(Formerly West Bengal University of Technology) Syllabus for B. Tech in Computer Science & Engineering (Applicable from the academic session 2020-2021)

# SEMESTER – V

## Software Engineering Code: ESC501 Contact: 3L

Name of the Course:	Software Engineering	
Course Code: ESC501	Semester: V	
Duration:6 months	Maximum Marks:1	00
Teaching Scheme	Examination Scheme	
Theory:3 hrs./week	Mid Semester exam: 15	
Tutorial: NIL	Assignment and Quiz: 10 marks	
Attendance: 5 marks		Attendance: 5 marks
Practical: hrs./week	End Semester Exam:70 Marks	
Credit Points:	3	

Unit	Content	Hrs/Unit	Marks/Unit
1	Overview of System Analysis & Design , Business System Concept, System Development Life Cycle, Waterfall Model , Spiral Model, Feasibility Analysis, Technical Feasibility, Cost- Benefit Analysis, COCOMO model. [10L]	10	
2	System Design – Context diagram and DFD, Problem Partitioning, Top-Down And Bottom-Up design; Decision tree, decision table and structured English; Functional vs. Object- Oriented approach. <b>[5L]</b>	5	
3	Coding & Documentation – Structured Programming, OO Programming, Information Hiding, Reuse, System Documentation. <b>[4L]</b> Testing – Levels of Testing, Integration Testing, Test case Specification, Reliability Assessment, Validation & Verification Metrics, Monitoring & Control. <b>[8L]</b>	12	
4.	Software Project Management – Project Scheduling, Staffing, Software Configuration Management, Quality Assurance, Project Monitoring. [7L]	7	

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5	Static and dynamic models, why modeling, UML	10		
	diagrams: Class diagram, interaction diagram:			
	collaboration diagram,			
	sequence diagram, state chart diagram,			
	activity diagram, implementation diagram.			
	[10 L]			

## Text book and Reference books:

- 1. Pressman, Software Engineering : A practitioner's approach-(TMH)
- 2. Pankaj Jalote, Software Engineering- (Wiley-India)
- 3. N.S. Gill, Software Engineering (Khanna Publishing House)
- 4. Rajib Mall, Software Engineering- (PHI)
- 5. Agarwal and Agarwal, Software Engineering (PHI)
- 6. Sommerville, Software Engineering Pearson
- 7. Martin L. Shooman, Software Engineering TMH

#### Compiler Design Code: PCC-CS501 Contact: 3L

Name	of the Course:	Compiler Design	
Cours	e Code: PCC-CS501	Semester:V	
Durati	on:6 months	Maximum Marks:	00
Teach	ing Scheme		Examination Scheme
Theor	y:3 hrs./week		Mid Semester exam: 15
Tutori	al: NIL		Assignment and Quiz: 10 marks
			Attendance: 5 marks
Practic	cal: NIL	End Semester Exam:70 Marks	
Credit	Points:	3	
Objec	Objective:		
1	1 To understand and list the different stages in the process of compilation.		
2	Identify different methods of lexical analysis		
3	Design top-down and bottom-up parsers		
4	Identify synthesized and inherited attributes		
5	Develop syntax direct	ed translation schem	es

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6	Develop algorithms to generate code for a target machine

Unit	Content	Hrs/Unit	Marks/Unit
	Introduction to Compiling [3L]		
1	Compilers, Analysis of the source program, The	3	
	phases of the compiler, Cousins of the compiler.		
2	Lexical Analysis [6L]	6	
	The role of the lexical analyzer, Tokens, Patterns,		
	Lexemes, Input buffering, Specifications of a token,		
	Recognition of a		
	tokens, Finite automata, From a regular expression		
	to an NFA, From a regular expression to NFA,		
	From a regular expression to DFA, Design of a		
	lexical analyzer generator (Lex).		
3	Syntax Analysis [9L]	9	
	The role of a parser, Context free grammars,		
	Writing a grammar, Top down Parsing, Non-		
	recursive Predictive parsing		
	(LL), Bottom up parsing, Handles, Viable prefixes,		
	Operator precedence parsing, LR parsers (SLR,		
	LALR), Parser generators (YACC). Error Recovery		
	strategies for different parsing techniques.		
4	Syntax directed translation [5L]	5	
	Syntax director definitions, Construction of syntax		
	trees, Bottom-up evaluation of S attributed		
	definitions, L attributed definitions, Bottom-up		
	evaluation of inherited attributes.		
5	Type checking [4L]	4	
	Type systems, Specification of a simple type		
	checker, Equivalence of type expressions, Type		
	conversions		
6	Run time environments [5L]	5	
	Source language issues (Activation trees, Control		
	stack, scope of declaration, Binding of names),		
	Storage organization		
	(Subdivision of run-time memory, Activation		
	records), Storage allocation strategies, Parameter		
	passing (call by value, call by reference, copy		
	restore, call by name), Symbol tables, dynamic		
7	storage anocation techniques.	A	
/	Intermediate code generation [4L]	4	
	Three address and a Implementation of three		
	address statements		
	(Ouadruples Triples Indirect triples)		
1	(Quadrupico, mipico, municer impico).		

