CURRICULUM STRUCTURE
and
DETAILED SYLLABI

for

Two Year PG Programme

MCA
(Master of Computer Applications)

(Applicable for batches admitted from 2024-25)

JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY KAKINADA

(Established by Govt. of A.P., ACT No.30 of 2008)

KAKINADA – 533 003 (A.P) INDIA

MCA COURSE STRUCTURE & SYLLABUS

(Applicable for batches admitted from 2024-25)

I Semester

S.No	Course Code	Course Name	Category	L	T	P	Credits
1	MCA1101	Data Structures	PC	3	0	0	3
2	MCA1102	Computer Organization	PC	3	0	0	3
3	MCA1103	Database Management Systems	PC	3	0	0	3
4	MCA1104	Operating Systems	PC	3	0	0	3
5	MCA1105	Mathematical and Statistical Foundations	BS&H	3	1	0	4
6	MCA1106	Database Management Systems Lab	PC	0	0	3	1.5
7	MCA1107	Data Structures using C Lab	PC	0	0	4	2
8	MCA1108	Operating Systems and Linux Lab	PC	0	0	3	1.5
			Total	15	1	10	21

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II Semester

S.No	Course Code	Course Name	Category	L	T	P	Credits
1	MCA1201	Computer Networks	PC	3	0	0	3
2	MCA1202	Network Security and Cyber Security	PC	3	0	0	3
3	MCA1203	Object Oriented Programming Using JAVA	PC	3	0	0	3
4	MCA1204	Software Engineering	PC	3	0	0	3
5	MCA1205	Artificial Intelligence	PC	3	0	0	3
6	MCA1206	**Program Elective-1** 1. Design and Analysis of Algorithms 2. Advanced Unix Programming 3. Data Warehousing and Data mining 4. MOOCS-1(NPTEL /SWAYAM) (Recommended 12 week course with 3 credits)	PC/ PE	3	0	0	3
7	MCA1207	Object Oriented Programming Using JAVA Lab	PC	0	0	3	1.5
8	MCA1208	Networks and Security Lab	PC	0	0	3	1.5
9	MCA1209	Employability Skills-1$	AC	1	0	0	0
			Total	19	0	6	21

*This may be conducted in Zero Hour.

$Internal Evaluation

MCA I Semester

L	T	P	C
3	0	0	3

DATA STRUCTURES

Course Objectives:
The objective of this course is to explore basic data structures such as stacks and queues, introduce a variety of data structures such as hash tables, search trees, tries, heaps, graphs, sorting and pattern matching algorithms

UNIT-I:
Introduction to C: Constants and variables, Operators and Expressions, Managing Input and Output operators, Decision making-branching and looping, Arrays

UNIT-II:
Functions, Structures and Unions, Pointers, File handling in C.

UNIT–III:
Data structure: Definition, types of data structures Recursion Definition, Design Methodology and Implementation of recursive algorithms, Linear and binary recursion. Preliminaries of algorithms, analysis and complexity. **Linear list**–singly linked list, Double linked list and circular linked list -implementation, insertion, deletion and searching operations on linear list.

UNIT-IV:
Stacks-Operations, array and linked representations of stacks, stack applications, **Queues**-operations, array and linked representations. **Hash Table Representation:** hash functions, collision resolution-separate chaining, open addressing-linear probing, quadratic probing, double hashing and rehashing, extendible hashing.

UNIT-V:
Sorting Techniques: Insertion sort, selection sort, exchange-bubble sort, quick sort and merge sort Algorithms. **Trees:** Binary Trees, terminology, representation and traversals- pre, posts in order traversals. **Search Trees:** Binary Search Trees, Definition, Implementation, Operations-Searching, Insertion and Deletion, AVL Trees, Red-Black Trees

Text Books:

1. Programming in ANSI C,5e, E.Balagurusamy,TMH
2. Fundamentals of Data Structures in C, 2nd Edition, E. Horowitz, S. Sahni and Susan Anderson Freed, Universities Press.
3. Data Structures using C – A. S. Tanenbaum, Y. Langsam, and M.J. Augenstein, PHI/Pearson Education.

Reference Books:

1. Data Structures: A Pseudocode Approach with C,2nd Edition, R.F.Gilberg and B. A. Forouzan, Cengage Learning.

Web Resources:

1. https://archive.nptel.ac.in/courses/106/102/106102064/
2. https://ocw.mit.edu/courses/6-006-introduction-to-algorithms-spring-2020/video_galleries/lecture-videos/
3. https://www.cs.usfca.edu/~galles/visualization/Algorithms.html
4. https://visualgo.net/en
5. https://elearn.daffodilvarsity.edu.bd/course/view.php?id=11771

MCA I Semester

L	T	P	C
3	0	0	3

COMPUTER ORGANIZATION

Course Objectives:
The objectives of this course are to

- Conceptualize the basics of organizational and architectural issues of a digital computer.
- Learn the function of each element of a memory hierarchy.
- Study various data transfer techniques in digital computers.

UNIT I:
Basic Structure Of Computers: Computer: Types, Functional units, Basic Operational concepts, Bus structures, Software, Performance, multiprocessor and multi computers, Historical perspective.

UNIT II:
Machine Instructions and Programs: Numbers, Arithmetic Operations, and Characters, Memory locations and addresses, Memory operations, Instructions and Instruction sequencing, Addressing Modes, Assembly Languages, stacks and Queues Basic Input/output Operations, role of Stacks and Queues Additional Instructions

UNIT III:
Input/ Output Organization: Accessing I/O Devices, Interrupts, Processor examples, Direct Memory Access, Buses, Interface Circuits, and Standard I/O Interfaces

UNIT IV:
The Memory Systems: Some Basic concepts, Semiconductor RAM memories, Memory System Consideration, Read-Only Memories**,** Speed, Size, and cost, Cache Memories, Performance considerations, Virtual Memories, Memory Management Requirements, Secondary Storage

UNIT IV:
Parallel Processing: Basic concepts, Pipeline Processors, Multiprocessors

Text Books:

1. Computer Organization, Carl Hamacher, ZvonksVranesic, Safea Zaky,5th Edition, McGraw Hill.
2. Computer Architecture and Organization, John P. Hayes,3rdEdition, McGraw Hill

Reference Books:

1. Computer Organization and Architecture, William Stallings Sixth Edition, Pearson/PHI
2. Structured Computer Organization, Andrew S. Tanenbaum, 4th Edition PHI/Pearson
3. Fundamentals of Computer Organization and Design, Siva ramaDandamudi Springer Int. Edition.

