black Board
<b>UNIT – IICLOUDENABLINGTECHNOLOGY</b>				
2.1	Broad band Network and Internet Architecture	3	Chalk & Talk	Black Board
2.2	Data center Technology	3	Chalk & Talk	Black Board
2.3	Virtualization Technology, Web Technology	4	Lecture	PPT& White board
2.4	Multitenant Technology	2	Lecture	Smart Board
2.5	Service Technology (Self Study)	2	Discussion	Black Board
<b>UNIT – III FUNDAMENTALCLOUDSECURITY</b>				
3.1	Basic terms and Concepts, Threat Agents	3	Chalk & Talk	Black Board
3.2	Cloud Security Threats	3	Chalk & Talk	Black Board
3.3	Cloud InfrastructureMechanism:Virtual server	2	Lecture	PPT& White board
3.4	cloud storage devices, cloud usage monitor	2	Lecture	Smart Board
3.5	Resource replication	2	Chalk & Talk	Black Board
3.6	Readymade Environment (Self Study)	2	Discussion	Black Board
<b>UNIT – IV SPECIALIZEDCLOUDMECHANISMS</b>				

4.1	Automated Scaling Listener, Load balancer	2	Chalk & Talk	Black Board
4.2	SLAMonitor, Pay-per-use monitor, Audit monitor	3	Chalk & Talk	Black Board
4.3	Fail over system, Hypervisor, Resource cluster	3	Chalk & Talk	Black Board
4.3	Remote Administration System-Resource Management System-	3	Chalk & Talk	Black Board
4.4	SLA Management System-Billing Management System.	3	Chalk & Talk	Black Board
<b>UNIT – V CLOUD COMPUTING ARCHITECTURE</b>				
5.1	Identity and access management	3	Chalk & Talk	Black Board
5.2	single sign on, Cloud Based security groups	3	Chalk & Talk	Black Board
5.3	Hardened Virtual Server Images	2	Lecture	PPT& White board
5.4	Fundamental cloud architecture	2	Lecture	Smart Board
5.5	ADVANCED CLOUD ARCHITECTURES: Hypervisorclustering architecture	2	Discussion	Black Board
5.6	-Load balanced virtual server instances architecture-Zero downtime architecture- cloud balancing architecture.	2	Discussion	Black Board
<b>UNIT –6 DYNAMISM</b>				
6.1	Virtual server-cloud storage devices	5	Discussion	Black Board

**INTERNAL - UG**

Levels	C1	C2	C3	C4	C5	Total Scholasti c Marks	Non Scholasti c Marks C6	CIA Total	% of Assessmen t
	T1  10 Mks .	T2  10 Mks .	Qui z  5 Mks .	Assignmen t  5 Mks	OBT/PP T  5 Mks	35 Mks.	5 Mks.	40Mks .	
<b>K1</b>	2	2	-	-	-	4	-	4	10 %
<b>K2</b>	2	2	5	-	-	9	-	9	22.5 %
<b>K3</b>	3	3	-	-	5	11	-	11	27.5 %
<b>K4</b>	3	3	-	5	-	11	-	11	27.5 %
<b>Non Scholasti c</b>	-	-	-	-	-		5	5	12.5 %
<b>Total</b>	10	10	5	5	5	35	5	40	100 %

**End Semester - UG**

Levels	Section A (i)  5 Mks.	Section A (ii)  5 Mks	Section B  8 Mks.	Section C  12 Mks	Section D  20 Mks.	Section E  10 Mks.	Total  60Mks.	
<b>K1</b>	5	5	-	4	-	-	14	23.33 %
<b>K2</b>	-	-	8	4	-	-	12	20 %
<b>K3</b>	-	-	-	-	20	-	20	33.33 %
<b>K4</b>	-	-	-	4	-	10	14	23.34 %
<b>Total</b>	5	5	8	12	20	10	60	100 %

CIA	
Scholastic	<b>35</b>
Non Scholastic	<b>5</b>
	<b>40</b>

### EVALUATION PATTERN

SCHOLASTIC					NON - SCHOLASTIC	MARKS		
C1	C2	C3	C4	C5	C6	CIA	ESE	Total
10	10	5	5	5	5	40	60	100

### UG CIA Components

		Nos		
<b>C1</b>	- Test (CIA 1)	1	-	10 Mks
<b>C2</b>	- Test (CIA 2)	1	-	10 Mks
<b>C3</b>	- Assignment	1	-	5 Mks
<b>C4</b>	- Open Book Test/PPT	2 *	-	5 Mks
<b>C5</b>	- Quiz	2 *	-	5 Mks
<b>C6</b>	- Attendance		-	5 Mks

***\*The best out of two will be taken into account***



## COURSE OUTCOMES

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

NO	COURSE OUTCOMES	KNOWLEDGE LEVEL (ACCORDING TO REVISED BLOOM'S TAXONOMY)	PSOs ADDRESSED
CO 1	Understand fundamental concepts of cloud service and deployment models.	K1& K2	PSO1& PSO2
CO 2	Identify the importance of virtualization along with their technologies.	K1& K2	PSO3
CO 3	Analyze different cloud computing Services.	K3 & K4	PSO6
CO 4	Analyze the components and the security in cloud.	K3 & K4	PSO6
CO 5	Illustrate different design & develop backup strategies for cloud data based on features.	K3 & K4	PSO6, PSO7 & PSO8

### Mapping of COs with PSOs

CO/PSO	PSO1	PSO2	PSO3	PSO4	PSO5	PSO6	PSO7	PSO8
CO1	3	3	2	2	2	1	1	1
CO2	1	1	3	2	2	2	2	1
CO3	1	2	1	1	2	3	2	2
CO4	2	2	1	2	2	3	2	2
CO5	1	2	1	1	1	3	3	3

**Mapping of COs with POs**

CO/ PSO	PO1	PO2	PO3	PO4
C01	3	1	1	1
C02	1	3	1	1
C03	1	2	1	1
C04	1	1	1	1
C05	1	1	1	1

**Note:** ♦ Strongly Correlated – 3  
WeaklyCorrelated -1

♦ ModeratelyCorrelated – 2

♦

**COURSE DESIGNER:**

1. Staff Name: MRS. T. LEENA PREMA KUMARI

**Forwarded By**



**V. Mageshwari**

**HOD'S**

**Signature**

Skill Development 100%

**III B.Sc. Information Technology****SEMESTER –VI***For those who joined in 2019 onwards*

PROGRAMM E CODE	COURSE CODE	COURSE TITLE	CATEGOR Y	HRS/WE K	CREDIT S
USIT	19I6ME 4	MOBILE COMMUNICA TION	Lecture	5	5

**COURSE DESCRIPTION**

This course gives the ability to acquire the knowledge about the technologies in mobile computing and its security issues.

**COURSE OBJECTIVES**

To obtain knowledge on Mobile Computing Concepts and emerging technologies and applications.

**UNITS****UNIT –I INTRODUCTION****(14HRS.)**

Mobile Computing – Dialogue Control – Networks – Middleware & Gateways -  
MOBILE COMPUTING ARCHITECTURE: History of computers and Internet –  
Architecture for mobile computing – **Three-tier architecture (Self Study).**

**UNIT –II MOBILE COMPUTING THROUGH TELEPHONY****(14 HRS.)**

Evaluation of telephony – Multiple access procedures – Satellite  
Communication Systems. – EMERGING TECHNOLOGIES: Introduction – **Blue  
Tooth(Self Study)** – RFID – WiMAX – Mobile IP

**UNIT –III GSM & GPRS****(14 HRS.)**

Global System for mobile communications – GSM Architecture – GSM Entities

– Call routing in GSM – PLMN Interfaces – GSM Addresses and Identifiers – Network Aspects in GSM – GPRS and packet data network – GPRS network architecture – GPRS network operations – Data services in GPRS – Application for GPRS- **Limitations(Self Study).**

#### **UNIT –IV WIRELESS APPLICATION PROTOCOL & WIRELESS LAN (14 HRS.)**

Introduction –WAP – MMS- GPRS Application –Wireless LAN: Introduction - Wireless LAN Advantages – IEEE 802.11 Standards – Wireless LAN Architecture – Mobility in Wireless LAN-Deploying Wireless LAN -Mobile Adhoc Networks and Sensor networks **(Self Study).**

#### **UNIT –V CDMA AND SECURITY (14 HRS.)**

Spread spectrum technology – CDMA vs. GSM – **Wireless Data(Self Study)** – Third generation networks – Applications on 3G. SECURITY ISSUES IN MOBILE COMPUTING: Information Security – Security Techniques & Algorithms.

#### **UNIT –VI DYNAMISM (Evaluation Pattern-CIA only) (5 HRS.)**

Recent Trends in Mobile Computing (Business Intelligence (BI) Mobile Apps, IoT, Non-Removable Battery and Memory).

#### **TEXT BOOK:**

1. Talukdar, Asoke K. Mobile Computing, 2E.Tata McGraw-Hill Education, 2010.Chapter 1.1 - 1.6, 2.1, 2.2 - 2.5, 3.1 - 3.3, 4.1 - 4.5, 5.1 - 5.5, 5.7, 7.1 - 7.7, 8.1-8.4,9.1, 9.2, 9.4 - 9.7, 10.1-10.7,20.1 - 20.3.

#### **REFERENCES:**

1. Stüber, Gordon L., and Gordon L. Stüber.Principles of mobile communication.Vol.2. Norwell, Mass, USA: Kluwer Academic, 1996.
2. Schiller, Jochen H. Mobile communications.Pearson education, 2003.

#### **Digital Open Educational Resources (DOER):**

## 1. Mobile Communication Tutorial - Javatpoint

<https://www.javatpoint.com/mobile-communication-tutorial>

**COURSE CONTENTS & LECTURE SCHEDULE:**

<b>Module No.</b>	<b>Topic</b>	<b>No. of Lectures</b>	<b>Teaching Pedagogy</b>	<b>Teaching Aids</b>
<b>UNIT -1 INTRODUCTION</b>				
1.1	Mobile Computing, Dialogue Control	3	Chalk & Talk	Black Board
1.2	Networks, Middleware & Gateways	3	Lecture	PPT& White board
1.3	MOBILE COMPUTING ARCHITECTURE: History of computers and Internet	3	Lecture	Black Board
1.4	Architecture for mobile computing	3	Chalk & Talk	Black Board
1.5	Three-tier architecture (Self Study)	2	Discussion	Black Board
<b>UNIT -2MOBILE COMPUTING THROUGH TELEPHONY</b>				
2.1	Evaluation of telephony	2	Chalk & Talk	Black Board
2.2	Multiple access procedures	3	Chalk & Talk	Black Board
2.3	Satellite Communication Systems	3	Lecture	PPT& White board
2.4	EMERGING TECHNOLOGIES, RFID	2	Lecture	Smart Board
2.5	Blue Tooth (Self Study)	2	Discussion	Google classroom
2.6	WiMAX, Mobile IP	2	Lecture	PPT& White board
<b>UNIT -3 GSM&amp; GPRS</b>				
3.1	Global System for mobile, communications	2	Chalk & Talk	Black Board
3.2	GSM Architecture, GSM Entities	3	Chalk & Talk	Black Board
3.3	Call routing in GSM, PLMN Interfaces	3	Lecture	PPT& White board