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8	Code optimization [5L]	5	
	Introduction, Basic blocks & flow graphs,		
	Transformation of basic blocks, Dag representation		
	of basic blocks, The		
	principle sources of optimization, Loops in flow		
	graph, Peephole optimization.		
9	Code generations [4L]	4	
	Issues in the design of code generator, a simple		
	code generator, Register allocation & assignment.		

## Text book and Reference books:

Aho, Sethi, Ullman - "Compiler Principles, Techniques and Tools" - Pearson Education.
 Holub - "Compiler Design in C" - PHI.

# **Course Outcomes**:

On completion of the course students will be able to

- 1. Understand given grammar specification develop the lexical analyser
- 2. Design a given parser specification design top-down and bottom-up parsers
- 3. Develop syntax directed translation schemes
- 4. Develop algorithms to generate code for a target machine

## Operating Systems Code: PCC-CS502 Contacts: 3L

Name of the Course:	Operating System	15	
Course Code: PCC-CS502	Semester: V		
Duration: 6 months	Maximum Marks:	100	
Teaching Scheme		Examination Scheme	
Theory:3 hrs./week		Mid Semester exam: 15	
Tutorial: NIL		Assignment and Quiz: 10 marks	
	Attendance : 5 marks		
Practical: hrs./week		End Semester Exam :70 Marks	
Credit Points:	3		
Objective:			
1 To learn the mechan	isms of OS to handle	e processes and threads and their	
communication			
2 To learn the mechan	isms involved in me	mory management in contemporary OS	
3 To gain knowledge	To gain knowledge on distributed operating system concepts that includes architecture,		
Mutual exclusion al	Mutual exclusion algorithms, deadlock detection algorithms and agreement protocols		
4 To know the compo	e components and management aspects of concurrency management		
Pre-Requisite:			

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1 Computer Organization & Architecture

Unit	Content	Hrs/U	Marks/
1	Introduction:ConceptofOperatingSystems,GenerationsofOperatingsystems,TypesofOperatingSystems,OSServices,SystemCalls,StructureofanOS-Layered,Monolithic,	3	Unit
	Microkernel Operating Systems, Concept of Virtual Machine. Case study on UNIX and WINDOWS Operating System.		
2	<ul> <li>Processes: Definition, Process Relationship, Different states of a Process, Process State transitions, Process Control Block (PCB), Context switching</li> <li>Thread: Definition, Various states, Benefits of threads, Types of threads, Concept of multithreads,</li> <li>Process Scheduling: Foundation and Scheduling objectives, Types of Schedulers, Scheduling criteria: CPU utilization, Throughput, Turnaround Time, Waiting Time, Response Time; Scheduling algorithms: Pre-emptive and Non pre-emptive, FCFS, SJF, RR; Multiprocessor scheduling: Real Time scheduling: RM and EDF.</li> </ul>	10	
3.	Inter-process Communication: Critical Section, Race Conditions, Mutual Exclusion, Hardware Solution, Strict Alternation, Peterson's Solution, The Producer Consumer Problem, Semaphores, Event Counters, Monitors, Message Passing, Classical IPC Problems: Reader's & Writer Problem, Dinning Philosopher Problemetc.	5	
4.	<b>Deadlocks:</b> Definition, Necessary and sufficient conditions for Deadlock, Deadlock Prevention, Deadlock Avoidance: Banker's algorithm, Deadlock detection and Recovery.	5	
5.	<ul> <li>Memory Management: Basic concept, Logical and Physical address map, Memory allocation: Contiguous Memory allocation— Fixed and variable partition— Internal and External fragmentation and Compaction; Paging: Principle of operation—Page allocation Hardware support for paging, Protection and sharing, Disadvantages of paging.</li> <li>Virtual Memory: Basics of Virtual Memory — Hardware and control structures — Locality of reference, Page fault, Working Set, Dirty page/Dirty bit — Demand paging, Page Replacement algorithms: Optimal, First in First Out (FIFO), Second Chance (SC), Not recently used (NRU) and Least Recently</li> </ul>	8	

	used(LRU).		
6.	<ul> <li>I/O Hardware: I/O devices, Device controllers, Direct memory access Principles of I/O Software: Goals of Interrupt handlers, Device drivers, Device independent I/O software, Secondary-Storage Structure: Disk structure, Disk scheduling algorithms</li> <li>File Management: Concept of File, Access methods, File types, File operation, Directory structure, File System structure, Allocation methods (contiguous, linked, indexed), Free-space management (bit vector, linked list, grouping), directory implementation (linear list, hash table), efficiency and performance.</li> </ul>	6	
	<b>Disk Management:</b> Disk structure, Disk scheduling - FCFS, SSTF, SCAN, C-SCAN, Disk reliability, Disk formatting, Boot-block, Bad blocks		

## Text book and Reference books:

- 1. Operating System Concepts Essentials, 9th Edition by AviSilberschatz, Peter Galvin, Greg Gagne, Wiley Asia Student Edition.
- 2. Operating Systems: Internals and Design Principles, 5th Edition, William Stallings, Prentice Hall of India.
- 3. Operating System Concepts, Ekta Walia, Khanna Publishing House (AICTE Recommended Textbook 2018)
- 4. Operating System: A Design-oriented Approach, 1st Edition by Charles Crowley, Irwin Publishing
- Operating Systems: A Modern Perspective, 2<sup>nd</sup> Edition by Gary J. Nutt, Addison-Wesley
- 6. Design of the Unix Operating Systems, 8<sup>th</sup> Edition by Maurice Bach, Prentice-Hall of India
- 7. Understanding the Linux Kernel, 3rd Edition, Daniel P. Bovet, Marco Cesati, O'Reilly and Associates

## **Course Outcomes:**

On completion of the course students will be able to

- 1. Create processes and threads.
- 2. Develop algorithms for process scheduling for a given specification of CPU utilization, Throughput, Turnaround Time, Waiting Time, Response Time.
- 3. For a given specification of memory organization develop the techniques for optimally allocating memory to processes by increasing memory utilization and for improving the access time. Design and implement file management system.