Web Resources:

1. https://nptelvideos.com/course.php?id=396
2. https://onlinecourses.nptel.ac.in/noc20_cs64/preview
3. https://www.learncomputerscienceonline.com/computer-organization-and-architecture/
4. http://williamstallings.com/COA/COA8e-student/index.html

MCA I Semester

L	T	P	C
3	0	0	3

DATABASE MANAGEMENT SYSTEMS

Course Objectives:
This Course will enable students to

- Explain the concept of data bases, database management systems, database structures and how they work.
- Make use of Entity-Relationship Modeling and Relational Modeling for creating simple databases from the real world scenarios.
- Write relational algebra and structured query language(SQL)statements.
- Normalize a database using Normalization Rules.
- Discuss the issues associated with Transaction Management and Recovery, Tree Structured and Hash-Based Indexing

UNIT – I: Overview of Database System: Database System Applications, 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, Database Users and Administrators, History of Database Systems. [Text Book -2]
Introduction to Database Design: Database Design and ER Diagrams, Entities, Attributes and Entity Sets, Relationships and Relationship Sets, Additional Features of the ER Model, Conceptual Design with the ER Model, Extended ER features [Text Book -1]

UNIT – II: Relational Model: Introduction to the Relational Model, Integrity Constraints over Relations, Enforcing Integrity Constraints, Querying Relational Data, Logical Database Design: ER to Relational, Introduction to Views, Destroying/Altering Tables and Views [Text Book -1]
Relational Algebra: Selection and Projection, Set Operations, Renaming, Joins, Division, More Examples of Algebra Queries, **Relational Calculus:** Tuple Relational Calculus, Domain Relational Calculus [Text Book -1]

UNIT – III: SQL: Queries, Constraints, Triggers: The Form of a Basic SQL Query, UNION, INTERSECT and EXCEPT, Nested Queries, Aggregate Operators, Null Values, Complex Integrity Constraints in SQL, Triggers, Exceptions, Procedures, Functions [Text Book -1]**Normal Forms:** Introduction to Schema Refinement, Functional Dependencies, Reasoning about FDs, Normal Forms, Properties of Decompositions, Normalization. [Text Book -1]

UNIT – IV: Schema Refinement: Multivalued dependencies, Fourth Normal form, Join Dependencies, Fifth Normal Form, Lossless join, dependency preservation.[Text Book -1] **Transaction Management:** Transaction Concepts, Transaction state, Implementation of Atomicity and Durability, Concurrent Execution, Serializability, Recoverability. [Text Book -2] **Concurrency Control**: Lock-based Protocols: Locks, Granting of Locks, Two Phase Locking Protocol, Implementation of locking; Timestamp-Based Protocols: Time Stamps, Time Stamp Ordering protocol, Thomas Write Rule, Validation-Based Protocols [Text Book -2]

UNIT – V: Overview of Storage and Indexing: Data on External Storage, File organization and indexing: Clustered Indexes, Primary and Secondary Indexes; Index Data Structures: Hash and Tree based indexing; Comparison of File organizations. [Text Book -1] **Tree Structured Indexing**: Intuitions for Tree Indexes, Indexed Sequential Access Method (ISAM), B+ Trees: A Dynamic Index Structure, Search, Insert, Delete, Duplicates, B+ Trees in Practice [Text Book -1]

Text Books:

1. Database Management Systems, 3/e, Raghurama Krishnan, Johannes Gehrke, McGraw-Hill
2. Database System Concepts, 6/e, Abraham Silberschatz, Henry F. Korth, S. Sudarshan, McGraw-Hill
3. DatabaseSystems,9/e, Carlos Coronel, Steven Morris, PeterRob, Cengage

Reference Books:

1. Introduction to Database Systems,8/e, CJ Date, Pearson
2. Database Systems,6/e RamezElmasri, ShamkantB.Navathe, Pearson

Web Resources:

1. https://nptel.ac.in/courses/106105175
2. https://onlinecourses.swayam2.ac.in/cec22_cs18/preview
3. https://cs186berkeley.net/
4. https://www.youtube.com/playlist?list=PL52484DF04A264E59
5. https://courses.cs.washington.edu/courses/cse414/17au/calendar/lecturelist.html
6. https://www.db-book.com/slides-dir/index.html

MCA I Semester

L	T	P	C
3	0	0	3

OPERATING SYSTEMS

Course Objectives:

This course enables the student to

- Introduce different types of operating systems.
- Learn process management techniques.
- Learn various memory management techniques.
- Introducing the architecture of the Linux operating system.
- Learn multiple operating systems like Unix and Windows.

UNIT–I:

Introduction to Operating System Concept: Types of Operating Systems, Operating Systems Concepts, Operating System Operations. Operating Systems Structures-Operating System Services, User Operating-System Interface, Introduction to System calls, Types of System Calls.

UNIT–II:

Process Management: Process concept, Process State Diagram, Process control block, Process Scheduling, Inter process Communication, Threads-Threading Issues, Scheduling-Basic Concepts, Scheduling Criteria, Scheduling Algorithms.

UNIT-III:

Process Synchronization: The Critical-Section Problem, Peterson's Solution, Synchronization Hardware, Semaphores, Classic Problems of Synchronization, Monitors, **Principles of deadlock:** System Model, Deadlock characterization, Deadlock handling, Deadlock Prevention, Detection and Avoidance, Recovery Starvation, Critical Regions form Deadlock

UNIT–IV:

Memory Management: Swapping, Contiguous Memory Allocation, Paging, structure of the Page Table, Segmentation Virtual Memory Management- Demand Paging, Page-Replacement Algorithms, Thrashing. **File-System Interface:** File Concept, Access Methods, Directory structure, File-System mounting, Files Sharing, Protection. File-System implementation- File-System Structure, Allocation Methods, Free-Space Management, Disk Structure, Disk Scheduling

UNIT-V:

Case Studies: Linux System: Design Principles, kernel Modules, Process Management, File Systems, Input and Output, Interprocess Communication, Network Structure, Security. **Windows 7:** Design Principles, System Components, Terminal Services and Fast User, File System, Networking, Programmer Interface.