<b>Module No.</b>	<b>Topic</b>	<b>No. of Lectures</b>	<b>Teaching Pedagogy</b>	<b>Teaching Aids</b>
3.4	GSM Addresses and Identifiers, Network Aspects in GSM	3	Lecture	Smart Board
3.5	GPRS and packet data network GPRS network architecture	1	Chalk & Talk	Black Board
3.6	GPRS network operations ,Data services in GPRS	2	Discussion	Google classroom
<b>UNIT -4 WIRELESS APPLICATION PROTOCOL &amp; WIRELESS LAN</b>				
4.1	Introduction –WAP –IEEE 802.11 Standards	3	Chalk & Talk	Black Board
4.2	MMS- GPRS Application	3	Chalk & Talk	Black Board
4.3	Wireless LAN: Introduction - Wireless LAN Advantages	3	Lecture	PPT& White board
4.4	Wireless LAN Architecture	2	Lecture	Smart Board
4.5	Mobility in Wireless LAN- Deploying Wireless LAN	2	Discussion	Black Board
4.6	Mobile Adhoc Networks and Sensor networks	1	Discussion	Google classroom
<b>UNIT -5CDMA and SECURITY</b>				
5.1	Spread spectrum technology – CDMA vs. GSM	3	Chalk &Talk	Black Board
5.2	Wireless Data (Self Study) – Third generation networks	2	Chalk & Talk	Black Board
5.3	Applications on 3G	1	Discussion	Google classroom
5.4	Security Issues In Moblie Computing: Information Security	2	Lecture	Smart Board
5.5	Security Techniques & Algorithms.	3	Discussion	Black Board
<b>UNIT –6 DYNAMISM</b>				
6.1	Business Intelligence (BI) Mobile Apps	2	Discussion	Black Board
6.2	IoT, Non-Removable Battery and Memory	3	Discussion	Black Board

**INTERNAL - UG**

Levels	C1	C2	C3	C4	C5	Total Scholasti c Marks	Non Scholasti c Marks C6	CIA Total	% of Assessmen t
	T1  10 Mks .	T2  10 Mks .	Qui z  5 Mks .	Assignmen t  5 Mks	OBT/PP T  5 Mks	35 Mks.	5 Mks.	40Mks .	
<b>K1</b>	<b>2</b>	<b>2</b>	<b>-</b>	<b>-</b>	<b>-</b>	<b>4</b>	<b>-</b>	<b>4</b>	<b>10 %</b>
<b>K2</b>	<b>2</b>	<b>2</b>	<b>5</b>	<b>-</b>	<b>-</b>	<b>9</b>	<b>-</b>	<b>9</b>	<b>22.5 %</b>
<b>K3</b>	<b>3</b>	<b>3</b>	<b>-</b>	<b>-</b>	<b>5</b>	<b>11</b>	<b>-</b>	<b>11</b>	<b>27.5 %</b>
<b>K4</b>	<b>3</b>	<b>3</b>	<b>-</b>	<b>5</b>	<b>-</b>	<b>11</b>	<b>-</b>	<b>11</b>	<b>27.5 %</b>
<b>Non Scholasti c</b>	<b>-</b>	<b>-</b>	<b>-</b>	<b>-</b>	<b>-</b>		<b>5</b>	<b>5</b>	<b>12.5 %</b>
<b>Total</b>	<b>10</b>	<b>10</b>	<b>5</b>	<b>5</b>	<b>5</b>	<b>35</b>	<b>5</b>	<b>40</b>	<b>100 %</b>

**End Semester - UG**

Levels	Section A (i)  5 Mks.	Section A (ii)  5 Mks	Section B  8 Mks.	Section C  12 Mks	Section D  20 Mks.	Section E  10 Mks.	Total  60Mks.	
<b>K1</b>	<b>5</b>	<b>5</b>	<b>-</b>	<b>4</b>	<b>-</b>	<b>-</b>	<b>14</b>	<b>23.33 %</b>
<b>K2</b>	<b>-</b>	<b>-</b>	<b>8</b>	<b>4</b>	<b>-</b>	<b>-</b>	<b>12</b>	<b>20 %</b>
<b>K3</b>	<b>-</b>	<b>-</b>	<b>-</b>	<b>-</b>	<b>20</b>	<b>-</b>	<b>20</b>	<b>33.33 %</b>
<b>K4</b>	<b>-</b>	<b>-</b>	<b>-</b>	<b>4</b>	<b>-</b>	<b>10</b>	<b>14</b>	<b>23.34 %</b>
<b>Total</b>	<b>5</b>	<b>5</b>	<b>8</b>	<b>12</b>	<b>20</b>	<b>10</b>	<b>60</b>	<b>100 %</b>

CIA	
Scholastic	<b>35</b>
Non Scholastic	<b>5</b>
	<b>40</b>

### EVALUATION PATTERN

SCHOLASTIC					NON - SCHOLASTIC	MARKS		
C1	C2	C3	C4	C5	C6	CIA	ESE	Total
10	10	5	5	5	5	40	60	100

### UG CIA Components

				Nos	
<b>C1</b>	-	Test (CIA 1)	1	-	10 Mks
<b>C2</b>	-	Test (CIA 2)	1	-	10 Mks
<b>C3</b>	-	Assignment	1	-	5 Mks
<b>C4</b>	-	Open Book Test/PPT	2 *	-	5 Mks
<b>C5</b>	-	Quiz	2 *	-	5 Mks
<b>C6</b>	-	Attendance		-	5 Mks

***\*The best out of two will be taken into account***



## COURSE OUTCOMES

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

NO	COURSE OUTCOMES	KNOWLEDGE LEVEL (ACCORDING TO REVISED BLOOM'S TAXONOMY)	PSOs ADDRESSED
CO 1	Understand the infrastructure to develop mobile communication systems.	K1& K2	PSO1& PSO2
CO 2	Identify the characteristics of different multiple access techniques in mobile communication.	K1& K2	PSO3
CO 3	Analyse the measures GSM systems and the entire protocol architecture of GSM.	K3 & K4	PSO4
CO 4	Understand the GPRS technologies and architecture for communication using Mobile Devices.	K1& K2	PSO3&PSO4
CO 5	Illustrate the Security issues in Mobile Computing.	K3 & K4	PSO6, PSO7 & PSO8

### Mapping of COs with PSOs

CO/PSO	PSO1	PSO2	PSO3	PSO4	PSO5	PSO6	PSO7	PSO8
CO1	3	3	2	2	2	1	1	1
CO2	1	1	3	1	2	2	2	1
CO3	1	2	1	3	2	2	2	2
CO4	2	2	3	3	2	3	2	2
CO5	1	2	1	1	1	3	3	3

**Mapping of COs with POs**

CO/ PSO	PO1	PO2	PO3	PO4
CO1	3	1	1	1
CO2	1	1	1	3
CO3	1	1	3	1
CO4	1	1	1	1
CO5	1	1	1	1

**Note:** ♦ Strongly Correlated – 3                      ♦ Moderately Correlated – 2                      ♦  
Weakly Correlated -1

**COURSE DESIGNER:**

**1. Staff Name: MRS. T. CHARANYA NAGAMMAL**

**Forwarded By**



**V. Mageshwari**

**HOD'S  
Signature**

**Skill Development 100%**

### III B.Sc. Information Technology SEMESTER – VI

*For those who joined in 2019 onwards*

PROGRAMM E CODE	COURSE CODE	COURSE TITLE	CATEGOR Y	HRS/WEE K	CREDIT S
USIT	19I5ME 5	NETWORK SECURITY	Lecture	5	5

#### COURSE DESCRIPTION

The course covers the basics of the science of encryption and network security technology. It also provides the knowledge about the various risks that networks are faced with in this day and age, focusing on the various vulnerabilities of systems.

#### COURSE OBJECTIVES

To provide a framework of knowledge related to mechanisms that makes Information secured over communication channels by adopting various types of cryptographic algorithms.

#### UNITS

##### UNIT –I INTRODUCTION

**(14 HRS.)**

Computer Security : Need for security – Security Approaches – Principles of Security – Types of Attacks. Cryptography: Concepts and Techniques :**Plain text(Self Study)** and Cipher text – Substitution techniques – Transposition techniques

##### UNIT –II TYPES OF CRYPTOGRAPHY

**(14 HRS.)**

Encryption and Decryption- Symmetric and Asymmetric Key Cryptography

Symmetric key Algorithm and AES : Introduction – **Algorithm types(Self**

**Study)** and modes – DES

### **UNIT –III ASYMMETRIC KEY ALGORITHMS(14 HRS.)**

Introduction – History – **Overview(Self Study)** – RSA Algorithm – Digital Signature – Digital Certificates.

### **UNIT –IV INTERNET SECURITY PROTOCOLS (14 HRS.)**

Basic concepts – Secure Socket Layer – Transport Layer Security – WAP Security – Security in GSM – **Security in 3G(Self Study)** – Link Security Vs Network Security.

### **UNIT –V FIREWALLS& IP SECURITY (14 HRS.)**

**Firewall:** Introduction– **Types of Firewalls(Self Study)** - Firewall Configurations

**IP security:** Introduction – IPSec overview – Authentication Header – ESP – IP Sec Key Management .

### **UNIT –VI DYNAMISM (Evaluation Pattern-CIA only) (5 HRS.)**

Current trend in network security (Ransomware. Malware in the Mobile Device Space, IoT Botnets)

#### **TEXT BOOK:**

1. Kahate, Atul. Cryptography and network security. Tata McGraw-Hill Education, 2013.

#### **REFERENCES:**

1. Stallings, William. Cryptography and network security, 4/E. Pearson Education India, 2006.
2. Stallings, William. Network Security Essentials: Applications and Standards, 4/e. Pearson Education India, 2003.

#### **Digital Open Educational Resources (DOER):**

1. Computer Network Security - Javatpoint  
<https://www.javatpoint.com/computer-network-security>

**COURSE CONTENTS & LECTURE SCHEDULE:**

<b>Module No.</b>	<b>Topic</b>	<b>No. of Lectures</b>	<b>Teaching Pedagogy</b>	<b>Teaching Aids</b>
<b>UNIT -1 INTRODUCTION</b>				
1.1	Computer Security, Need for security	2	Discussion	Black Board
1.2	Security Approaches, Principles of Security	2	Chalk & Talk	Black Board
1.3	Types of Attacks	2	Lecture	LCD
1.4	Cryptography, Concepts and Techniques	2	Lecture	LCD
1.5	Plain text (Self Study)	2	Discussion	Google classroom
1.6	Cipher text	2	Chalk & Talk	Black Board
1.7	Substitution techniques, Transposition techniques	2	Chalk & Talk	Black Board
<b>UNIT -2TYPES OF CRYPTOGRAPHY</b>				
2.1	Encryption and Decryption	2	Lecture	PPT & White board
2.2	Symmetric and Asymmetric Key Cryptography	2	Chalk & Talk	Green Board
2.3	Symmetric key Algorithm	2	Chalk & Talk	Black Board
2.4	AES	2	Discussion	Google classroom
2.5	Algorithm types (Self Study)	2	Lecture	Google classroom
2.6	DES	2	Chalk & Talk	Black Board
2.7	Modes	2	Chalk & Talk	Black Board
<b>UNIT - 3 ASYMMETRIC KEY ALGORITHMS</b>				
3.1	Introduction	2	Discussion	PPT & White board
3.2	History	2	Chalk & Talk	Green Board
3.3	Overview (Self Study)	2	Discussion	Black Board
3.4	RSA Algorithm	3	Chalk & Talk	Black Board
3.5	Digital Signature	3	Chalk	Black