4. For a given I/O devices and OS (specify) develop the I/O management functions in OS as part of a uniform device abstraction by performing operations for synchronization between CPU and I/O controllers.

#### **Object Oriented Programming Code: PCC-CS503 Contacts: 3L**

Name of the Course:	Computer Organization		
Course Code: PCC-CS503	Semester: V		
Duration:6 months	Maximum Marks	s:100	
Teaching Scheme		Examination Scheme	
Theory:3 hrs./week		Mid Semester exam: 15	
Tutorial: NIL		Assignment and Quiz : 10 marks	
Attendance: 5 marks		Attendance: 5 marks	
Practical: hrs./week	Veek End Semester Exam:70 Marks		
Credit Points:	3		

Unit	Content	Hrs/Unit	Marks/Unit
1	Abstract data types and their specification. How to implement an ADT. Concrete state space, concrete invariant, abstraction function. Implementing operations, illustrated by the Text example.	8	
2	Features of object-oriented programming. Encapsulation, object identity, polymorphism – but not inheritance.	8	
3	Inheritance in OO design. Design patterns. Introduction and classification. The iterator pattern.	6	
4	Model-view-controller pattern. Commands as methods and as objects. Implementing OO language features. Memory management.	6	
5	Generic types and collections GUIs. Graphical programming with Scale and Swing . The software development process	6	

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#### **Text book and Reference books:**

1. Rambaugh, James Michael, Blaha – "Object Oriented Modelling and Design" – Prentice Hall, India

- 2. Ali Bahrami "Object Oriented System Development" Mc Graw Hill
- 3. Patrick Naughton, Herbert Schildt "The complete reference-Java2" TMH
- 4. R.K Das "Core Java For Beginners" VIKAS PUBLISHING
- 5. Deitel and Deitel "Java How to Program" 6th Ed. Pearson
- 6. Ivor Horton's Beginning Java 2 SDK Wrox
- 7. E. Balagurusamy " Programming With Java: A Primer" 3rd Ed. TMH

## **Course Outcomes:**

On completion of the course students will be able to

- 1. Specify simple abstract data types and design implementations, using abstraction functions to document them.
- 2. Recognise features of object-oriented design such as encapsulation, polymorphism, inheritance, and composition of systems based on object identity.
- 3. Name and apply some common object-oriented design patterns and give examples of their use.
- 4. Design applications with an event-driven graphical user interface.

#### Introduction to Industrial Management (Humanities III) Code: HSMC-501 Contacts: 3L

Name of the Course:	Introduction to Industrial Management (Humanities III)	
Course Code: HSMC-501	Semester: V	
Duration:6 months	Maximum Marks	s:100
Teaching Scheme		Examination Scheme
Theory:3 hrs./week		Mid Semester exam: 15
Tutorial: NIL		Assignment and Quiz : 10 marks
		Attendance: 5 marks
Practical: NIL		End Semester Exam:70 Marks
Credit Points:	3	

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Unit	Content	Hrs/Unit	Marks/Unit
	Introduction	6	
1	System- concept, definition, types,		
	parameters, variables and behavior.		
	Management – definition and		
	functions.		
	Organization structure:		
	i. Definition.		
	ii. Goals.		
	iii. Factors considered in formulating		
	structure.		
	iv. Types.		
	v. Advantages and disadvantages.		
	vi. Applications.		
	Concept, meaning and importance of		
	division of labor, scalar & functional		
	processes, span of control, delegation of		
	authority, centralization and		
	decentralization in industrial		
	management.		
	Organizational culture and climate –		
	meaning, differences and factors		
	affecting them.		
	Moral-factors affecting moral.		
	Relationship between moral and		
	productivity.		
	Job satisfaction- factors influencing		
	job satisfaction.		
	Important provisions of factory act		
	and labor laws.		
2	Critical Path Method (CPM) and	8	
	Programme Evaluation Review		
	Technique (PERT):		
	2.1 CPM & PERT-meaning, features,		
	difference, applications. 2.2 Understand		
	different terms used in network diagram.		
	Draw network diagram for a real life		
	project containing 10-15 activities,		
	computation of LPO and EPO.(Take		
	minimum three examples).		
	Determination of critical path on		
	network.		
	Floats, its types and determination of		
	floats.		
	Crashing of network, updating and		
	its applications.		