Text Books:

1. Operating System concepts, Abraham Siliberschatz, Peter Baer Galvin, Greg Gagne, John Wiley &Sons,Inc., Edition 9,2011
2. Introduction to UNIX and Shell Programming, M.G.VenkateshMurhty, Pearson, 2005
3. UNIX & Shell Programming, B.M.Harwani, OXFORD University Press,2013

Reference Books:

1. Advanced Programming in the UNIX Environment, W.Richard Stevens, Stephen Rago, Wesley Professional, 2013
2. UNIX Network Programming, W.Richard Stevens,1990
3. Operating Systems, William stallings, PHI/Pearson,6/E,2009
4. Operating Systems, Dietal, Dietal, Pearson,3/e,2007
5. Operating Systems,Dhamdhere,TMH,2/e,2009

Web References:

1. https://onlinecourses.swayam2.ac.in/cec20_cs06/preview
2. https://www.cse.iitb.ac.in/~mythili/os/
3. https://onlinecourses.nptel.ac.in/noc21_cs72/preview
4. https://web.stanford.edu/~ouster/cgi-bin/cs140-spring20/lectures.php
5. https://oscourse.org/
6. https://www.cs.jhu.edu/~huang/cs318/fall21/schedule.html

MCA I Semester

L	T	P	C
3	1	0	4

MATHEMATICAL AND STATISTICAL FOUNDATIONS

Course Objectives:

This course is aimed at enabling the students to

- To understand the mathematical fundamentals that are prerequisites for a variety of courses like Data mining, Network protocols, analysis of Web traffic, Computer security, Software engineering, Computer architecture, operating systems, distributed systems bioinformatics, Machine learning.
- To develop the understanding of the mathematical and logical basis to many modern techniques in computer science technology like machine learning, programming language design, and concurrency.
- To study various sampling and classification problems.

UNIT- I:

Basic Probability and Random Variables: Random Experiments, Sample Spaces Events, the Concept of Probability the Axioms of Probability, Some Important Theorems on Probability Assignment of Probabilities, Conditional Probability Theorems on Conditional Probability, Independent Events, Bayes Theorem or Rule. Random Variables, Discrete Probability Distributions, Distribution Functions for Random Variables, Distribution Functions for Discrete Random Variables, Continuous Random Variables

UNIT -II:

Sampling and Estimation Theory: Population and Sample, Statistical Inference Sampling With and Without Replacement Random Samples, Random Numbers Population Parameters Sample Statistics Sampling Distributions, Frequency Distributions, Relative Frequency Distributions, Computation of Mean, Variance, and Moments for Grouped Data. Unbiased Estimates and Efficient Estimates Point Estimates and Interval Estimates. Reliability Confidence Interval Estimates of Population Parameters, Maximum Likelihood Estimates

UNIT -III:

Tests of Hypothesis and Significance: Statistical Decisions Statistical Hypotheses. Null Hypotheses Tests of Hypotheses and Significance Type I and Type II Errors Level of Significance Tests Involving the Normal Distribution One-Tailed and Two-Tailed Tests P Value Special Tests of Significance for Large Samples Special Tests of Significance for Small Samples Relationship between Estimation Theory and Hypothesis Testing Operating Characteristic Curves. Power of a Test Quality Control Charts Fitting Theoretical Distributions to Sample Frequency Distributions, The Chi-Square Test for Goodness of Fit Contingency Tables Yates' Correction for Continuity

Coefficient of Contingency.

UNIT-IV:

Algebraic Structures and Number Theory: Algebraic Systems, Examples, General Properties, Semi Groups and Monoids, Homomorphism of Semi Groups Semi Groups and Monoids, Group, Subgroup, Abelian Group, Homomorphism, Isomorphism. Properties of Integers, Division Theorem, The Greatest Common Divisor, Euclidean Algorithm, Least Common Multiple, Testing for Prime Numbers, The Fundamental Theorem of Arithmetic, Modular Arithmetic (Fermat's Theorem and Euler's Theorem)

UNIT-V:

Graph Theory: Basic Concepts of Graphs, Sub graphs, Matrix Representation of Graphs: Adjacency Matrices, Incidence Matrices, Isomorphic Graphs, Paths and Circuits, Eulerian and Hamiltonian Graphs, Multigraphs, Planar Graphs, Euler's Formula, Graph Coloring and Covering, Chromatic Number, Spanning Trees, Algorithms for Spanning Trees (Problems Only and Theorems withou*t* Proofs).

Text Books:

1. Foundation Mathematics for Computer Science, 1st Edition, John Vince, Springer,2015
2. Probability & Statistics,3rd Edition, Murray R. Spiegel, John J. Schiller and R. Alu Srinivasan, Schaum's Outline Series, Tata McGraw-HillPublishers,2018
3. Probability and Statistics with Reliability,2ndEdition,K.Trivedi,Wiley,2011
4. Discrete Mathematics and its Applications with Combinatorics and Graph Theory,7thEdition, H. Rosen, Tata McGraw Hill, 2003

Reference Books:

1. Probability and Computing: Randomized Algorithms and Probabilistic Analysis,1stEdition, M. Mitzenmacher and E. Upfal, 2005
2. Applied Combinatorics,6thEdition, Alan Tucker, Wiley, 2012

Web Resources:

1. https://archive.nptel.ac.in/courses/106/102/106102064/
2. https://ocw.mit.edu/courses/6-006-introduction-to-algorithms-spring-2020/video_galleries/lecture-videos/
3. https://www.cs.usfca.edu/~galles/visualization/Algorithms.html
4. https://visualgo.net/en
5. https://elearn.daffodilvarsity.edu.bd/course/view.php?id=11771

MCA I Semester

L	T	P	C
0	0	3	1.5

DATABASE MANAGEMENT SYSTEMS LAB

Course Objectives:

This Course will enable students to

- Populate and query a database using SQL DDL/DML Commands.
- Declare and enforce integrity constraints on a database
- Writing Queries using advanced concepts of SQL
- Programming PL/SQL including procedures, functions, cursors and triggers

1. Execute all DDL, DML and DCL commands on sample tables.
2. Implementation of different types of operators and built-in functions with Suitable examples.
3. Implementation of different types of joins with suitable examples.
4. Create views, partitions, Sequences for a particular DB
5. Implement different types of constraints on relations.
6. Implementation of subqueries and nested queries.
7. Implement Queries on Group By& Having Clauses, ALIAS, Sequence By, Order By
8. Control Structure
   a) Write a PL/SQL block for Addition of Two Numbers
   b) Write a PL/SQL block for IF, IF and else condition
   c) Write a PL/SQL block for implementation of loops
   d) Write a PL/SQL block for greatest of three numbers using IF AND ELSEIF
9. Exception Handling- Implement the following with respect to exception handling. Raising Exceptions, User Defined Exceptions, Pre-Defined Exceptions
10. Procedures
    a) Write a PL/SQL Procedure using Positional Parameters
    b) Write a PL/SQL Procedure using notational parameters
    c) Write a PL/SQL Procedure for GCD Numbers
    d) Write a PL/SQL Procedures for cursor implementation (explicit and implicit cursors)
11. Functions:
    a) Write a PL/SQL block to implement factorial using functions
    b) Write a PL/SQL function to search an address from the given database
12. Write a DBMS program to prepare Pl/SQL reports for an application using functions.
13. Triggers:
    a) Write a Trigger to pop-up the DML operations
    b) Write a Trigger to check the age valid or not Using Message Alert.