<b>Module No.</b>	<b>Topic</b>	<b>No. of Lectures</b>	<b>Teaching Pedagogy</b>	<b>Teaching Aids</b>
			&Talk	Board
3.6	Digital Certificates	2	Lecture	PPT & White board
<b>UNIT – 4 INTERNET SECURITY PROTOCOLS</b>				
4.1	Basic concepts	2	Discussion	PPT & White board
4.2	Secure Socket Layer	2	Chalk & Talk	Green Board
4.3	Transport Layer Security	2	Chalk & Talk	Black Board
4.4	WAP Security	2	Chalk & Talk	Black Board
4.5	Security in GSM	2	Chalk & Talk	Black Board
4.6	Security in 3G (Self Study)	2	Discussion	Black Board
4.7	Link Security Vs Network Security	2	Chalk & Talk	Black Board
<b>UNIT – 5 FIREWALLS &amp; IP SECURITY</b>				
5.1	Firewall, Introduction	2	Lecture	PPT & White board
5.2	Types of Firewalls (Self Study)	2	Discussion	PPT & White board
5.3	Firewall Configurations	2	Lecture	Black Board
5.4	IP security, Introduction	2	Chalk & Talk	Black Board
5.5	IPSec overview	2	Chalk & Talk	Black Board
5.6	Authentication Header	2	Chalk & Talk	Black Board
5.7	ESP, IP Sec Key Management	2	Chalk & Talk	Black Board
<b>UNIT –6 DYNAMISM</b>				
6.1	Current trend in network security, Ransomware	2	Discussion	Black Board
6.2	Malware in the Mobile Device Space, IoT Botnets	3	Discussion	Black Board

Levels	C1	C2	C3	C4	C5	Total Scholasti c Marks	Non Scholasti c Marks C6	CIA Total	% of Assessmen t
	T1  10 Mks .	T2  10 Mks .	Qui z  5 Mks .	Assignmen t  5 Mks	OBT/PP T  5 Mks	35 Mks.	5 Mks.	40Mks .	
K1	2	2	-	-	-	4	-	4	10 %
K2	2	2	5	-	-	9	-	9	22.5 %
K3	3	3	-	-	5	11	-	11	27.5 %
K4	3	3	-	5	-	11	-	11	27.5 %
Non Scholasti c	-	-	-	-	-		5	5	12.5 %
Total	10	10	5	5	5	35	5	40	100 %

### End Semester - UG

Levels	Section A (i)  5 Mks.	Section A (ii)  5 Mks	Section B  8 Mks.	Section C  12 Mks	Section D  20 Mks.	Section E  10 Mks.	Total  60Mks.	
K1	5	5	-	4	-	-	14	23.33 %
K2	-	-	8	4	-	-	12	20 %
K3	-	-	-	-	20	-	20	33.33 %
K4	-	-	-	4	-	10	14	23.34 %
Total	5	5	8	12	20	10	60	100 %

CIA	
Scholastic	<b>35</b>
Non Scholastic	<b>5</b>
	<b>40</b>

### EVALUATION PATTERN

SCHOLASTIC					NON - SCHOLASTIC	MARKS		
C1	C2	C3	C4	C5	C6	CIA	ESE	Total
10	10	5	5	5	5	40	60	100

### UG CIA Components

		Nos		
<b>C1</b>	- Test (CIA 1)	1	-	10 Mks
<b>C2</b>	- Test (CIA 2)	1	-	10 Mks
<b>C3</b>	- Assignment	1	-	5 Mks
<b>C4</b>	- Open Book Test/PPT	2 *	-	5 Mks
<b>C5</b>	- Quiz	2 *	-	5 Mks
<b>C6</b>	- Attendance		-	5 Mks

***\*The best out of two will be taken into account***



## COURSE OUTCOMES

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

NO	COURSE OUTCOMES	KNOWLEDGE LEVEL (ACCORDING TO REVISED BLOOM'S TAXONOMY)	PSOs ADDRESSED
CO 1	Understand the basic concepts of security.	K1& K2	PSO1& PSO2
CO 2	Analyze various cryptographic algorithms while applying practically.	K1, K2 & K4	PSO2& PSO3
CO 3	Identify Asymmetric based cryptographic algorithms.	K1& K2	PSO3
CO 4	Compare different internet security protocols.	K1& K2	PSO6
CO 5	Summarize the concepts of firewall and IP security.	K3& K4	PSO7 & PSO8

### Mapping of COs with PSOs

CO/PSO	PSO1	PSO2	PSO3	PSO4	PSO5	PSO6	PSO7	PSO8
CO1	3	3	2	2	2	1	1	1
CO2	1	3	3	2	2	2	2	1
CO3	1	1	3	2	2	2	2	2
CO4	2	1	2	2	2	3	2	2
CO5	1	2	1	1	1	2	3	3

**Mapping of COs with POs**

CO/ PSO	PO1	PO2	PO3	PO4
C01	1	1	1	1
C02	1	1	1	1
C03	1	2	1	1
C04	1	1	1	1
C05	1	1	1	1

**Note:** ♦ Strongly Correlated – 3                      ♦ Moderately Correlated – 2                      ♦  
Weakly Correlated -1

**COURSE DESIGNER:**

1. Staff Name: MRS. V. MAGESHWARI

**Forwarded By**


**V. Mageshwari**

**HOD'S  
Signature**

Skill Development 100%

**III B.Sc. Information Technology****SEMESTER – VI***For those who joined in 2019 onwards*

PROGRAM ME CODE	COURSE CODE	COURSE TITLE	CATEGOR Y	HRS/WEE K	CREDIT S
USIT	19I6ME6	COMPUTER GRAPHICS	Lecture	5	5

**COURSE DESCRIPTION**

This course is designed to facilitate to understand, design and implementation of pictorial data and will make the students to be a successful Graphics programmer.

**COURSE OBJECTIVES**

To impart the core concepts of computer graphics. Apply graphics techniques to design and create graphics patterns.

**UNITS****UNIT –I INTRODUCTION (14HRS.)**

A survey of computer graphics: Computer-Aided Design - Presentation Graphics – **Computer Art – Entertainment – Education and Training(Self Study)** – Visualization – Image Processing – Graphical User Interfaces Overview of Graphics Systems: Video Display Devices – Raster Scan Systems – Random Scan Systems – Input Devices – Hard Copy Devices..

**UNIT –II OUTPUT PRIMITIVES (14 HRS.)**

Output Primitives: Points and Lines – Line Drawing Algorithms – Circle Generating Algorithms – Filled Area primitives.

**UNIT –III ATTRIBUTES OF OUTPUT PRIMITIVES (14 HRS.)**

**Line Attributes – Curve Attributes(Self Study)** – Color and Gray Scale Levels – Area Fill Attributes – Character Attributes – Bundled Attributes–

Antialiasing

**UNIT –IV TWO –DIMENSIONAL GEOMETRIC TRANSFORMATIONS**  
**(14 HRS.)**

Basic Transformations – Matrix Representations – Composite Transformations  
– Other Transformations – Transformations Between Coordinate Systems

**UNIT –V TWO –DIMENSIONAL VIEWING** **(14 HRS.)**

**The Viewing Pipeline(Self Study)** – Viewing Coordinate Reference Frame – Window –to- Viewport Coordinate Transformation – Two-Dimensional Viewing Functions – Clipping Operations – Point Clipping – Line Clipping – Polygon Clipping – Curve Clipping – **Text Clipping– Exterior Clipping(Self Study).**

**UNIT –VI DYNAMISM (Evaluation Pattern-CIA only)** **(5 HRS.)**

Current trends in Computer Graphics (Image-Based 3D Face Modeling, Holographic 3D Display System, Human Action Recognition Technology)

**TEXT BOOK:**

1. Hearn, Donald. Computer graphics, C version. Pearson Education India, 2012. Chapters: 1.1 – 1.8, 2.1-2.3, 2.5, 2.6, 3.1, 3.2, 3.5, 3.11, 4.1 – 4.8, 5.1 – 5.5, 6.1 – 6.11

**REFERENCES:**

1. Hughes, John F., et al. Computer graphics: principles and practice. Pearson Education, 2014.
2. McConnell, Jeffrey J. Computer graphics: theory into practice. Jones & Bartlett Learning, 2005.
3. Hill Jr, Francis S. Computer graphics using open gl. Pearson Education, 2008.
4. Newman, William M., and Robert F. Sproull. Principles of interactive computer graphics. McGraw-Hill, Inc., 1979.

**Digital Open Educational Resources (DOER):**

1. Computer Graphics Tutorial  
[https://www.tutorialspoint.com/computer\\_graphics/index.htm](https://www.tutorialspoint.com/computer_graphics/index.htm)
2. Computer Graphics Tutorial - Javatpoint

<https://www.javatpoint.com/computer-graphics-tutorial>

### **COURSE CONTENTS & LECTURE SCHEDULE:**

<b>Module No.</b>	<b>Topic</b>	<b>No. of Lectures</b>	<b>Teaching Pedagogy</b>	<b>Teaching Aids</b>
<b>UNIT -1 A SURVEY ON COMPUTER GRAPHICS</b>				
1.1	A survey of computer graphics:Computer-Aided Design	2	Chalk & Talk	Black Board
1.2	Presentation Graphics	1	Lecture	PPT& White board
1.3	Computer Art, Entertainment, Education and Training (Self Study)	1	Discussion	Google classroom
1.4	Visualization	2	Lecture	Black Board
1.5	Image Processing, Graphical User Interfaces	2	Chalk & Talk	Black Board
1.6	Video Display Devices	2	Chalk & Talk	Black Board
1.7	Raster Scan Systems, Random Scan Systems	2	Chalk & Talk	Black Board
1.8	Input Devices, Hard Copy Devices	2	Lecture	PPT& White board
<b>UNIT -2 OUTPUT PRIMITIVES</b>				
2.1	Points and Lines	3	Chalk & Talk	Black Board
2.2	Line Drawing Algorithms	4	Chalk & Talk	Black Board
2.3	Circle Generating Algorithms	4	Lecture	PPT& White board
2.4	Filled Area primitives.	3	Chalk &Talk	Black Board
<b>UNIT -3ATTRIBUTES OF OUTPUT PRIMITIVES</b>				
3.1	Line Attributes, Curve Attributes(Self Study)	2	Discussion	Google classroom
3.2	Color and Gray Scale Levels	3	Lecture	PPT& White board
3.3	Area Fill Attributes	3	Lecture	Black Board
3.4	Character Attributes	3	Chalk & Talk	Black Board
3.5	Bundled Attributes	3	Chalk &	Black

<b>Module No.</b>	<b>Topic</b>	<b>No. of Lectures</b>	<b>Teaching Pedagogy</b>	<b>Teaching Aids</b>
	Antialiasing		Talk	Board
<b>UNIT -4TWO –DIMENSIONAL GEOMETRIC TRANSFORMATIONS</b>				
4.1	Basic Transformations	2	Chalk & Talk	Black Board
4.2	Matrix Representations	3	Lecture	PPT& White board
4.3	Composite Transformations	3	Lecture	Black Board
4.4	Other Transformations	3	Discussion	Google classroom
4.5	Transformations Between Coordinate Systems	3	Chalk & Talk	Black Board
<b>UNIT -5TWO –DIMENSIONAL VIEWING</b>				
5.1	The Viewing Pipeline, Viewing Coordinate Reference Frame	2	Chalk & Talk	Black Board
5.2	Window –to- Viewport Coordinate Transformation	2	Lecture	PPT& White board
5.3	Two-Dimensional Viewing Functions	2	Lecture	Black Board
5.4	Clipping Operations, Point Clipping, Line Clipping	3	Chalk & Talk	Black Board
5.5	Polygon Clipping , Curve Clipping	3	Chalk & Talk	Black Board
5.6	Text Clipping, Exterior Clipping (Self Study)	2	Discussion	Google classroom
<b>UNIT –6 DYNAMISM</b>				
6.1	Image-Based 3D Face Modeling, Holographic 3D Display System	2	Discussion	Black Board
6.2	Human Action Recognition Technology	3	Discussion	Black Board