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3	Materials Management:	6	
	8		
	Material management-definition,		
	functions, importance, relationship with		
	other departments.		
	Purchase - objectives, purchasing		
	systems, purchase procedure, terms and		
	forms used in purchase department.		
	Storekeeping- functions, classification		
	of stores as centralized and decentralized		
	with their advantages, disadvantages and		
	application in actual practice.		
	Functions of store, types of records		
	maintained by store, various types and		
	applications of storage equipment, need		
	and general methods for codification of		
	stores.		
	Inventory control:		
	1. Definition.		
	11. Objectives.		
	III. Derivation for expression for Economic Order Quentity (EQQ) and		
	numeric evential and APC enclosing and		
	other modern methods of analysis and		
	V Various types of inventory models		
	such as Wilson's inventory model		
	replenishment model and two bin model		
	(Only sketch and understanding no		
	derivation)		
	3 6 Material Requirement Planning		
	(MRP)- concept, applications and brief		
	details about software packages available		
	in market.		
4		8	
	Production planning and Control	-	
	(PPC):		
	Types and examples of production.		
	PPC : i. Need and importance. ii.		
	Functions. iii. Forms used and their		
	importance. iv. General approach for		
	each type of production.		
	Scheduling- meaning and need for		
	productivity and utilisation.		
	Gantt chart- Format and method to		
	prepare.		
	Critical ratio scheduling-method and		
	numeric examples.		
	Scheduling using Gantt Chart (for at		
	least 5-7 components having 5-6		

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	une al in in a su susti and surith sus assass		
	machining operations, with processes,		
	setting and operation time for each		
	component and process, resources		
	available, quantity and other necessary		
	data), At least two examples.		
	4.7 Bottlenecking- meaning, effect and		
	ways to reduce.		
5	Value Analysis (VA) and Cost Control:	4	
	5.1 VA-definition, terms used, process and		
	importance. 5.2 VA flow diagram.		
	DARSIRI method of VA.		
	Case study of VA-at least two.		
	Waste-types, sources and ways to reduce them.		
	Cost control-methods and important guide lines.		
6	Recent Trends in IM:	4	
	ERP (Enterprise resource planning) - concept,		
	features and applications.		
	Important features of MS Project.		
	Logistics- concept, need and benefits.		
	Just in Time (JIT)-concept and benefits.		
	Supply chain management-concept and benefits.		

## Text book and Reference books:

- 1. L.S. Srinath- "CPM & PERT principles and Applications".
- 2. Buffa "Modern Production Management".
- 3. N. Nair "Materials Management".
- 4. O. P. Khanna "Industrial Engineering & Management".
- 5. Mikes "Value Analysis".
- 6. S.C. Sharma, "Engineering Management Industrial Engineering & Management", Khanna Book Publishing Company, New Delhi

# **Course Outcomes:**

On completion of the course students will be able to

- 1. Interpret given organization structure, culture, climate and major provisions of factory acts and laws.
- 2. Explain material requirement planning and store keeping procedure.
- 3. Plot and analyze inventory control models and techniques.
- 4. Prepare and analyze CPM and PERT for given activities.
- 5. List and explain PPC functions.

Theory of Computation Code: PEC-IT501A Contacts: 3L

Name of the Course:	Theory of Computation	
Course Code: PEC-IT501A	Semester: V	
Duration: 6 months	Maximum Marks:	100
Teaching Scheme		Examination Scheme
Theory:3 hrs./week		Mid Semester exam: 15
Tutorial: NIL		Assignment and Quiz: 10 marks
		Attendance : 5 marks
Practical: NIL		End Semester Exam :70 Marks
Credit Points:	3	

Unit	Content	Hrs/U	Marks/
		nit	Unit
	Fundamentals: Basic definition of sequential circuit, block diagram,	13	
1	mathematical representation, concept of transition table		
	and transition diagram (Relating of Automata concept to sequential		
	circuit concept) Design of sequence detector,		
	Introduction to finite state model [2L]		
	Finite state machine: Definitions, capability & state equivalent, kth-		
	equivalent concept [ 1L]		
	Merger graph, Merger table, Compatibility graph [1L]		
	Finite memory definiteness, testing table & testing graph. [1L]		
	Deterministic finite automaton and non deterministic finite automaton.		
	[1L] Transition diagrams and Language		
	recognizers. [1L]		
	Finite Automata: NFA with I transitions - Significance, acceptance of		
	languages. [1L]		
	Conversions and Equivalence: Equivalence between NFA with and		
	without I transitions. NFA to DFA conversion. [2L]		
	Minimization of FSM, Equivalence between two FSM's, Limitations		
	of FSM [1L]		
	Application of finite automata, Finite Automata with output- Moore &		
	Melay machine. [2L]		
	Regular Languages : Regular sets. [1L]	8	
2	Regular expressions, identity rules. Arden's theorem state and prove		
	[1L]		
	Constructing finite Automata for a given regular expressions, Regular		
	string accepted by NFA/DFA [1L]		
	Pumping lemma of regular sets. Closure properties of regular sets		
	(proofs not required). [1L]		
	Grammar Formalism: Regular grammars-right linear and left linear		