c) Create a Trigger on a table so that it will update another table while inserting values

14. Write PL/SQL block for an application using cursors and all types of triggers.
15. Write a PL/SQL block for transaction operations of a typical application using package

Text Books / Suggested Readings:

1. Oracle: The Complete Reference by Oracle Press
2. Nilesh Shah, "Database Systems Using Oracle", PHI, 2007
3. Rick F Vander Lans, "Introduction to SQL", Fourth Edition, Pearson Education, 2007

Web Resources:

1. https://moodle.sit.ac.in/blog/database-management-system-lab-component-bcs403/#P01
2. https://elearn.daffodilvarsity.edu.bd/course/view.php?id=10250
3. https://cs50.harvard.edu/x/2024/weeks/7/
4. https://courses.cs.washington.edu/courses/cse414/17au/calendar/hwlist.html
5. http://db.lcs.mit.edu/6.5830/2021/assign.php

MCA I Semester

L	T	P	C
0	0	4	2

DATA STRUCTURES USING C LAB

Course Objectives:

This Course will enable students to

- Design and implement various data structures.
- Implement operations like searching, insertion, and deletion, traversing mechanism
- Develop applications using data structure algorithms.

Experiment 1:

a) Write a program in C to display the n terms of even natural numbers and their sum.
b) Write a program in C to display the n terms of harmonic series and their sum. 1 + 1/2 + 1/3 + 1/4 + 1/5 ... 1/n terms.
c) Write a C program to check whether a given number is an Armstrong number or not
d) Write a C program to calculate the factorial of a given number.

Experiment 2:

a) Write a program in C for multiplication of two square Matrices.
b) Write a program in C to find the transpose of a given matrix.

Experiment 3:

a) Write a program in C to check whether a number is a prime number or not using the function.
b) Write a recursive program which computes the nth Fibonacci number, for appropriate values of n.
c) Write a program in C to add numbers using call by reference.

Experiment 4:

a) Write a program in C to append multiple lines at the end of a text file.
b) Write a program in C to copy a file in another name

Experiment 5:

Write recursive program for the following

a) Write recursive and non recursive C program for calculation of Factorial of an integer.
b) Write recursive and non recursive C program for calculation of GCD (n, m)

c) Write recursive and non recursive C program for Towers of Hanoi: N disks are to be transferred from peg S to peg D with Peg I as the intermediate peg.

Experiment 6:

a) Write a C program that uses both recursive and non recursive functions to perform Linear search for a Key value in a given list.

b) Write a C program that uses both recursive and non recursive functions to perform Binary search for a Key value in a given list.

Experiment 7:

a) Write a C program that implements stack (its operations) using arrays.

b) Write a C program that implements stack (its operations) using Linked list.

Experiment 8:

a) Write a C program that uses Stack operations to convert infix expressions into postfix expressions.

a) Write a C program that implements Queue (its operations) using arrays.

b) Write a C program that implements Queue (its operations) using linked lists.

Experiment 9:

Write a C program that uses functions to create a singly linked list and perform various operations on it.

Experiment 10:

Write a C program to store a polynomial expression in memory using a linked list and perform polynomial addition.

Experiment 11:

a) Write a recursive C program for traversing a binary tree in preorder, in order and post order.

b) Write a non recursive C program for traversing a binary tree in preorder, in order and post order.

Experiment 12:

Implementation of Hash table using double hashing as collision resolution function.

Experiment 13:

Implementation of Binary Search trees- Insertion and deletion..

Experiment 14:

Implementation of AVL Tree – Insertion and Deletion

Experiment 15:

a) Write a C program that implements Bubble sort, to sort a given list of integers in ascending order.
b) Write a C program that implements Quick sort, to sort a given list of integers in ascending order.
c) Write C program that implement Merge sort, to sort a given list of integers in ascending order

Web resources:

1. https://ds1-iiith.vlabs.ac.in/
2. https://profile.iiita.ac.in/bibhas.ghoshal/teaching_ds_lab.html
3. https://moodle.sit.ac.in/blog/data-structures-laboratory/
4. https://dsalab.netlify.app/
5. https://www.vtuloop.com/data-structure-lab-programs-all/

MCA I Semester

L	T	P	C
0	0	3	1.5

OPERATING SYSTEMS AND LINUX LAB

Course Objectives:

This Course will enable students to implement CPU scheduling algorithms, Disk scheduling algorithms, Execute different types of Linux commands and Write shell scripts

List of Experiments:

UNIX Lab-Introduction to Unix

1. Study of Unix/Linux general purpose utility commands
2. Study of Bash shell, Bourne shell and C shell in Unix/Linux operating system .
3. Study of UNIX/LINUX File System(tree structure).
4. C program to emulate the UNIX ls –l command
5. C program that illustrates how to execute two commands concurrently with a command pipe. Ex: - ls –l | sort
6. Multiprogramming-Memory management-Implementation of fork (), wait (), exec() and exit (), System calls

Operating Systems Lab

1. Simulate the Following CPU Scheduling Algorithms
   A) FCFS B)SJF C)Priority D)Round Robin
2. Multiprogramming-Memory Management- Implementation of fork(), wait(), exec() and exit()
3. Simulate The Following
   a. Multiprogramming with A Fixed Number Of Tasks (MFT
   b. Multiprogramming with A Variable Number Of Tasks (MVT)
4. Write a program to implement first fit, best fit and worst fit algorithm for memory management.
5. Simulate Bankers Algorithm for Deadlock Avoidance
6. Simulate Bankers Algorithm for DeadLock Prevention.
7. Simulate The Following Page Replacement Algorithms.
   a) FIFO b) LRU c) LFU
8. Simulate the Following File Allocation Strategies
   a) Sequenced b) Indexed c) Linked