**INTERNAL - UG**

Levels	C1	C2	C3	C4	C5	Total Scholasti c Marks	Non Scholasti c Marks C6	CIA Total	% of Assessmen t
	T1  10 Mks .	T2  10 Mks .	Qui z  5 Mks .	Assignmen t  5 Mks	OBT/PP T  5 Mks	35 Mks.	5 Mks.	40Mks .	
<b>K1</b>	2	2	-	-	-	4	-	4	10 %
<b>K2</b>	2	2	5	-	-	9	-	9	22.5 %
<b>K3</b>	3	3	-	-	5	11	-	11	27.5 %
<b>K4</b>	3	3	-	5	-	11	-	11	27.5 %
<b>Non Scholasti c</b>	-	-	-	-	-		5	5	12.5 %
<b>Total</b>	10	10	5	5	5	35	5	40	100 %

**End Semester - UG**

Levels	Section A (i)	Section A (ii)	Section B	Section C	Section D	Section E	Total	
	5 Mks.	5 Mks	8 Mks.	12 Mks	20 Mks.	10 Mks.	60Mks.	
<b>K1</b>	5	5	-	4	-	-	14	23.33 %
<b>K2</b>	-	-	8	4	-	-	12	20 %
<b>K3</b>	-	-	-	-	20	-	20	33.33 %
<b>K4</b>	-	-	-	4	-	10	14	23.34 %
<b>Total</b>	5	5	8	12	20	10	60	100 %

CIA	
Scholastic	<b>35</b>
Non Scholastic	<b>5</b>
	<b>40</b>

### EVALUATION PATTERN

SCHOLASTIC					NON - SCHOLASTIC	MARKS		
C1	C2	C3	C4	C5	C6	CIA	ESE	Total
10	10	5	5	5	5	40	60	100

### UG CIA Components

		Nos		
<b>C1</b>	- Test (CIA 1)	1	-	10 Mks
<b>C2</b>	- Test (CIA 2)	1	-	10 Mks
<b>C3</b>	- Assignment	1	-	5 Mks
<b>C4</b>	- Open Book Test/PPT	2 *	-	5 Mks
<b>C5</b>	- Quiz	2 *	-	5 Mks
<b>C6</b>	- Attendance		-	5 Mks

***\*The best out of two will be taken into account***



## COURSE OUTCOMES

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

NO	COURSE OUTCOMES	KNOWLEDGE LEVEL (ACCORDING TO REVISED BLOOM'S TAXONOMY)	PSOs ADDRESSED
CO 1	Understand the need and concepts of computer graphics.	K1& K2	PSO1& PSO2
CO 2	Describe the procedure for points, lines and Circle.	K1& K2	PSO3
CO 3	Analyze various attributes of output primitives.	K3& K4	PSO3
CO 4	Illustrate two-dimensional geometric transformation.	K3& K4	PSO3& PSO6
CO 5	Analyze windowing and clipping concepts.	K3& K4	PSO6, PSO7 & PSO8

### Mapping of COs with PSOs

CO/PSO	PSO1	PSO2	PSO3	PSO4	PSO5	PSO6	PSO7	PSO8
CO1	3	3	2	2	2	1	1	1
CO2	1	1	3	2	2	2	2	1
CO3	1	2	3	1	2	2	2	2
CO4	2	2	3	2	2	3	2	2
CO5	1	2	1	1	1	3	3	3

**Mapping of COs with POs**

CO/ PSO	PO1	PO2	PO3	PO4
CO1	1	3	1	1
CO2	1	1	1	1
CO3	1	2	1	1
CO4	3	1	1	1
CO5	1	1	1	1

**Note:** ♦ Strongly Correlated – 3                      ♦ Moderately Correlated – 2                      ♦  
Weakly Correlated -1

**COURSE DESIGNER:**

**1. Staff Name: MRS. T. CHARANYA NAGAMMAL**

**Forwarded By**



**V. Mageshwari**

**HOD'S**

**Signature**

Entrepreneurship 100%

**III B.Sc. Information Technology****SEMESTER – VI***For those who joined in 2019 onwards*

PROGRAMME CODE	COURSE CODE	COURSE TITLE	CATEGORY	HRS/WEEK	CREDITS
USIT	19I6SB S	SKILL BASED - 3D ANIMATION SOFTWARE	Practical	2	2

**COURSE DESCRIPTION**

This course is designed to facilitate different animation techniques in animation software.

**COURSE OBJECTIVES**

To facilitate the student to understand the animation techniques and make the students to develop their 3D animations.

**UNITS****UNIT –I EXPLORING THE INTERFACE****(6 HRS.)**

Introduction to Alice - download and install Alice 3.1-A brief tour of the Alice 3 IDE -A brief tour of the Menu Bar- Set Preferences -Touring the Gallery

**UNIT –II SETTING THE SCENE****(6 HRS.)**

Adding an object to a scene- set object properties in the Scene editor- set special effects in a scene-Marking - position and resize an object in the Scene editor- Positioning sub-parts in Scene editor- align objects using a Snap grid-Cut, Copy, and Paste with the Clipboard

**UNIT –III LEARNING TO PROGRAM THROUGH ALICE****(6 HRS.)**

Sequential & Parallel Execution - Do in order - Do together- Further nesting-

Branching & Looping-Conditional execution-Relational Operators-  
Randomness-Repetition-While loops- Lists.

#### **UNIT –IV EVENT HANDLING AND METHODS (6 HRS.)**

Interactive programming & event handling - Control of flow- Events- Event handling methods.

#### **UNIT –V 3D TEXT AND BILLBOARDS, SOUND (6 HRS.)**

Create 3D Text- Billboards- Creating a Sound- Adding a Sound - Posting on YouTube.

#### **PROGRAM LIST**

1. Alice Interface
2. Alice Objects
3. Alice Scene
4. Sequential and Parallel Execution
5. Branching and Looping
6. Event Handling
7. Methods
8. 3D text

#### **REFERENCES:**

1. Micheal Kolling, “Introduction to Programming with Green foot.

#### **Digital Open Educational Resources (DOER):**

[http://www.alice.org/3.1/materials\\_videos.php](http://www.alice.org/3.1/materials_videos.php)

### **COURSE CONTENTS & LECTURE SCHEDULE:**

<b>Module No.</b>	<b>Topic</b>	<b>No. of Lectures</b>	<b>Teaching Pedagogy</b>	<b>Teaching Aids</b>
<b>UNIT -1 EXPLORING THE INTERFACE</b>				
1.1	Introduction to Alice,	2	Demonstratio	Desktop

<b>Module No.</b>	<b>Topic</b>	<b>No. of Lectures</b>	<b>Teaching Pedagogy</b>	<b>Teaching Aids</b>
	Download and install Alice 3.1		n	PC
1.2	A brief tour of the Alice 3 IDE	1	Demonstration	Desktop PC
1.3	A brief tour of the Menu Bar, Set Preferences	2	Demonstration	Desktop PC
1.4	Touring the Gallery	1	Demonstration	Desktop PC
<b>UNIT -2 SETTING THE SCENE</b>				
2.1	Adding an object to a scene, Set object properties in the SceneEditor	2	Demonstration	Desktop PC
2.2	Set special effects in a scene marking, Position and resize an object in the Scene editor	1	Demonstration	Desktop PC
2.3	Positioning sub-parts in Scene editor- align objects using a Snap grid	2	Demonstration	Desktop PC
2.4	Cut, Copy, and Paste with the Clipboard	1	Demonstration	Desktop PC
<b>UNIT -3LEARNING TO PROGRAM THROUGH ALICE</b>				
3.1	Sequential & Parallel Execution, Do in order & Do together	1	Demonstration	Desktop PC
3.2	Further nesting, Branching & Looping, Conditional execution	2	Demonstration	Desktop PC
3.3	Relational Operators, Randomness	2	Demonstration	Desktop PC
3.4	Repetition ,While loops, Lists	1	Demonstration	Desktop PC
<b>UNIT -4EVENT HANDLING AND METHODS</b>				
4.1	Interactive programming & event handling	2	Demonstration	Desktop PC
4.2	Control of flow, Events	2	Demonstration	Desktop PC
4.3	Event handing methods	2	Demonstration	Desktop PC
<b>UNIT -5 3D TEXT AND BILLBOARDS, SOUND</b>				
5.1	Create 3D Text, Billboards	2	Demonstration	Desktop PC
5.2	Creating a Sound & Adding a Sound	2	Demonstration	Desktop PC
5.3	Posting on YouTube	2	Demonstration	Desktop PC

**INTERNAL - UG**

	C1	C2	C3	C4	C5	Total Scholasti c Marks	Non Scholasti c Marks C6	CIA Total	% of Assessmen t
Levels	T1  10 Mks .	T2  10 Mks .	Qui z  5 Mks .	Assignmen t  5 Mks	OBT/PP T  5 Mks	35 Mks.	5 Mks.	40Mks .	
K1	2	2	-	-	-	4	-	4	10 %
K2	2	2	5	-	-	9	-	9	22.5 %
K3	3	3	-	-	5	11	-	11	27.5 %
K4	3	3	-	5	-	11	-	11	27.5 %
Non Scholasti c	-	-	-	-	-		5	5	12.5 %
Total	10	10	5	5	5	35	5	40	100 %

**End Semester - UG**

Levels	Section A (i)  5 Mks.	Section A (ii)  5 Mks	Section B  8 Mks.	Section C  12 Mks	Section D  20 Mks.	Section E  10 Mks.	Total  60Mks.	
K1	5	5	-	4	-	-	14	23.33 %
K2	-	-	8	4	-	-	12	20 %
K3	-	-	-	-	20	-	20	33.33 %
K4	-	-	-	4	-	10	14	23.34 %
Total	5	5	8	12	20	10	60	100 %

CIA	
Scholastic	<b>35</b>
Non Scholastic	<b>5</b>
	<b>40</b>

### EVALUATION PATTERN

SCHOLASTIC					NON - SCHOLASTIC	MARKS		
C1	C2	C3	C4	C5	C6	CIA	ESE	Total
10	10	5	5	5	5	40	60	100

### UG CIA Components

				Nos				
<b>C1</b>	-	Test (CIA 1)	1	-	10	Mks		
<b>C2</b>	-	Test (CIA 2)	1	-	10	Mks		
<b>C3</b>	-	Assignment	1	-	5	Mks		
<b>C4</b>	-	Open Book Test/PPT	2 *	-	5	Mks		
<b>C5</b>	-	Quiz	2 *	-	5	Mks		
<b>C6</b>	-	Attendance		-	5	Mks		