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	9grammars. [1L] Equivalence between regular linear grammar and FA. [1L] Inter conversion, Context free grammar. [1L] Derivation trees, sentential forms. Right most and leftmost derivation of strings. (Concept only) [1L]		
	Context Free Crommers, Ambiguity in context free grommers [11]		
3	Minimization of Context Free Grammars [11]	9	
5.	Chomsky normal form and Greibach normal form. [11]		
	Pumping Lemma for Context Free Languages. [11]		
	Enumeration of properties of CFL (proofs omitted). Closure property		
	of CFL, Ogden's lemma & its applications [1L]		
	Push Down Automata: Push down automata, definition. [1L]		
	Acceptance of CFL, Acceptance by final state and acceptance by		
	empty state and its equivalence. [1L]		
	Equivalence of CFL and PDA, interconversion. (Proofs not required).		
	[1L]		
	Introduction to DCFL and DPDA. [1L]		
4.	Turing Machine : Turing Machine, definition, model [1L]	5	
	Design of TM, Computable functions [1L]		
	Church's hypothesis, counter machine [1L]		
	Types of Turing machines (proofs not required) [1 L]		
	Universal Turing Machine, Halting problem [2L]		

# Text book and Reference books:

- 1. "Introduction to Automata Theory Language and Computation", Hopcroft H.E. and Ullman J. D., Pearson education.
- 2. "Theory of Computation", R.B Patel, Khanna Publishing House, New Delhi
- 3. "Theory of Computer Science ", Automata Languages and computation", Mishra and Chandra shekaran, 2nd edition, PHI.
- 4. "Formal Languages and Automata Theory", C.K.Nagpal, Oxford
- 5. "Switching & Finite Automata", ZVI Kohavi, 2nd Edn., Tata McGraw Hill
- 6. "Introduction to Computer Theory", Daniel I.A. Cohen, John Wiley
- 7. "Introduction to languages and the Theory of Computation", John C Martin, TMH
- 8. "Elements of Theory of Computation", Lewis H.P. & Papadimitrou C.H. Pearson, PHI.

## **Course Outcomes:**

On completion of the course students will be able to

- Define a system and recognize the behavior of a system. They will be able to minimize a system
  - and compare different systems

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- 2. Convert Finite Automata to regular expression. Students will be able to check equivalence between regularlinear grammar and FA.
- 3. Minimize context free grammar. Student will be able to check equivalence of CFL and PDA. They
- 4. Will be able to design Turing Machine.
- 5. Design Turing machine.

## Artificial Intelligence Code: PEC-IT501B Contacts: 3L

Name of the Course:	Artificial Intelligence	
Course Code: PEC-IT501B	Semester: V	
Duration: 6 months	Maximum Marks:1	00
Teaching Scheme		Examination Scheme
Theory:3 hrs./week		Mid Semester exam: 15
Tutorial: NIL		Assignment and Quiz: 10 marks
		Attendance : 5 marks
Practical: NIL		End Semester Exam :70 Marks
Credit Points:	3	

Unit	Content	Hrs/U	Marks/
		nit	Unit
	Introduction [2]	6	
1	Overview of Artificial intelligence- Problems of AI, AI technique, Tic		
	- Tac - Toe problem.		
	Intelligent Agents [2]		
	Agents & environment, nature of environment, structure of agents,		
	goal based agents, utility based agents, learning agents.		
	Problem Solving [2]		
	Problems, Problem Space & search: Defining the problem as state		
	space search, production system, problem characteristics,		
	issues in the design of search programs.		
2.	Search techniques [5]	13	
	Solving problems by searching :problem solving agents, searching for		
	solutions; uniform search strategies: breadth first		
	search, depth first search, depth limited search,		
	bidirectional search, comparing uniform search strategies.		
	Heuristic search strategies [5]		
	Greedy best-first search, A* search, memory bounded heuristic search:		
	local search algorithms & optimization problems:		
	Hill climbing search, simulated annealing search, local beam search,		

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	genetic algorithms; constraint satisfaction problems, local search for constraint satisfaction problems. <b>Adversarial search [3]</b> Games, optimal decisions & strategies in games, the minimax search procedure, alpha-beta pruning, additional refinements, iterative deepening		
3	Knowledge & reasoning [3]         Knowledge representation issues, representation & mapping, approaches to knowledge representation, issues in knowledge representation.	3	
4	<ul> <li>Using predicate logic [2]</li> <li>Representing simple fact in logic, representing instant &amp; ISA relationship, computable functions &amp; predicates, resolution, natural deduction.</li> <li>Probabilistic reasoning [4]</li> <li>Representing knowledge in an uncertain domain, the semantics of Bayesian networks, Dempster-Shafer theory, Fuzzy sets &amp; fuzzy logics.</li> </ul>	6	
5	Natural Language processing [2]         Introduction, Syntactic processing, semantic analysis, discourse & pragmatic processing.         Learning [2]         Forms of learning, inductive learning, learning decision trees, explanation based learning, learning using relevance information, neural net learning & genetic learning.         Expert Systems [2]         Representing and using domain knowledge, expert system shells, knowledge acquisition.	6	

## Text book and Reference books:

- 1. Artificial Intelligence, Ritch & Knight, TMH
- 2. Artificial Intelligence A Modern Approach, Stuart Russel Peter Norvig Pearson
- 3. Introduction to Artificial Intelligence & Expert Systems, Patterson, PHI
- 4. Poole, Computational Intelligence, OUP
- 5. Logic & Prolog Programming, Saroj Kaushik, New Age International
- 6. Expert Systems, Giarranto, VIKAS
- 7. M.C. Trivedi, Artificial Intelligence, Khanna Publishing House, New Delhi (AICTE Recommended Textbook 2018)