Linux Lab

1. Write a Shell program to check whether a given number is prime or not.
2. Write a shell script which will display Fibonacci series up to the given range.
3. Write a shell script to check whether the given number is Armstrong or not.
4. Write a shell script to the calculate the value of
5. Write a shell script to accept student number, name, marks in 5 subjects.
6. Find total, average and grade using the following rules:
   Avg>=80 then grade A
   Avg<80 &&Avg>=70 then grade B
   Avg<70 &&Avg>=60 then grade C
   Avg<60 &&Avg>=50 then grade D
   Avg<50 &&Avg>=40 then grade E
7. Write a shell script to find minimum and maximum elements in the given list of elements.
8. Write a shell program to check whether the given string is palindrome or not.
9. Write an awk program to print sum, avg of students marks list
10. Write a shell script to compute no. of characters and words in each line of given file

Web Resources:

1. https://profile.iiita.ac.in/bibhas.ghoshal/teaching_os_lab.html
2. https://profile.iiita.ac.in/bibhas.ghoshal/OS_2019/teaching_os_lab.html
3. https://dextutor.com/courses/operating-system-programs/
4. https://oscourse.org/labs/
5. https://labex.io/courses/linux-practice-labs
6. https://www.101labs.net/courses/101-labs-linux-lpic1/

MCA II Semester

L	T	P	C
3	0	0	3

COMPUTER NETWORKS

Course Objectives:

At the end of the course, the students will be able to:

- To Understand the fundamental concepts of computer networking and OSI Reference model.
- To Familiarize the student with the basic taxonomy and terminology of the computer networking area.
- To learn and understand the advanced networking concepts, preparing the student for entry advanced courses in computer networking.
- To develop and gain expertise in some specific areas of networking such as the design and maintenance of individual networks.

UNIT–I

Introduction: Network Topologies WAN, LAN, MAN. Reference models, The OSI Reference Model, the TCP/ IP Reference Model, A Comparison of the OSI and TCP/IP Reference Models. **Physical Layer:** Introduction to physical layer, Data and Signals, Periodic analog signals, digital signals, transmission impairment, Data rate limits, performance, Introduction to Guided Media, Twisted-pair cable, Coaxial cable and Fiber optic cable and Unguided media: Wireless-Radio waves, microwaves, infrared.

Unit-II

The Data Link Layer: Services Provided to the Network Layer, Framing, Error Control, Flow Control, Error Detection and Correction, Error-Correcting Codes, Error Detecting Codes. **Elementary Data Link Protocols:** Simplex Protocol, A Simplex Stop and Wait Protocol for an Error free channel, A Simplex Stop and Wait Protocol for a Noisy Channel, Sliding Window Protocols, A One Bit Sliding Window Protocol, Go-Back-N, Selective Repeat.

UNIT-III

The Medium Access Control Sublayer-The Channel Allocation Problem, Static Channel Allocation, Assumptions for Dynamic Channel Allocation, Multiple Access Protocols, Aloha, Pure aloha, slotted aloha, Carrier Sense Multiple Access Protocols, Collision-Free Protocols, Limited Contention Protocols. **Wireless LAN Protocols-** Ethernet, Classic Ethernet Physical Layer, Classic Ethernet MAC Sublayer Protocol, Ethernet Performance, Fast Ethernet, Wireless LANs, The 802.11 Architecture and Protocol Stack, 802.11 Physical Layer, 802.11 MAC Sublayer Protocol, 805.11 Frame Structure, Services.

Unit-IV

The Network Layer Design Issues: Store and Forward Packet Switching, Services Provided to Transport layer, Implementation of Connection less Service, Implementation of Connection Oriented Service, Comparison of Virtual Circuit and Datagram Networks, Routing Algorithms, Optimality principle, Shortest path, Flooding, Distance vector, Link state, Hierarchical. **Congestion Control algorithms:** General principles of congestion control, Congestion prevention policies, Approaches to Congestion Control, Traffic Aware Routing, Admission Control, Traffic Throttling, Load Shedding. **Internet Working:** How networks differ, How networks can be connected, Tunneling, internetwork routing, Fragmentation, network layer in the internet, IP protocols, IPV4 protocol, IP addresses, Subnets, IP Version6- The main IPV6 header, Internet control protocols- ICMP, ARP, DHCP.

UNIT-V:

The Transport Layer: Transport layer protocols: Introduction, services, port number, User datagram protocol, User datagram, UDP services, UDP applications, Transmission control protocol: TCP services- TCP features- Segment- A TCP connection, windows in TCP, flow control, Error control. **Application Layer:** World Wide Web: HTTP, FTP, Two connections, control connection, Data connection, security of FTP, Electronic mail, Architecture, web based mail, email security, TELENET, local versus remote Logging. **Domain Name System:** Name Space, DNS in Internet, Resolution, Caching, Resource Records, DNS messages, Registrars, security of DNS Name Servers.

Text Books:

1. Computer Networks: Andrew S Tanenbaum David J. Wetherall, 5/e, Pearson
2. Data communications and networking: BehrouzForouzan, 5/e, McGraw Hill

Reference Books

1. Computer Networks – A System Approach, Peterson, Bruce Davie,2/e , Harcourt Asia
2. Compute communications and networking technologies, Gallo, Hancock, Cengage
3. An Engineering approach to compute networking, Kesha, Pearson

Web Resources:

1. https://onlinecourses.swayam2.ac.in/cec23_cs07/preview
2. https://onlinecourses.nptel.ac.in/noc21_cs18/preview
3. https://ocw.mit.edu/courses/6-829-computer-networks-fall-2002/pages/lecture-notes/
4. https://www.sanfoundry.com/computer-network-basics/
5. https://www.cisco.com/c/en_in/solutions/enterprise-networks/what-is-computer-networking.html
6. https://www.cs.vu.nl/~ast/CN5/

MCA II Semester

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NETWORK SECURITY AND CYBER SECURITY

Course Objectives:

- To learn various cryptographic algorithms including secret key cryptography, hashes and message digests, public key algorithms,
- To Familiar in design issues and working principles of various authentication protocols and various secure communication standards
- To understand the cybercrime fundamentals and preventive steps

UNIT I:

Basic Principles: Security Goals, Cryptographic Attacks, Services and Mechanisms, Mathematics of Cryptography. Symmetric Encryption: Mathematics of Symmetric Key Cryptography, Introduction to Modern Symmetric Key Ciphers, Data Encryption Standard, Advanced Encryption Standard.