***\*The best out of two will be taken into account***

## COURSE OUTCOMES

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

NO	COURSE OUTCOMES	KNOWLEDGE LEVEL (ACCORDING TO REVISED BLOOM'S TAXONOMY)	PSOs ADDRESSED
CO 1	Understand basic concepts in Alice.	K2 & K3	PSO1& PSO2
CO 2	Construct a scene.	K2 & K3	PSO3
CO 3	Build program in Alice using looping and branching.	K2 & K3	PSO3 & PSO6
CO 4	Apply event handlers in alice.	K2 & K3	PSO1& PSO2
CO 5	Develop 3D animations.	K2 & K3	PSO7 & PSO8

### Mapping of COs with PSOs

CO/PSO	PSO1	PSO2	PSO3	PSO4	PSO5	PSO6	PSO7	PSO8
CO1	3	3	2	2	2	1	1	1
CO2	1	1	3	2	2	2	2	1
CO3	1	2	3	1	2	3	2	2
CO4	3	3	1	2	2	1	2	2
CO5	1	2	1	1	1	1	3	3



**Mapping of COs with POs**

CO/ PSO	PO1	PO2	PO3	PO4
C01	3	1	1	1
C02	1	1	1	1
C03	1	3	1	1
C04	1	1	1	1
C05	1	1	1	1

**Note:** ♦ Strongly Correlated – 3                      ♦ Moderately Correlated – 2                      ♦  
Weakly Correlated -1

**COURSE DESIGNER:**

1. Staff Name: MRS. T. CHARANYA NAGAMMAL

**Forwarded By**


**V. Mageshwari**

**HOD'S**

**Signature**

**Employability 100%**

### III B.Sc. Information Technology

#### SEMESTER – VI

*For those who joined in 2019 onwards*

PROGRAM ME CODE	COURSE CODE	COURSE TITLE	CATEGOR Y	HRS/WEE K	CREDIT S
USIT	19I6SB6	<b>SKILL BASED - IMAGE MANIPULATIO N TOOLS</b>	Practical	2	2

#### COURSE DESCRIPTION

This course introduces the concepts and tools for design, create and manipulate images for integration in publication layout and web output by using the software tool.

#### COURSE OBJECTIVES

To introduce the concept of Vector based Drawing image editing techniques in Photoshop.

#### UNITS

##### UNIT –I BASICS OF CORELDRAW

**(6 HRS.)**

Introduction-Getting Started-Creating A New File - Title Bar-Menu Bar- Tool Bar – Work Area-Views. TEXT Introduction-Text Tool-Converting Text-Formatting Text-Changing the Font Size-Decorating the Text-Webdings- Changing the Alignment-Applying Effects

##### UNIT –II IMAGE& LAYOUT

**(6 HRS.)**

Bitmap Images-Vector Image-Resizing-Rotating-Skewing-Moving-Cropping-Importing Images-Adding Special Effects-Converting to Bitmap-Exporting Images. PAGE LAYOUT: Changing the Page Size-Changing the Layout-Applying Styles-Applying Bitmaps to the Background - Changing the

Background-Adding a Page Frame-Moving Between Pages.

### **UNIT –III INTRODUCTION TO ADOBE PHOTOSHOP (6 HRS.)**

Getting Started With Photoshop: About Photoshop- Exploring the Toolbox - The New CS4 Applications Bar & the Options Bar -Exploring Panels & Menus - Creating & Viewing a New Document - Customizing the Interface - Setting Preferences - Navigating Photoshop - Menus and panels -Opening new files Opening existing files.

### **UNIT –IV GETTING STARTED WITH LAYERS (6 HRS.)**

Understanding the Background Layer- Creating, Selecting, Linking &Deleting Layers- Locking & Merging Layers- Copying Layers, Using Perspective & Layer Styles- Filling & Grouping Layers- Introduction to Blending Modes- Blending Modes, Opacity & Fill- Creating & Modifying Text

### **UNIT –V PHOTO RETOUCHING (6 HRS.)**

The Red Eye Tool- The Clone Stamp Tool- The Patch Tool & the Healing Brush Tool - The Spot Healing Brush Tool- The Color Replacement Tool- The Toning & Focus Tools - Painting with History.

### **PROGRAM LIST**

1. Program to create text clipping effects
2. Program for Cropping using different techniques
3. Program to change background for the image
4. Program for Creation of Wedding Invitation
5. Program for Creation of Book Front page
6. Program for Creation of Image Web gallery
7. Program for Creation of Brochure
8. Program for Visiting card creation
9. Program for how to remove redeye & hotspot in the image
10. Program for Catalogue creation.

**REFERENCES:**

1. Kumar Bittu, "Adobe Photoshop", ISBN: 978-9350570166, V&S Publishers.
2. Photoshop 7 Complete reference , ISBN 978-0072223118 - Greenberg – McGraw Hill Publications.

**Digital Open Educational Resources (DOER):**

1. Photoshop Online Training

[https://www.tutorialspoint.com/photoshop\\_online\\_training/index.asp](https://www.tutorialspoint.com/photoshop_online_training/index.asp)

**COURSE CONTENTS & LECTURE SCHEDULE:**

Module No.	Topic	No. of Lectures	Teaching Pedagogy	Teaching Aids
<b>UNIT -1BASICS OF CORELDRAW</b>				
1.1	Introduction, Getting Started, Creating A New File, Title Bar, Menu Bar, Tool Bar	2	Demonstration	Desktop PC
1.2	Work Area Views, Text Introduction, Text Tool, Converting &FormattingText	1	Demonstration	Desktop PC
1.3	Changing the Font Size Decorating the Text	2	Demonstration	Desktop PC
1.4	Changing the Alignment, Applying Effects	1	Demonstration	Desktop PC
<b>UNIT -2IMAGE &amp; LAYOUT</b>				
2.1	Bitmap Images, Vector Image, Resizing, Rotating, Skewing Moving, Cropping	2	Demonstration	Desktop PC
2.2	Importing Images, Adding Special Effects, Converting to Bitmap, Exporting Images.	1	Demonstration	Desktop PC
2.3	Page Layout, Changing the Page Size, Changing the Layout, Applying Styles	2	Demonstration	Desktop PC
2.4	Applying Bitmaps to the Background, Changing the Background, Adding a Page Frame, Moving Between Pages.	1	Demonstration	Desktop PC

<b>Module No.</b>	<b>Topic</b>	<b>No. of Lectures</b>	<b>Teaching Pedagogy</b>	<b>Teaching Aids</b>
<b>UNIT -3INTRODUCTION TO ADOBE PHOTOSHOP</b>				
3.1	About Photoshop, Exploring the Toolbox, The New CS4 Applications Bar & the Options Bar	1	Demonstration	Desktop PC
3.2	Exploring Panels & Menus, Creating & Viewing a New Document	2	Demonstration	Desktop PC
3.3	Customizing the Interface, Setting Preferences	2	Demonstration	Desktop PC
3.4	Navigating Photoshop, Menus and panels	1	Demonstration	Desktop PC
<b>UNIT -4 GETTING STARTED WITH LAYERS</b>				
4.1	Understanding the Layer, Creating, Selecting, Linking &Deleting Layers	2	Demonstration	Desktop PC
4.2	Locking & Merging Layers, Copying Layers, Using Perspective	1	Demonstration	Desktop PC
4.3	Layer Styles, Filling &Grouping Layers, Introduction to Blending Modes	1	Demonstration	Desktop PC
4.4	Blending Modes, Opacity & Fill Creating & Modifying Text	2	Demonstration	Desktop PC
<b>UNIT -5 PHOTO RETOUCHING</b>				
5.1	The Red Eye Tool, The Clone Stamp Tool, The Patch Tool & Healing Brush Tool	2	Demonstration	Desktop PC
5.2	The Spot Healing Brush Tool, The Color Replacement Tool	2	Demonstration	Desktop PC
5.3	The Toning & Focus ToolsPainting with History brush tools	2	Demonstration	Desktop PC

**INTERNAL - UG**

Levels	C1	C2	C3	C4	C5	Total Scholasti c Marks	Non Scholasti c Marks C6	CIA Total	% of Assessmen t
	T1  10 Mks .	T2  10 Mks .	Qui z  5 Mks .	Assignmen t  5 Mks	OBT/PP T  5 Mks	35 Mks.	5 Mks.	40Mks .	
<b>K1</b>	2	2	-	-	-	4	-	4	10 %
<b>K2</b>	2	2	5	-	-	9	-	9	22.5 %
<b>K3</b>	3	3	-	-	5	11	-	11	27.5 %
<b>K4</b>	3	3	-	5	-	11	-	11	27.5 %
<b>Non Scholasti c</b>	-	-	-	-	-		5	5	12.5 %
<b>Total</b>	10	10	5	5	5	35	5	40	100 %

**End Semester - UG**

Levels	Section A (i)	Section A (ii)	Section B	Section C	Section D	Section E	Total	
	5 Mks.	5 Mks	8 Mks.	12 Mks	20 Mks.	10 Mks.	60Mks.	
<b>K1</b>	5	5	-	4	-	-	14	23.33 %
<b>K2</b>	-	-	8	4	-	-	12	20 %
<b>K3</b>	-	-	-	-	20	-	20	33.33 %
<b>K4</b>	-	-	-	4	-	10	14	23.34 %
<b>Total</b>	5	5	8	12	20	10	60	100 %

CIA	
Scholastic	<b>35</b>
Non Scholastic	<b>5</b>
	<b>40</b>

### EVALUATION PATTERN

SCHOLASTIC					NON - SCHOLASTIC	MARKS		
C1	C2	C3	C4	C5	C6	CIA	ESE	Total
10	10	5	5	5	5	40	60	100

### UG CIA Components

				Nos				
<b>C1</b>	-	Test (CIA 1)	1	-	10	Mks		
<b>C2</b>	-	Test (CIA 2)	1	-	10	Mks		
<b>C3</b>	-	Assignment	1	-	5	Mks		
<b>C4</b>	-	Open Book Test/PPT	2 *	-	5	Mks		
<b>C5</b>	-	Quiz	2 *	-	5	Mks		
<b>C6</b>	-	Attendance		-	5	Mks		

***\*The best out of two will be taken into account***

## COURSE OUTCOMES

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

NO	COURSE OUTCOMES	KNOWLEDGE LEVEL (ACCORDING TO REVISED BLOOM'S TAXONOMY)	PSOs ADDRESSED
CO 1	Construct simple vector graphics by using basic drawing elements and shape commands.	K2 & K3	PSO1& PSO2
CO 2	Apply basic shape commands and image effects in processing raster format pictures.	K2 & K3	PSO2 & PSO3
CO 3	Design and edit images using image-editing tool.	K2 & K3	PSO2 & PSO3
CO 4	Apply layer features for creating images for web and print.	K2 & K3	PSO2 & PSO3
CO 5	Develop effective graphics for both web and print media.	K3 & K4	PSO6 & PSO8

### Mapping of COs with PSOs

CO/PSO	PSO1	PSO2	PSO3	PSO4	PSO5	PSO6	PSO7	PSO8
CO1	3	3	2	2	2	1	1	1
CO2	1	3	3	2	2	2	2	1
CO3	1	3	3	1	2	1	2	2
CO4	2	3	3	2	2	1	2	2
CO5	1	2	1	1	1	3	1	3



**Mapping of COs with POs**

CO/ PSO	PO1	PO2	PO3	PO4
C01	3	1	1	1
C02	1	1	1	1
C03	1	3	1	1
C04	1	1	1	1
C05	1	1	1	1

**Note:** ♦ Strongly Correlated – 3  
WeaklyCorrelated -1

♦ ModeratelyCorrelated – 2

♦

**COURSE DESIGNER:**

1. Staff Name: MRS. T. CHARANYA NAGAMMAL

**Forwarded By**



**V. Mageshwari**

**HOD'S**

**Signature**

Skill Development 100%

**III B.Sc. Information Technology****SEMESTER –I***For those who joined in 2021 onwards*

PROGRAMME CODE	COURSE CODE	COURSE TITLE	HRS/WEEK	CREDITS
USIT	21I1SLK1	TRENDS IN INFORMATION TECHNOLOGY	-	2

**COURSE DESCRIPTION**

The new trends and disruptive technologies in IT (Information Technology) emphasis is given to the way technologies create a competitive edge and generate business value. This year the course will have a special emphasis in cloud computing, artificial intelligence, internet of things, and big data.