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Advanced Computer Architecture Code: PEC-IT501C Contacts: 3L

Name of the Course:	Advanced Computer Architecture	
Course Code: PEC-IT501C	Semester: V	
Duration: 6 months	Maximum Marks:	100
Teaching Scheme		Examination Scheme
Theory:3 hrs./week		Mid Semester exam: 15
Tutorial: NIL		Assignment and Quiz: 10 marks
		Attendance : 5 marks
Practical: NIL		End Semester Exam :70 Marks
Credit Points:	3	

Unit	Content	Hrs/U	Marks/
		nit	Unit
	Computer Architecture and Organization-Review, Fundamentals of	6	
1	Computer Design, Technology Trends Cost Performance		
	Analysis (3L)		
	Parallel Processing Architectures- Taxonomy- SISD, MISD,		
	SIMD, MIMD, PRAM models (3L)		
2.	Data and Resource Dependencies, Program Partitioning and	10	
	Scheduling, Control Flow vs. Data Flow (3L)		
	Network topologies-Static, Dynamic, Types of Networks (3L)		
	RISC vs. CISC, Memory Hierarchy, Virtual Memory (4L)		
3	Concepts of Pipelining, Instruction Pipelining, dynamic pipelining,	12	
	arithmetic pipelines. (4L)		
	Multiprocessors- Multistage Networks, Cache Coherence,		
	Synchronization, Message- passing (4L)		
	Vector Processing Principles- Instruction types, Compound, Vector		
	Loops, Chaining (4L)		
4	Array Processors- Structure, Algorithms (3L)	11	
	Data Flow Architecture- Graphs. Petri Nets, Static and Dynamic DFA,		
	VLSI Computations (4L)		
	Parallel Programming Models, Languages, Compilers (4L)		

## Text book and Reference books:

1. Computer Architecture and Parallel Processing- Kai Hwang and A. .Brigggs International Edition, McGraw Hill

2. Advanced Computer Architecture: D. Sima, T. fountain, P. Kacsuk, Pearson

3. Parallel Computer Architecture: D. Culler, J.P.Singh, A.Gupta, Elsevier

(Formerly West Bengal University of Technology) Syllabus for B. Tech in Computer Science & Engineering (Applicable from the academic session 2020-2021)

Computer Graphics Code: PEC-IT501D Contacts: 3L

Name of the Course:	Computer Graph	ics
Course Code: PEC-IT501D	Semester: V	
Duration: 6 months	Maximum Marks:1	00
Teaching Scheme		Examination Scheme
Theory:3 hrs./week		Mid Semester exam: 15
Tutorial: NIL		Assignment and Quiz: 10 marks
		Attendance : 5 marks
Practical: NIL		End Semester Exam :70 Marks
Credit Points:	3	

Unit	Content	Hrs/U	Marks/
		nit	Unit
	Introduction to computer graphics & graphics systems [6L]:	14	
1	Overview of computer graphics,		
	representing pictures, preparing, presenting & interacting with pictures		
	for presentations; Visualization & image processing; RGB color		
	model, direct coding, lookup table; storage tube		
	graphics display, Raster scan display, 3D viewing devices, Plotters,		
	printers, digitizers, Light pens etc.; Active & Passive graphics devices;		
	Computer graphics software.		
	Scan conversion [8L]: Points & lines, Line drawing algorithms; DDA		
	algorithm, Bresenham's line algorithm, Circle generation algorithm;		
	Ellipse generating algorithm; scan line polygon, fill algorithm,		
	boundary fill algorithm, flood fill algorithm.		
	2D transformation & viewing [15L]: Basic transformations:	20	
2	translation, rotation, scaling; Matrix representations & homogeneous		
	coordinates, transformations between coordinate systems;		
	reflection shear; Transformation of points, lines, parallel lines,		
	intersecting lines. Viewing		
	pipeline, Window to view port co-ordinate transformation, clipping		
	operations, point clipping,		
	line clipping, clipping circles, polygons & ellipse. Cohen and		
	Sutherland line clipping,		
	Sutherland-Hodgeman Polygon clipping, Cyrus-beck clipping method		
	3D transformation & viewing [5L]: 3D transformations: translation,		
	rotation, scaling & other		
	transformations. Rotation about an arbitrary axis in space, reflection		
	through an arbitrary plane; general parallel projection transformation;		
	clipping, view port clipping, 3D viewing.		
	Curves [3L]: Curve representation, surfaces, designs, Bezier curves,		

3.	B-spline curves, end	6	
	conditions for periodic B-spline curves, rational B-spline curves.		
	Hidden surfaces [3L]: Depth comparison, Z-buffer algorithm, Back		
	face detection, BSP tree		
	method, the Painter's algorithm, scan-line algorithm; Hidden line		
	elimination, wire frame		
	methods, fractal - geometry.		
	Color & shading models [2L]: Light & color model; interpolative		
	shading model; Texture.		
	Introduction to Ray-tracing: [3L]		
	Human vision and color, Lighting, Reflection and transmission models.		