UNIT II:

Asymmetric Encryption: Mathematics of Asymmetric Key Cryptography-Primes, primality Testing, Factorization, Asymmetric Key Cryptography-RSA Cryptosystem, Rabin Cryptosystem, ElGamal Cryptosystem, Elliptic Curve Cryptosystem

Cryptographic Hash Functions: Applications of Cryptographic Hash Functions, Two Simple Hash Functions Requirements and Security Hash Functions Based on Cipher Block Chaining, Secure Hash Algorithm (SHA), SHA-3

UNIT III:

Digital Signatures: Elgamal Digital Signature Scheme, Schnorr Digital Signature, NIST Digital Signature Algorithm

Electronic Mail Security: Internet Mail Architecture, Email Formats, Email Threats and Comprehensive Email Security, S/MIME. IP Security: IP Security Policy, Encapsulating Security Payload, Combining Security Associations Internet Key Exchange

Unit IV:

Introduction to Cybercrime: Introduction, Cybercrime: Definition and Origins of the Word, Cybercrime and Information Security, Cybercriminals, Classifications of Cybercrime, Cyber stalking, Cyber cafe and Cybercrimes, Botnets. Attack Vector, Proliferation of Mobile and Wireless Devices, Security Challenges Posed by Mobile Devices, Attacks on Mobile/Cell Phones

Unit V:

Proxy Servers and Anonymizers, Phishing, Password Cracking, Keyloggers and Spywares, Virus and Worms, Trojan Horses and Backdoors, Steganography, Sniffers, Spoofing, Session Hijacking Buffer overflow, DoS and DDoS Attacks, SQL Injection, Buffer Overflow, Attacks on Wireless Networks, Identify theft, FootPrinting and Social Engineering, Port Scanning, EMailInvestigation, E-Mail Tracking, IP Tracking, EMail Recovery, Password Cracking,

Text Books:

1. Cryptography and Network Security, 3rd Edition Behrouz A Forouzan, Deb deep Mukhopadhyay, McGraw Hill,2015
2. Sunit Belapure Nina Godbole "Cyber Security: Understanding Cyber Crimes, Computer Forensics and Legal Perspectives", WILEY, 2011.

Reference Books:

1. Network Security and Cryptography, First Edition, Bernard Meneges, Cengage Learning, 2018
2. Cryptography and Network Security, William Stallings, Global Edition, 7e Pearson, 2017

Web Resources:

1. https://archive.nptel.ac.in/courses/106/105/106105162/
2. https://ebooks.inflibnet.ac.in/csp11/chapter/introduction-to-network-security/
3. https://www.fortinet.com/resources/cyberglossary/what-is-cryptography
4. https://ischoolonline.berkeley.edu/cybersecurity/curriculum/cryptography/
5. https://www.mitel.com/articles/web-communication-cryptography-and-network-security
6. https://www.nist.gov/cybersecurity
7. https://www.codecademy.com/learn/introduction-to-cybersecurity

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OBJECT ORIENTED PROGRAMMING USING JAVA

Course Objectives:

- To understand the basic concepts of object oriented programming concepts.
- To introduce the principles of inheritance and polymorphism and demonstrate how they are related to the design of abstract classes
- To understand the implementation of packages and interfaces
- To introduce the concept of multithreading and exception handling
- To learn and understand the design of Graphical User Interface using swing controls

UNIT–I:

Basics of Object Oriented Programming (OOP): Need for OO paradigm , A way of viewing world- Agents, responsibility, messages, methods, classes and instances, class hierarchies (Inheritance), method binding, overriding and exceptions, summary of OOP concepts, coping with complexity, abstraction mechanisms. **Java Basics:** Data types, variables, scope and lifetime of variables, arrays, operators, expressions, control statements, type conversion and costing, simple java program, classes and objects-concepts of classes, objects, constructors methods, access control, this keyword, garbage collection, overloading methods and constructors, parameter passing, recursion, string handling.

UNIT–II:

Inheritance: Hierarchical abstractions, Base class object, subclass, subtype, substitutability, forms of inheritance- specialization, specification, construction, extension, limitation, combination, benefits of inheritance costs of inheritance. Member access rules, super uses, using final with inheritance, polymorphism, abstract classes.**Packages and Interfaces:** Defining, Creating and Accessing a package, Understanding CLASSPATH, Importing packages, differences between classes and interfaces, defining an interface, Implementing interface, applying interfaces variables in interface and extending interfaces.

UNIT–III:

Exception handling and Multithreading: Concepts of exception handling, benefits of exception handling, Termination or resumptive models, exception hierarchy, usage of try, catch, throws and finally, built in exceptions, creating own exception subclasses. Differences between multithreading and multitasking, thread lifecycle, creating threads, synchronizing threads, daemon threads, thread groups.

UNIT–IV:

Event Handling: Events, Event sources, Event classes, Event Listeners, Delegation event model, handling mouse and keyboard events, Adapter classes, inner classes. The AWT class hierarchy, user-interface components- labels, button, canvas, scrollbars, text components, check box, checkbox groups, choices, list panes, scroll pane, dialogs, menu bar, graphics, layout manager, layout manager types- boarder, grid, flow, card and grid bag.

UNIT-V:

Swings: Introduction, limitations of AWT, MVC architecture, components, containers, exploring swing- JFrame and JComponent, Icons and Labels, text fields, buttons-The JButton class, Check boxes, Radio Buttons, Combo boxes, Tabbed panes, Scroll panes, Trees and Tables.

Text Books:

1. Java-The Complete Reference,7/e, Herbert schildt, TMH

Reference Books:

1. JAVA: How to program,8/e, Dietal, Dietal, PHI
2. Introduction of programming with JAVA, S.Dean, TMH
3. Introduction to JAVA programming, 6/e, Y.Daniel Liang, Pearson
4. Core Java2, Vol1(Vol2) Fundamentals (Advanced),7/e, Cay.S.Horstmann, Gary Cornell, Pearson
5. Big Java 2,3/e, Cay.S.Horstmann,Wiley
6. Object Oriented Programming through Java, P.Radha Krishna, University Press

Web resources:

1. https://onlinecourses.nptel.ac.in/noc20_cs58/preview
2. https://www.iitk.ac.in/esc101/05Aug/tutorial/information/resources.html
3. https://docs.oracle.com/javase/tutorial/index.html
4. https://www.javacodegeeks.com/best-java-programming-resources

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SOFTWARE ENGINEERING

Course Objectives:

- To understand the nature of software development and software life cycle models.
- To understand methods of capturing, specifying, visualizing and analyzing software requirements.
- To know the basics of testing and understanding the concept of software quality assurance and software configuration management process.
- To learn to provide correctness proofs for algorithms.