**COURSE OBJECTIVES**

To impact the knowledge about the recent trends in IT

**UNITS****UNIT –I E-COMMERCE INTRODUCTION**

E-commerce Infrastructure: Introduction, E-commerce Infrastructure-An Overview, Hardware, Server Operating System, Software, Network Website

**UNIT –II MANAGING THE E-ENTERPRISE**

Managing the e-Enterprise: Introduction, e-Enterprise, Managing the e-Enterprise, E-business Enterprise, Comparison between Conventional Design and E-organisation, Organisation of Business in an e-Enterprise

**UNIT –III TRANSACTION PROCESSING SYSTEMS**

Transaction Processing Systems - Features of TPS -**E-World:** Features Of E-Commerce - Importance Of E-Commerce - Types of Electronic Commerce - E-

Commerce Activities -E-Learning - E-Banking - E-Governance - E-Agriculture- E-Logistics..

#### **UNIT –IV TYPES OF WIRELESS SERVICES**

Benefits - Working of Biometric Systems – Uses – Types - **RFID:** Components - Working of RFID - Advantages. Embedded Systems – UAV(Unmanned Aerial Vehicle) - GPS - 3G - 4G - 5G - Wi-Fi - Wi-Max – Bluetooth- Infrared Communication - Firewall - Data Security and Cryptography - Parallel and Distributed Computing – VLSI - Smart Card.

#### **UNIT –V BIG DATA**

Knowledge Management – CRM - BPO – KPO – NLP - Artificial Intelligence - Big data - Big data Analytics – Cloud – Mobile - Internet of things - Image Processing - Nano technology - Semantic web - Social media - Soft Computing -Speech Recognition - Virtual Reality and Augmented reality - Third Eye: A Shopping Assistant for the Visually Impaired - Machine Learning - Neural Network.

#### **UNIT –VI DYNAMISM(for CIA only)**

Applications of wireless services

#### **TEXT BOOK:**

- 1) Peter Nortorn"s, " Introduction to Computer", TMH, 2004, ISBN-0-07-05-3142-0
- 2) ChetanShrivastava" Fundamentals of Information Technology", Kalyani publishers, 2002, ISBN-81-7663-576-6
- 3) DrMadhulikaJain,"Information Technology Concept", BPB,2006,ISBN – 81-7656-276-9
- 4) Alexis and Mathews Leon, "Fundamentals of Information Technology", Leon Press, ISBN :8182090105
- 5) Verma,"Computer, Internet & Multimedia – Dictionary", Universities Press

#### **REFERENCE BOOKS:**

- 1) Suresh K. Basandra, Computers Today, Galgotia Publications Pvt Ltd., New Delhi.
- 2) Computer Applications In Business, R. Parameswaran

- 3) ITL Education Solutions Limited, Introduction to Information Technology, Pearson Education, New Delhi.
- 4) Perry, P.J., Worldwide Web secrets, Comdex Publishing, New Delhi..
- 5) Davis, Gordon.B, and Olson, Margrethe H., Management Information systems, Mcgraw Hill Book company
- 6) Emerging Trends in Information Technology, Mrs. Jigisha D. Pardesi
- 7) Textbook of Emerging Trends in Information Technology Paperback – 2011, by Ravi P Patki
- 8) E-world: Emerging Trends in Information Technology. by Arpita Gopal & Chandrani Singh
- 9)

**Digital Open Educational Resources (DOER) :**

1. [https://www.tutorialspoint.com/fundamentals\\_of\\_science\\_and\\_technology/information\\_technology.htm](https://www.tutorialspoint.com/fundamentals_of_science_and_technology/information_technology.htm)
2. [https://www.tutorialspoint.com/fundamentals\\_of\\_science\\_and\\_technology/information\\_technology.htm](https://www.tutorialspoint.com/fundamentals_of_science_and_technology/information_technology.htm)

## COURSE OUTCOMES

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

NO	COURSE OUTCOMES	KNOWLEDGE LEVEL (ACCORDING TO REVISED BLOOM'S TAXONOMY)	PSOs ADDRESSED
CO 1	To understand how virtualization improves cloud computing and common standards for cloud.	K1	PSO1
CO 2	Understand different cloud platforms, application and programming support for it.	K1, K2,	PSO2
CO 3	Understand Big Data primitives	K1 & K3	PSO5
CO 4	Understand and demonstrate Big Data processing skills by developing applications	K1, K2, K3 &	PSO4
CO 5	Understand the applications & impact of big data technologies	K2 & K4	PSO3

**HOD'S**  
**Signature**

### Mapping of COs with PSOs

CO/PSO	PSO1	PSO2	PSO3	PSO4	PSO5	PSO6	PSO7	PSO8
CO1	3	1	2	2	2	1	1	1
CO2	1	3	1	2	2	2	2	1
CO3	1	2	1	1	3	2	2	2
CO4	1	1	1	3	2	1	2	2
CO5	1	2	3	1	1	1	1	1

### Mapping of COs with POs

CO/ PSO	PO1	PO2	PO3	PO4
CO1	1	1	1	1
CO2	1	1	1	1
CO3	1	3	1	1
CO4	1	1	1	1
CO5	1	1	1	1

**Note:** ♦ Strongly Correlated – 3      ♦ Moderately Correlated – 2      ♦  
Weakly Correlated -1

### COURSE DESIGNER:

**1. Staff Name: Mrs. T. CHARANYA NAGAMMAL**

**Forwarded By**



**V. Mageshwari**

**Skill Development 100%****I B.Sc IT  
SEMESTER –II***For those who joined in 2021 onwards*

PROGRAMME CODE	COURSE CODE	COURSE TITLE	HRS/ WEEK	CREDIT S
USIT	21I2SL1	PRIVACY AND SECURITY IN ONLINE SOCIAL MEDIA	-	2

**COURSE DESCRIPTION**

With increase in the usage of the Internet, there has been an exponential increase in the use of online social media and networks on the Internet. Privacy and security of online social media need to be investigated, studied and characterized from various perspectives. The course content plays a vital role in making the students to understand the basic issues related to privacy and security in online social media.

**COURSE OBJECTIVES**

To facilitate the student to understand, privacy and security issues in Online Social Media.

**UNITS****UNIT –I INTRODUCTION**

Fundamentals of Social Networks – Introduction to Security and Privacy in social Networks

**UNIT –II DATA AND SOCIAL MEDIA**

Data collection from Social Networks – Challenges – Opportunities and Pitfalls in Online Social Networks

**UNIT –III THREATS IN SOCIAL MEDIA**

Privacy and Security Threats in Online Social Media - Defenses - Controlled Information Sharing in Online Social Media

#### **UNIT –IV ISSUES IN ONLINE SOCIAL MEDIA**

Identity Management in Online Social Networks - Privacy – Security

#### **UNIT –V ETHICS AND POLICIES**

Policies and Privacy – Crowdsourcing – Ethics and social Media

#### **UNIT –VI DYNAMISM (for CIA only)**

Ethics

#### **TEXT BOOK:**

- 1) Material

#### **REFERENCE BOOKS:**

- 1) Chbeir, Richard. Security and privacy preserving in social networks. Ed. Bechara Al Bouna. Berlin: Springer, 2013.
- 2) Cross, Michael. Social media security: Leveraging social networking while mitigating risk. Newnes, 2013.
- 3) Ahn, Gail-Joon, Mohamed Shehab, and Anna Squicciarini. "Security and privacy in social networks." IEEE Internet Computing 15.3 (2011): 10-12.

#### **Digital Open Educational Resources (DOER) :.**

1. [https://www.tutorialspoint.com/fundamentals\\_of\\_science\\_and\\_technology/information\\_technology.htm](https://www.tutorialspoint.com/fundamentals_of_science_and_technology/information_technology.htm)
2. [https://www.tutorialspoint.com/fundamentals\\_of\\_science\\_and\\_technology/information\\_technology.htm](https://www.tutorialspoint.com/fundamentals_of_science_and_technology/information_technology.htm)

Levels	C1	C2	C3	C4	Total Scholastic Marks	Non Scholastic Marks C5	CIA Total	% of Assessment
	Session - wise Average	Better of W1, W2	M1+M2	MID-SEM TEST				
	5 Mks.	5 Mks	5+5=10 Mks.	15 Mks	35 Mks.	5 Mks.	40Mks.	
K1	5	-	-	2 ½	7.5	-	7.5	18.75 %
K2	-	5	4	2 ½	11.5	-	11.5	28.75 %
K3	-	-	3	5	8	-	8	20 %
K4	-	-	3	5	8	-	8	20 %
Non Scholastic	-	-	-	-		5	5	12.5 %
Total	5	5	10	15	35	5	40	100 %

### EVALUATION PATTERN

SCHOLASTIC					NON - SCHOLASTIC	MARKS		
C1	C2	C3	C4	C5	C6	CIA	ESE	Total
10	10	5	5	5	5	40	60	100

### UG CIA Components

				Nos				
<b>C1</b>	-	Test (CIA 1)	1	-	10 Mks			
<b>C2</b>	-	Test (CIA 2)	1	-	10 Mks			
<b>C3</b>	-	Assignment	1	-	5 Mks			
<b>C4</b>	-	Open Book Test/PPT	2 *	-	5 Mks			
<b>C5</b>	-	Quiz	2 *	-	5 Mks			



**C6** - Attendance

- 5 Mks

**COURSE OUTCOMES**

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

NO	COURSE OUTCOMES	KNOWLEDGE LEVEL (ACCORDING TO REVISED BLOOM'S TAXONOMY)	PSOs ADDRESSED
CO 1	Understand basic concepts in Social Media.	K1	PSO3
CO 2	Explain the challenges in social media.	K1, K2	PSO3
CO 3	Understand the threats in Social Media	K1 & K3	PSO3
CO 4	Explain the issues in Social Media	K1, K2, K3	PSO6
CO 5	Understand Policies and ethics related to Social Media	K1 & K3	PSO6

**Mapping COs Consistency with PSOs**

CO/PSO	PSO1	PSO2	PSO3	PSO4	PSO5	PSO6	PSO7	PSO8
CO1	1	1	3	1	1	2	1	1
CO2	1	1	3	1	1	2	1	1
CO3	1	1	3	1	1	2	1	1
CO4	1	1	2	1	1	3	1	1
CO5	1	1	2	1	1	3	1	1

**Mapping of COs with Pos**

CO/ PSO	PO1	PO2	PO3	PO4	PO5	PO6	PO7
<b>CO1</b>	<b>3</b>	<b>1</b>	<b>1</b>	<b>1</b>	<b>1</b>	<b>1</b>	<b>1</b>
<b>CO2</b>	<b>3</b>	<b>1</b>	<b>1</b>	<b>1</b>	<b>1</b>	<b>1</b>	<b>1</b>
<b>CO3</b>	<b>3</b>	<b>1</b>	<b>1</b>	<b>1</b>	<b>1</b>	<b>1</b>	<b>1</b>
<b>CO4</b>	<b>3</b>	<b>1</b>	<b>1</b>	<b>1</b>	<b>1</b>	<b>1</b>	<b>1</b>
<b>CO5</b>	<b>1</b>	<b>1</b>	<b>1</b>	<b>1</b>	<b>1</b>	<b>3</b>	<b>1</b>

**Note:** ♦ Strongly Correlated – 3  
 ♦ Weakly Correlated -1

♦ Moderately Correlated – 2

**COURSE DESIGNER:**

**1. Staff Name: Dr. V. Jane Varamani Sulekha**

**Forwarded By**

  
**V. Mageshwari**  
**HOD'S**  
**Signature**

Skill Development 100%

**II B.Sc IT**  
**SEMESTER –III**
*For those who joined in 2021 onwards*

PROGRAMME CODE	COURSE CODE	COURSE TITLE	HRS/ WEEK	CREDITS
USIT	21I3SL1	VIDEO EDITING TOOLS	-	2

**COURSE DESCRIPTION**

Video Editing is all about practice. In the course, you will come across different subjects and concepts. The basics include editing videos, removing and including sound, correcting the colours, managing the picture, bringing continuity in the video, and adding some special effects.