## Text book and Reference books:

Hearn, Baker – "Computer Graphics (C version 2nd Ed.)" – Pearson education
 Z. Xiang, R. Plastock – "Schaum's outlines Computer Graphics (2nd Ed.)" – TMH
 D. F. Rogers, J. A. Adams – "Mathematical Elements for Computer Graphics (2nd Ed.)" – TMH

#### Constitution of India Code: MC-CS501A Contacts: 3L

Name of the Course:	Constitution of In	dia
Course Code: MC-CS501A	Semester: V	
Duration: 6 months	Maximum Marks:1	00
Teaching Scheme		Examination Scheme
_		
Theory:		Mid Semester exam: 15
Tutorial: NIL		Assignment and Quiz: 10 marks
		Attendance : 5 marks
Practical: NIL		
Credit Points:	0	

Unit	Content	Hrs/U	Marks/
		nit	Unit
	Introduction:	3	
1	Constitution' meaning of the term,, Indian Constitution: Sources and		
	constitutional history, Features: Citizenship, Preamble, Fundamental		
	Rights and Duties, Directive Principles of State Policy		
	Union Government and its Administration :	6	
2	Structure of the Indian Union: Federalism, Centre- State relationship,		
	President: Role, power and position, PM and Council of ministers,		
	Cabinet and Central Secretariat, Lok Sabha, Rajya Sabha		

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3.	<b>State Government and its Administration Governor:</b> Role and Position, CM and Council of ministers, State Secretariat: Organisation, Structure and Functions	6	
4.	Local Administration District's Administration head: Role and Importance, Municipalities: Introduction, Mayor and role of Elected Representative, CEO of Municipal Corporation, Pachayati raj: Introduction, PRI: Zila Pachayat, Elected officials and their roles, CEO Zila Pachayat: Position and role, Block level: Organizational Hierarchy (Different 4.departments), Village level: Role of Elected and Appointed officials, Importance of grass root democracy	8	
5.	<b>Election Commission Election Commission:</b> Role and Functioning, Chief Election Commissioner and Election Commissioners, State Election Commission: Role and Functioning, Institute and Bodies for the welfare of SC/ST/OBC and women		

#### Text book and Reference books:

- 1. 'Indian Polity' by Laxmikanth
- 2. 'Indian Administration' by Subhash Kashyap
- 3. 'Indian Constitution' by D.D. Basu
- 4. 'Indian Administration' by Avasti and Avasti

#### Essence of Indian Knowledge Tradition Code: MC-CS501B

Name of the Course: Essence of Indian Knowledge Tradition					
Course Code: MC-CS501E	Semester: V				
Duration: 6 months	Maximum Marks:1	00			
<b>Teaching Scheme</b>		Examination	Scheme		
Theory:		Mid Semester e	xam: 15		
Tutorial: NIL		Assignment and	Quiz: 10 m	arks	
		Attendance: 5 m	narks		
Practical: NIL		End Semester Exam:70 Marks			
Credit Points:		0			
Objective:					
1 To facilitate the st	udents with the concep	ents with the concepts of Indian traditional knowledge and			
to make them und	to make them understand the Importance of roots of knowledge s				
2 To make the stude	To make the students understand the traditional knowledge and analyze it and				
<sup>2</sup> apply it to their da	y to day life				
Pre-Requisites:					
1 None	None				
Unit	Content		Hrs/Unit	Marks/Unit	

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Appl	able	Iľ	om	the	aca	ademic	: 56	ession	20	)20-	2	021	)
													_

1	<b>Introduction to traditional knowledge:</b> Define traditional knowledge, nature and characteristics, scope and importance, kinds of traditional knowledge, Indigenous Knowledge (IK), characteristics, traditional knowledge vis- a-vis indigenous knowledge, traditional knowledge Vs western knowledge traditional knowledge	3	
2	Protection of traditional knowledge: The need for	6	
	protecting traditional knowledge Significance of TK Protection, value of TK in global economy, Role of Government to harness TK		
3	Legal framework and TK: The Scheduled Tribes and Other Traditional Forest Dwellers (Recognition of Forest Rights) Act, 2006, Plant Varieties Protection and Farmer's Rights Act, 2001 (PPVFR Act); The Biological Diversity Act 2002 and Rules 2004, the protection of traditional knowledge bill, 2016.	6	
4	<b>Traditional knowledge and intellectual property:</b> Systems of traditional knowledge protection, Legal concepts for the protection of traditional knowledge, Patents and traditional knowledge, Strategies to increase protection of traditional knowledge	7	
5	TraditionalKnowledgeinDifferentSectors:Traditionalknowledgeandengineering,Traditionalmedicine system, TK in agriculture, Traditionalsocietiesdepend on it for their food and healthcare needs,Importanceofconservationand sustainableofenvironment,Managementofbiodiversity,securityofthecountryandprotectionofTK	2	

#### **Text book and Reference books:**

- 1. Traditional Knowledge System in India by Amit Jha Atlantic publishers, 2002.
- 2. "Knowledge Traditions and Practices of India" Kapil Kapoor1, Michel Danino
- 3. V. Sivaramakrishna (Ed.), Cultural Heritage of India-Course Material, Bharatiya Vidya Bhavan, Mumbai, 5th Edition, 2014
- 4. Swami Jitatmanand, Modern Physics and Vedant, Bharatiya Vidya Bhavan
- 5. Fritzof Capra, Tao of Physics
- 6. Fritzof Capra, The wave of Life

#### **Course Outcomes:**

On completion of the course students will be able to

CO	STATEMENT
1	Identify the concept of Traditional knowledge and its importance.
2	Explain the need and importance of protecting traditional knowledge.
3	Illustrate the various enactments related to the protection of traditional knowledge.
4	Interpret the concepts of Intellectual property to protect the traditional knowledge.
5	Explain the importance of Traditional knowledge in Agriculture and Medicine.