UNIT–I:

Introduction: Software Engineering and its history, Software crisis, Evolving of a Programming System Product, Characteristics of Software, Brooks' No Silver Bullet, and Software Myths. **Software Development Life Cycles :** Software Development Process, Code-and-Fix model, Waterfall model, Evolutionary Model, Incremental Implementation, Prototyping, Spiral Model, Software Reuse, Critical Comparisons of SDLC models. **An Introduction to Non-Traditional Software Development Process:** Rational Unified Process, Rapid Application Development, Agile Development Process-Introduction, Agile- SCRUM(Sprint, Review, Retrospective, Planning) , XP, KANBAN, SAFE agile

UNIT–II:

Requirements: Importance of Requirement Analysis, User needs, Software Features and Software Requirements. **Classes of User Requirements:** Enduring and Volatile, Sub phases of Requirement Analysis, Functional and Non-functional requirements, Barriers to Eliciting User requirements, The software requirements document and SRS standards, Requirements Engineering, Case Study of SRS for a Real Time System. **Tools for Requirements Gathering:** Document Flow Chart, Decision Table, Decision Tree, Introduction to non-traditional Requirements.

UNIT-III:

Software Design: Goals of good software design, Design strategies and methodologies, Data oriented software design. **Structured Design:** Structure chart, Coupling, Cohesion, Modular structure, Packaging, Object oriented design, Top-down and bottom-up approach, Design patterns. **Structured Analysis:** DFD, Data Dictionary, Software Measurement and Metrics: Various Size Oriented Measures: Halstead's software science, Function Point (FP) based measures, Cyclomatic Complexity Measures: Control flow graphs Development: Selecting a language, Coding guidelines,

Writing code, Code documentation.

UNIT–IV:

Software Testing : Testing process, Design of test cases, Functional Testing : Boundary value analysis, Equivalence class testing, Decision table testing, Cause effect graphing, Structural testing, Path testing, Data flow and mutation testing, Unit testing, Integration and system testing, Debugging, Alpha & beta testing, testing tools & standards.

UNIT-V:

Software Maintenance: Management of maintenance, Maintenance process, Maintenance models, Regression testing, Reverse engineering, Software reengineering, Configuration management, documentation.

Text Books:

1. Software Engineering: A Practitioner's Approach, R. S. Pressman, McGraw Hill, 9th Edition, Sept 2019

Reference Books:

1. Software Engineering K.K.Aggarwal, Yogesh Singh, New Age International Publishers, Third Edition, 2007
2. Software Engineering, Ian Sommerville, Addison Welsley, 9th Edition, 2010.
3. An Integrated Approach to Software Engineering, PankajJalote, Narosa Publishing House, 3rd Edition, 2007

Web Resources:

1. https://onlinecourses.nptel.ac.in/noc23_cs122/preview
2. https://nptelvideos.com/course.php?id=444
3. https://softengbook.org/
4. https://www.coursera.org/learn/introduction-to-software-engineering?msockid=39a584c9c8ac6773281697f5c91e6633

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ARTIFICIAL INTELLIGENCE

Course Objectives:

- To learn the basic State space representation. Intelligent Systems Categorization of Intelligent concepts and techniques of AI and machine learning
- To explore the various mechanisms of Knowledge and Reasoning used for building an expert system.
- To become familiar with supervised and unsupervised learning models
- To design and develop AI and machine learning solutions using modern tools.

UNIT–I

Introduction to AI: Definition, Problem, System, Components of AI Program, Foundations of AI, Applications of AI, Current trends in AI, Intelligent Agents: Anatomy, structure, Types.

UNIT–II

Problem solving- Solving problems by Searching: Problem Solving Agent, Formulating Problems. Uninformed Search Methods: Breadth First Search (BFS), Depth First Search (DFS), Depth First Iterative Deepening (DFID), Informed Search Methods-Greedy best first Search, A* Search, Memory bounded heuristic Search. Local Search Algorithms and Optimization Problems- Hill climbing search Simulated annealing and local beam search.

UNIT –III

Knowledge and Reasoning-Knowledge based Agents, The Wumpus World, and Propositional logic**. First Order Logic** –Syntax and Semantic, Inference in FOL, Forward chaining, backward Chaining, Knowledge Engineering in First-Order Logic, Unification and Resolution.

UNIT–IV

Agents: Definition of agents, Agent architectures (e.g., reactive, layered, cognitive), Multi-agent systems- Collaborating agents, Competitive agents, Swarm systems and biologically inspired models. Expert Systems: Representing and Using Domain Knowledge, Expert System Shells, Explanation, Knowledge Acquisition.

UNIT–V

Expert Systems: Architecture of expert systems, Roles of expert systems, Knowledge Acquisition, Meta knowledge, Heuristics. Expert systems- MYCIN, DART, XOON, Expert systems shells.

Text Books:

1. Artificial Intelligence, Sarojkaushik, Cengage Learning India, 2011
2. Artificial Intelligence and Machine Learning, Vinod Chandra S.S., Anand Hareendran S
3. Stuart J.Russell and Peter Norvig, "Artificial Intelligence: A Modern Approach“ Second Edition, Pearson.

Reference Books:

1. Ivan Bratko "PROLOG Programming for Artificial Intelligence", Pearson Education, Third Edition.
2. Elaine Rich and Kevin Knight "Artificial Intelligence ", Third Edition
3. Han Kamber, “Data Mining Concepts and Techniques”, Morgan Kaufmann Publishers
4. G. Luger, W. A. Stubblefield, "Artificial Intelligence", Third Edition, AddisoWesley Longman, 1998

Web Resources:

1. https://onlinecourses.nptel.ac.in/noc22_cs56/preview
2. https://openlearning.mit.edu/news/explore-world-artificial-intelligence-online-courses-mit
3. https://cse.iitk.ac.in/users/cs365/2015/resources.html
4. https://microsoft.github.io/AI-For-Beginners/
5. https://artint.info/3e/resources/index.html
6. https://web.dev/explore/ai

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DESIGN AND ANALYSIS OF ALGORITHMS

Course Objectives:

- To analyze the asymptotic performance of algorithms.
- To understand and write rigorous correctness proofs for algorithms.
- To familiarity with major algorithms and data structures.
- Apply important algorithmic design paradigms and methods of analysis.
- Synthesize efficient algorithms in common engineering design situations.

UNIT-I:

Introduction: Algorithm, Pseudo code for expressing algorithms, performance Analysis- Space complexity, Time complexity, Asymptotic Notation- Big oh notation, Omega notation, Theta notation and Little oh notation, probabilistic analysis, Amortized analysis. Disjoint Sets- disjoint set operations, union and find algorithms, spanning trees, connected components and bi- connected components.