**COURSE OBJECTIVES**

- To allow course participants to know how to edit video and produce quality videos with simple editing tools such as filmora, video pad and adobe premiere pro.
- To allow course participants to have the required skillset to produce videos for personal usage, corporate usage, marketing and even for events.

**UNITS:**

**Unit I : KDeLive:** The Interface-Cut/shorten video with the razor tool- Add/remove/swap audio from video-Cut, copy, and move clips- Video and audio effects-Artistic effects and filters.

**Unit II : KDeLive:** - Video speed and slow-Using video and audio tracks-Add intro & outro to video- Adjust audio levels & volume control- Picture slide show- **Transform**, crop and resize video.

**Unit III : OpenShot Video Editor:** Introduction-Installation-Main Window-Files-Clips-Transitions-Animation-Titles-Profiles.

**Unit IV : Blender** The Blender Interface- Working with Viewports- Applying Textures- Lighting and Cameras - Render Settings .

**Unit V : Blender:** Ray-Tracing (mirror, transparency, shadows)- Animation Basics Video Sequence Editor.

### UNIT –VI DYNAMISM (for CIA only)

Case study review

#### REFERENCE BOOKS:

1. “Digital Nonlinear Editing: New Approaches to Editing Film and Video” by Thomas A Ohanian.
2. Some Procedures for Sound Editing on Videotape: Using JVC Editing Control Unit RM-86U and 6-Channel Mixer MI 5000” by Richard Raskin.
3. “Editing Digital Video: The Complete Creative and Technical Guide (Digital Video and Audio Series)” by Robert M Goodman and Patrick Mcgrath

#### Digital Open Educational Resources (DOER) :.

1. <https://www.tjfree.com/free-creative-tools/kdenlive-2/>
2. <https://cdn.openshot.org/static/files/user-guide/developers.html>
3. [https://www.cdschools.org/cms/lib04/PA09000075/Centricity/Domain/81/BlenderBasics\\_4thEdition2011.pdf](https://www.cdschools.org/cms/lib04/PA09000075/Centricity/Domain/81/BlenderBasics_4thEdition2011.pdf).

Levels	C1	C2	C3	C4	Total Scholastic Marks	Non Scholastic Marks C5	CIA Total	% of Assessment
	Session -wise Average	Better of W1, W2	M1+M2	MID-SEM TEST				
	5 Mks.	5 Mks	5+5=10 Mks.	15 Mks	35 Mks.	5 Mks.	40Mks.	
K1	5	-	-	2 ½	7.5	-	7.5	18.75 %

<b>K2</b>	-	<b>5</b>	<b>4</b>	<b>2 ½</b>	<b>11.5</b>	-	<b>11.5</b>	28.75 %
<b>K3</b>	-	-	<b>3</b>	<b>5</b>	<b>8</b>	-	<b>8</b>	20 %
<b>K4</b>	-	-	<b>3</b>	<b>5</b>	<b>8</b>	-	<b>8</b>	20 %
<b>Non Scholastic</b>	-	-	-	-		<b>5</b>	<b>5</b>	12.5 %
<b>Total</b>	<b>5</b>	<b>5</b>	<b>10</b>	<b>15</b>	<b>35</b>	<b>5</b>	<b>40</b>	<b>100 %</b>

### EVALUATION PATTERN

SCHOLASTIC					NON - SCHOLASTIC	MARKS		
C1	C2	C3	C4	C5	C6	CIA	ESE	Total
10	10	5	5	5	5	40	60	100

### UG CIA Components

				Nos				
<b>C1</b>	-	Test (CIA 1)	1	-	10	Mks		
<b>C2</b>	-	Test (CIA 2)	1	-	10	Mks		
<b>C3</b>	-	Assignment	1	-	5	Mks		
<b>C4</b>	-	Open Book Test/PPT	2 *	-	5	Mks		
<b>C5</b>	-	Quiz	2 *	-	5	Mks		
<b>C6</b>	-	Attendance		-	5	Mks		

**COURSE OUTCOMES**

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

<b>NO</b>	<b>COURSE OUTCOMES</b>	<b>KNOWLEDGE LEVEL (ACCORDING TO REVISED BLOOM'S TAXONOMY)</b>	<b>PSOs ADDRESSED</b>
CO 1	Earn how to combine basic design principles in video editing.	K1	PSO3
CO 2	Generate a video by applying his knowledge.	K1	PSO3
CO 3	Present the edited video.	K1 & K3	PSO3
CO 4	Apply required corrections in his project and presents it in the class.	K1, K3	PSO5
CO 5	Record short clips by using camera.	K1 & K3	PSO6

**Mapping COs Consistency with PSOs**

<b>CO/PSO</b>	<b>PSO1</b>	<b>PSO2</b>	<b>PSO3</b>	<b>PSO4</b>	<b>PSO5</b>	<b>PSO6</b>	<b>PSO7</b>	<b>PSO8</b>
<b>CO1</b>	1	1	3	1	1	2	1	1
<b>CO2</b>	1	1	3	1	1	2	1	1
<b>CO3</b>	1	1	3	1	1	2	1	1
<b>CO4</b>	1	1	2	1	3	2	1	1
<b>CO5</b>	1	1	2	1	1	3	1	1

**Mapping of COs with Pos**

<b>CO/ PSO</b>	<b>PO1</b>	<b>PO2</b>	<b>PO3</b>	<b>PO4</b>	<b>PO5</b>	<b>PO6</b>	<b>PO7</b>
<b>CO1</b>	3	2	2	2	1	1	1

<b>C02</b>	<b>3</b>	<b>1</b>	<b>2</b>	<b>1</b>	<b>1</b>	<b>1</b>	<b>1</b>
<b>C03</b>	<b>3</b>	<b>1</b>	<b>1</b>	<b>1</b>	<b>1</b>	<b>2</b>	<b>1</b>
<b>C04</b>	<b>3</b>	<b>2</b>	<b>1</b>	<b>2</b>	<b>1</b>	<b>1</b>	<b>1</b>
<b>C05</b>	<b>1</b>	<b>1</b>	<b>1</b>	<b>2</b>	<b>1</b>	<b>3</b>	<b>2</b>

**Note:** ☐ Strongly Correlated – **3**  
☐ Weakly Correlated – **1**

☐ Moderately Correlated – **2**

**COURSE DESIGNER:**

**1. Staff Name: T.Leena Prema Kumari**

**Forwarded By**

  
**V. Mageshwari**

**HOD'S**  
**Signature**

Skill Development 100%

**II B.Sc IT**  
**SEMESTER –IV**

*For those who joined in 2021 onwards*

PROGRAMME CODE	COURSE CODE	COURSE TITLE	HRS/ WEEK	CREDIT S
USIT	21I4SL1	INTRODUCTION TO COMPUTER FORENSICS	-	2

**COURSE DESCRIPTION**

The course content plays a vital role in making the students to understand the basic concepts in Computer Forensics.

**COURSE OBJECTIVES**

To facilitate the student to understand, the basics in digital forensics and techniques for conducting the forensic examination on different digital devices.

**UNITS**

**UNIT –I INTRODUCTION**

Computer forensics fundamentals - Benefits of forensics - computer crimes - computer forensics evidence and courts, legal concerns and private issues.

**UNIT –II INVESTIGATIONS**

Understanding Computing Investigations – Procedure for corporate High-Tech investigations - understanding data recovery work station and software - conducting and investigations.

**UNIT –III DATAACQUISITION**

Understanding storage formats and digital evidence - determining the best acquisition method - acquisition tools - validating data acquisitions - performing RAID data acquisitions - remote network acquisition tools - other forensics acquisitions tools.



**UNIT –IV PROCESSING CRIMES AND INCIDENT SCENES**

Securing a computer incident or crime - seizing digital evidence at scene - storing digital evidence - obtaining digital hash - reviewing case.

**UNIT –V TOOLS**

Current computer forensics tools- software, hardware tools - validating and testing forensic software - addressing data-hiding techniques - performing remote acquisitions - E-Mail investigations- investigating email crime and violations - understanding E-Mail servers - specialized E-Mail forensics tool.

**UNIT –VI DYNAMISM (for CIA only)**

Reviewing cases

**TEXT BOOK:**

- 1) Warren G. Kruse II and Jay G. Heiser, “Computer Forensics: Incident Response Essentials”, Addison Wesley, 2002.
- 2) Nelson, B, Phillips, A, Enfinger, F, Stuart, C., “Guide to Computer Forensics and Investigations, 2nd ed., Thomson Course Technology, 2006, ISBN: 0-619-21706-5.

**REFERENCE BOOKS:**

- 1) Vacca, J, Computer Forensics, Computer Crime Scene Investigation, 2nd Ed, Charles River Media, 2005, ISBN: 1-58450-389.