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# PRACTICAL SYLLABUS

#### Software Engineering Lab Code: ESC591 Contact: 4P

Name of the Course:		Software Engineering Lab		
Course	Code: ESC591	Semester·V		
Duratio	n.6 months	Maximum Marke:100		
Teachi	ng Scheme:			
Theory	hrs./week	Continuous Internal Assessment		
Tutoria	l: NIL	External Assesement:60		
Practica	ıl: 4 hrs./week	Distribution of marks:40		
Credit Points:		2		
Course	Outcomes:			
1	To understand the s	oftware engineering methodologies involved in the phases for project		
	development.			
2	To gain knowledge	e about open source tools used for implementing software engineering		
methods.				
3	To exercise developing product-startups implementing software engineering methods.			
4	4 Learn simple optimization techniques			
Pre-Requisite:				

#### Laboratory Experiments:

- Problem Analysis and Project Planning -Thorough study of the problem Identify Project scope, Objectives and Infrastructure.
- Software Requirement Analysis Describe the individual Phases/modules of the project and Identify deliverables. Identify functional and non-functional requirements.
- Data Modeling Use work products data dictionary.
- Software Designing Develop use case diagrams and activity diagrams, build and test class diagrams, sequence diagrams and add interface to class diagrams.
- Prototype model Develop the prototype of the product.
- The SRS and prototype model should be submitted for end semester examination.

Any experiment specially designed by the college

(Detailed instructions for Laboratory Manual to be followed for further guidance)

**Operating System Lab Code:** PCC-CS592 **Contacts: 4P** 

Name of the Course:	Operating System Lab
Course Code: PCC- CS592	Semester:V
Duration:6 months	Maximum Marks:100
Teaching Scheme:	
Theory: hrs./week	Continuous Internal Assessment
Tutorial: NIL	External Assesement:60
Practical: 4 hrs./week	Distribution of marks:40
Credit Points:	2

## 1 1. Managing Unix/Linux Operating System [8P]:

Creating a bash shell script, making a script executable, shell syntax (variables, conditions, control structures, functions,

commands). Partitions, Swap space, Device files, Raw and Block files, Formatting disks, Making file systems, Superblock, I-nodes, File system checker, Mounting file systems, Logical Volumes, Network File systems, Backup schedules and

methods Kernel loading, init and the inittab file, Run-levels, Run level scripts. Password file management, Password

security, Shadow file, Groups and the group file, Shells, restricted shells, user-management commands, homes and

permissions, default files, profiles, locking accounts, setting passwords, Switching user, Switching group, Removing users &user groups.

2. **Process [4P]**: starting new process, replacing a process image, duplicating a process image, waiting for a process,

zombie process.

3. Signal [4P]: signal handling, sending signals, signal interface, signal sets.

4. **Semaphore [6P]**: programming with semaphores (use functions semctl, semget, semop, set\_semvalue, del\_semvalue, semaphore\_p, semaphore\_v).

5. **POSIX Threads [6P]**: programming with pthread functions (viz. pthread\_create, pthread\_join, pthread\_exit,

pthread\_attr\_init, pthread\_cancel)

6. Inter-process communication [6P]: pipes(use functions pipe, popen, pclose), named pipes(FIFOs, accessing FIFO),

message passing & shared memory(IPC version V).

Any experiment specially designed by the college

(Detailed instructions for Laboratory Manual to be followed for further guidance)

#### Maulana Abul Kalam Azad University of Technology, West Bengal (Formerly West Bengal University of Technology) Syllabus for B. Tech in Computer Science & Engineering (Applicable from the academic session 2020-2021) Object Oriented Programming Lab Code: PCC-CS593 Contacts: 4P

Name of the Course:	Object Oriented Programming Lab
Course Code: PCC- CS593	Semester:V
Duration:6 months	Maximum Marks:100
Teaching Scheme:	
Theory: hrs./week	Continuous Internal Assessment
Tutorial: NIL	External Assesement:60
Practical: 4 hrs./week	Distribution of marks:40
Credit Points:	2

#### Lab Experiments:

- 1. Assignments on class, constructor, overloading, inheritance, overriding
- 2. Assignments on wrapper class, arrays
- 3. Assignments on developing interfaces- multiple inheritance, extending interfaces
- 4. Assignments on creating and accessing packages
- 5. Assignments on multithreaded programming
- 6. Assignments on applet programming
- Note: Use Java for programming

Any experiment specially designed by the college (Detailed instructions for Laboratory Manual to be followed for further guidance)