**Digital Open Educational Resources (DOER) :.**

- 1) <https://www.geeksforgeeks.org/introduction-of-computer-forensics/>

Levels	C1	C2	C3	C4	Total Scholastic Marks	Non Scholastic Marks C5	CIA Total	% of Assessment
	Session - wise Average	Better of W1, W2	M1+M2	MID-SEM TEST				
	5 Mks.	5 Mks	5+5=10 Mks.	15 Mks	35 Mks.	5 Mks.	40Mks.	
K1	5	-	-	2 ½	7.5	-	7.5	18.75 %
K2	-	5	4	2 ½	11.5	-	11.5	28.75 %
K3	-	-	3	5	8	-	8	20 %
K4	-	-	3	5	8	-	8	20 %
Non Scholastic	-	-	-	-		5	5	12.5 %
Total	5	5	10	15	35	5	40	100 %

## EVALUATION PATTERN

SCHOLASTIC					NON - SCHOLASTIC	MARKS		
C1	C2	C3	C4	C5	C6	CIA	ESE	Total
10	10	5	5	5	5	40	60	100

### UG CIA Components

				Nos				
<b>C1</b>	-	Test (CIA 1)	1	-	10	Mks		
<b>C2</b>	-	Test (CIA 2)	1	-	10	Mks		
<b>C3</b>	-	Assignment	1	-	5	Mks		
<b>C4</b>	-	Open Book Test/PPT	2 *	-	5	Mks		
<b>C5</b>	-	Quiz	2 *	-	5	Mks		
<b>C6</b>	-	Attendance		-	5	Mks		

## COURSE OUTCOMES

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

NO	COURSE OUTCOMES	KNOWLEDGE LEVEL (ACCORDING TO REVISED BLOOM'S TAXONOMY)	PSOs ADDRESSED
CO 1	Understand basic concepts in Computer forensics.	K1	PSO3
CO 2	Explain different investigation procedures.	K1, K2	PSO3
CO 3	Understand different Data acquisition mode.	K1 & K3	PSO3
CO 4	Understand investigation process using computer forensics.	K1, K2, K3	PSO6
CO 5	Know how to apply forensic analysis tools to recover important evidence for identifying computer crime.	K1 & K3	PSO6

**Mapping COs Consistency with PSOs**

CO/PSO	PSO1	PSO2	PSO3	PSO4	PSO5	PSO6	PSO7	PSO8
CO1	1	1	3	1	1	2	1	1
CO2	1	1	3	1	1	2	1	1
CO3	1	1	3	1	1	2	1	1
CO4	1	1	2	1	1	3	1	1
CO5	1	1	2	1	1	3	1	1

**Mapping of COs with Pos**

CO/ PSO	PO1	PO2	PO3	PO4	PO5	PO6	PO7
CO1	3	1	1	1	1	1	1
CO2	3	1	1	1	1	1	1
CO3	3	1	1	1	1	1	1
CO4	3	1	1	1	1	1	1
CO5	1	1	1	1	1	3	1

Note: ♦ Strongly Correlated – 3  
 ♦ Weakly Correlated -1

♦ Moderately Correlated – 2

**COURSE DESIGNER:**

1. Staff Name: Dr. V. Jane Varamani Sulekha

Forwarded By

  
**V. Mageshwari**

**HOD'S**  
**Signature**

**Skill Development 100%**
**III B.Sc IT  
SEMESTER –V**
*For those who joined in 2021 onwards*

PROGRAMME CODE	COURSE CODE	COURSE TITLE	HRS/ WEEK	CREDITS
USIT	21I5SL1	GREEN COMPUTING	-	2

**COURSE DESCRIPTION**

The course content plays a vital role in making the students to understand the basic concepts in Green Computing.

**COURSE OBJECTIVES**

To facilitate the student to learn the fundamentals of Green Computing and to understand the issues related with Green compliance

**UNITS**
**UNIT –I INTRODUCTION**

Green IT Fundamentals - Business, IT, and the Environment – Green computing: carbon foot print, scoop on power – Green IT Strategies: Drivers, Dimensions, and Goals – Environmentally Responsible Business: Policies, Practices, and Metrics.

**UNIT –II GREEN ASSETS AND MODELING**

Green Assets: Buildings, Data Centers, Networks, and Devices – Green Business Process Management: Modeling, Optimization, and Collaboration – Green Enterprise Architecture – Environmental Intelligence – Green Supply Chains – Green Information Systems: Design and Development Models.

**UNIT –III GRID FRAMEWORK**

Virtualization of IT systems – Role of electric utilities, Telecommuting, teleconferencing and teleporting – Materials recycling – Best ways for Green PC – Green Data center – Green Grid framework.

#### **UNIT –IV GREEN COMPLIANCE**

Socio-cultural aspects of Green IT – Green Enterprise Transformation Roadmap – Green Compliance: Protocols, Standards, and Audits – Emergent Carbon Issues: Technologies and Future.

#### **UNIT –V CASE STUDIES**

The Environmentally Responsible Business Strategies (ERBS) – Case Study Scenarios for Trial Runs – Case Studies – Applying Green IT Strategies and Applications to a Home, Hospital, Packaging Industry and Telecom Sector.

#### **UNIT –VI DYNAMISM (for CIA only)**

Case study review

#### **TEXT BOOK:**

- 1) BhuvanUnhelkar, –Green IT Strategies and Applications-Using Environmental Intelligence, CRC Press, June 2014.
- 2) Woody Leonhard, Katherine Murray, –Green Home computing for dummies, August 2012.

#### **REFERENCE BOOKS:**

- 1) Alin Gales, Michael Schaefer, MikeEbbbers, –Green Data Center: steps for the Journey, Shroff/IBM rebook, 2011.
- 2) John Lamb, –The Greening of IT, Pearson Education, 2009.
- 3) Jason Harris, –Green Computing and Green IT- Best Practices on regulations & industry, Lulu.com, 2008
- 4) Carl speshocky, –Empowering Green Initiatives with IT, John Wiley & Sons, 2010.
- 5) Wu Chun Feng (editor), –Green computing: Large Scale energy efficiency, CRC Press

#### **Digital Open Educational Resources (DOER) :.**

- 1) [https://www.tutorialspoint.com/environmental\\_studies/environmental\\_studies\\_towards\\_sustainable\\_future.htm](https://www.tutorialspoint.com/environmental_studies/environmental_studies_towards_sustainable_future.htm)

Levels	C1	C2	C3	C4	Total Scholastic Marks	Non Scholastic Marks C5	CIA Total	% of Assessment
	Session - wise Average	Better of W1, W2	M1+M2	MID-SEM TEST				
	5 Mks.	5 Mks	5+5=10 Mks.	15 Mks	35 Mks.	5 Mks.	40Mks.	
K1	5	-	-	2 ½	7.5	-	7.5	18.75 %
K2	-	5	4	2 ½	11.5	-	11.5	28.75 %
K3	-	-	3	5	8	-	8	20 %
K4	-	-	3	5	8	-	8	20 %
Non Scholastic	-	-	-	-		5	5	12.5 %
Total	5	5	10	15	35	5	40	100 %



## EVALUATION PATTERN

SCHOLASTIC					NON - SCHOLASTIC	MARKS		
C1	C2	C3	C4	C5	C6	CIA	ESE	Total
10	10	5	5	5	5	40	60	100

### UG CIA Components

				Nos				
<b>C1</b>	-	Test (CIA 1)	1	-	10	Mks		
<b>C2</b>	-	Test (CIA 2)	1	-	10	Mks		
<b>C3</b>	-	Assignment	1	-	5	Mks		
<b>C4</b>	-	Open Book Test/PPT	2 *	-	5	Mks		
<b>C5</b>	-	Quiz	2 *	-	5	Mks		
<b>C6</b>	-	Attendance		-	5	Mks		

## COURSE OUTCOMES

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

NO	COURSE OUTCOMES	KNOWLEDGE LEVEL (ACCORDING TO REVISED BLOOM'S TAXONOMY)	PSOs ADDRESSED
CO 1	Acquire knowledge to adopt green computing practices to minimize negative impacts on the environment.	K1	PSO3
CO 2	Enhance the skill in energy saving practices in their use of hardware.	K1, K2	PSO3
CO 3	Evaluate technology tools that can reduce paper waste and carbon footprint by the stakeholders.	K1 & K3	PSO3
CO 4	Explain issues related to green compliances.	K1, K2, K3	PSO6
CO 5	Understand the ways to minimize equipment disposal requirements	K1 & K3	PSO6

**Mapping COs Consistency with PSOs**

CO/PSO	PSO1	PSO2	PSO3	PSO4	PSO5	PSO6	PSO7	PSO8
CO1	1	1	3	1	1	2	1	1
CO2	1	1	3	1	1	2	1	1
CO3	1	1	3	1	1	2	1	1
CO4	1	1	2	1	1	3	1	1
CO5	1	1	2	1	1	3	1	1

**Mapping of COs with Pos**

CO/ PSO	PO1	PO2	PO3	PO4	PO5	PO6	PO7
CO1	3	1	1	1	1	1	1
CO2	3	1	1	1	1	1	1
CO3	3	1	1	1	1	1	1
CO4	3	1	1	1	1	1	1
CO5	1	1	1	1	1	3	1

Note: ♦ Strongly Correlated – 3  
 ♦ Weakly Correlated -1

♦ Moderately Correlated – 2

**COURSE DESIGNER:**

1. Staff Name: Dr. V. Jane Varamani Sulekha

Forwarded By



**V. Mageshwari**

**HOD'S  
Signature**

Skill Development 100%

**III B.Sc IT  
SEMESTER –VI**
*For those who joined in 2021 onwards*

PROGRAMME CODE	COURSE CODE	COURSE TITLE	CATEGORY	HRS	CREDITS
USCA	<b>21J6SLI 1</b>	<b>DATA SCIENCE AND TOOLS</b>	<b>PRACTICAL</b>	-	<b>2</b>

**COURSE DESCRIPTION**

This course gives basic understanding about big data analytics using R language and to disseminate knowledge in cutting edge technologies to store and visualize huge data.

**COURSE OBJECTIVES**

1. Recognize the essential notion of data science
2. Examine the Tools and skills of a data scientist
3. Figure out the working of R Tool

**UNITS**
**UNIT I : DATA SCIENCE AND DATA SCIENTISTS (6 HRS)**

Introduction – Need of Data Science – Business Intelligence Vs Data Analysis – Features – Life Cycle – Discovery – Data Preparation – Model Planning – Model Building – Operationalize – Communicate Results – Who are Data Scientists? – Skills needed for Data Scientists

**UNIT II : TOOLS FOR DATA SCIENCE (6 HRS)**

EXCEL – R Tool - Apache Hadoop – BigML – SaS – MATLAB – WEKA – Tableau – QlikView

**UNIT III : R TOOL****(6 HRS)**

Startup – The Workspace – Variable – Constants – Data Types – R Operators

**UNIT IV : R STATEMENTS AND FUNCTIONS****(6 HRS)**

Control Statements – If – If.. Else – Switch – Looping Statements – Functions – Strings

**UNIT V : R INTERFACES AND VISUALIZATION****(6 HRS)**

CSV Files – Excel Files – XML Files – R Database – Pie Chart – Bar Chart – Histograms – Line Graphs – Statistical Display of Results

**WEB REFERENCES :**<https://data-flair.training/blogs/data-science-tools/>**OER REFERENCES :**<https://github.com/chaconnewu/free-data-science-books>**COURSE OUTCOMES**

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

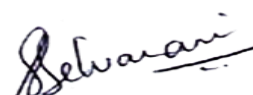
<b>NO.</b>	<b>COURSE OUTCOMES</b>	<b>KNOWLEDGE LEVEL (ACCORDING TO REVISED BLOOM'S TAXONOMY)</b>	<b>PSOs ADDRESSED</b>
CO 1	Foresee the life cycle of data science and the skills of data scientists.	<b>K1</b>	<b>PSO1&amp; PSO2</b>
CO 2	Compare the pros and cons of the tools of data science	<b>K1, K2</b>	<b>PSO2, PSO3</b>

CO 3	Analyze the methodologies R Tool	<b>K1 &amp; K3</b>	<b>PSO3, PSO5</b>
CO 4	Implement the programming erect of R.	<b>K1, K2 &amp; K3</b>	<b>PSO5, PSO8</b>
CO 5	Design the code for the problems related to data science using R	<b>K3 &amp; K4</b>	<b>PSO8</b>

**COURSE DESIGNER:**

**1. Staff Name : Ms. S. Selvarani**

**Forwarded By**



**(S.Selvarani)**

**HOD'S Signature & Name**