UNIT-II:

Divide and conquer: General method, applications-Binary search, Quick sort, Merge sort, Stassen's matrix multiplication. Greedy method: General method, applications-Job sequencing with deadlines, 0/1 knapsack problem, Minimum cost spanning trees, Single source shortest path problem.

UNIT-III:

Dynamic Programming: General method, applications-Matrix chain multiplication, Optimal binary search trees, 0/1 knapsack problem, All pairs shortest path problem, Traveling salesperson problem, Reliability design.

UNIT-IV:

Backtracking: General method, applications-n-queen problem, sum of subsets problem, graph coloring, Hamiltonian cycles.

UNIT-V:

Branch and Bound: General method, applications - Travelling salesperson problem, 0/1 knapsack problem-LC Branch and Bound solution, FIFO Branch and Bound solution. NP-Hard and NP-Complete problems: Basic concepts, non-deterministic algorithms, NP - Hard and NP Complete classes, Cook's theorem.

Text Books:

1. Fundamentals of Computer Algorithms, Ellis Horowitz, SatrajSahni and Rajasekaran, Universities Press
2. The Algorithm Design Manual, 2nd edition, Steven S. Skiena, Springer
3. Introduction to Algorithms, second edition, T.H. Cormen, C.E. Leiserson, R.L. Rivest and C.Stein, PHI Pvt. Ltd

Reference Books:

1. Introduction to the Design and Analysis of Algorithms, AnanyLevitin, PEA
2. Design and Analysis of Algorithms, Pearson Education, ParagHimanshu Dave, HimansuBalachandra Dave
3. Introduction to Design and Analysis of Algorithms A strategic approach, R.C.T. Lee, S.S.Tseng, R.C.Chang and T.Tsai, Mcgraw Hill
4. Design and Analysis of algorithms, Pearson education, Aho, Ullman and Hopcroft

Web Resources:

1. https://nptel.ac.in/courses/106106131
2. http://openclassroom.stanford.edu/MainFolder/CoursePage.php?course=IntroToAlgorithms
3. https://ocw.mit.edu/courses/6-046j-design-and-analysis-of-algorithms-spring-2015/resources/lecture-notes/
4. https://ocw.mit.edu/courses/6-046j-design-and-analysis-of-algorithms-spring-2015/resources/lecture-notes/
5. https://aofa.cs.princeton.edu/home/

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ADVANCED UNIX PROGRAMMING

Course Objectives:

- To understand the fundamental design of the unix Programming
- To become fluent with the systems calls provided in the unix environment
- To be able to design and build an application/service over the unix operating system

UNIT-I:

Review of Unix Utilities and Shell Programming:-File handling utilities, security by file permissions, process utilities, disk utilities, networking commands, backup utilities, text processing utilities. **Shell Programming:** shell, shell responsibilities, pipes and input redirection, output redirection, here documents, the shell as a programming language, shell metacharacters, shell variables, shell commands, the environment, control structures, shell script examples.

UNIT-II:

Unix Files: Unix file structure, directories, files and devices, System calls, library functions, low level file access, usage of open, create, read, write, close, lseek, stat, fstat, octl, umask, dup, dup2, Differences between system call and library functions. File and directory maintenance: chmod, chown, unlink, link, symlink, mkdir, rmdir, chdir, getcwd. **Directory handling system calls:** opendir, readdir, closedir, rewinddir, seekdir, telldir

UNIT-III:

Unix Process: Threads and Signals: process, process structure, starting new process, waiting for a process, zombie process, orphan process, process control, process identifiers, system call interface for process management, - fork, vfork, exit, wait, waitpid, exec, system. **Signals**: Signal functions, unreliable signals, interrupted system calls, kill and raise functions, alarm, pause functions, abort, sleep functions.

UNIT-IV:

Inter process Communication: Introduction to IPC, IPC between processes on a single computer system, IPC between processes on different systems, pipes, FIFOs, message queues, semaphores and shared memory. Differences between pipes and FIFOs.Implementing a client server program using pipes and FIFOs.**Message Queues-**:IPC, permission issues, Access permission modes, message structure, working with message queues, client/server example. **Semaphores:** Creating semaphore sets, Unix kernel support for semaphores, Unix APIs for semaphores, file locking using semaphores.

UNIT-V

Shared Memory: Working with shared memory segments, Unix kernel support for shared memory, client/server example.

Sockets: Berkeley sockets, socket structure, socket system calls for connection oriented protocol and connectionless protocol, implementing client server programs using TCP and UDP sockets.

Text Books:

1. Advanced programming in the unix environment, w- Richard Stevens, 2nd Edition Pearson education
2. Unix Concepts and Applications, 3/e, Sumitabha Das, TMH

Reference Books:

1. Unix and shell Programming, Sumitabha Das, TMH
2. A Beginner's Guide to Unix, N.P.Gopalan, B.SivaSelva, PHI
3. Unix Shell Programming, Stephen G.Kochan, Patrick Wood,
4. Unix Shell Programming, Lowell Jay Arthus& Ted Burns,3/e,GalGotia

Web Resources:

1. https://archive.nptel.ac.in/courses/117/106/117106113/
2. https://stevens.netmeister.org/631/
3. https://www.cs.fsu.edu/~asriniva/courses/aup02/lectures.html

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DATA WAREHOUSING AND DATA MINING

Course Objectives:

- Be familiar with mathematical foundations of data mining tools..
- Understand and implement classical models and algorithms in data warehouses and data mining
- Characterize the kinds of patterns that can be discovered by association rule mining, classification and clustering.
- Develop skill in selecting the appropriate data mining algorithm for solving practical problems.

UNIT-1:

Introduction to Data mining, types of Data, Data Quality, Data Processing, Measures of Similarity and Dissimilarity, Exploring Data: Data Set, Summary Statistics, Visualization, Data Warehouse, OLAP and multidimensional data analysis.

UNIT-II:

Classification: Basic Concepts, Decision Trees and model evaluation: General approach for solving a classification problem, Decision Tree induction, Model overfitting: due to presence of noise, due to lack of representation samples, Evaluating the performance of classifier. Nearest Neighbor classifier, Bayesian Classifier, Support vector Machines: Linear SVM, Separable and Non Separable case.

UNIT-III:

Association Analysis: Problem Definition, Frequent Item-set generation, rule generation, compact representation of frequent item sets, FP-Growth Algorithms. Handling Categorical, Continuous attributes, Concept hierarchy, Sequential, Subgraph patterns

UNIT-IV:

Clustering: Overview, K-means, Agglomerative Hierarchical clustering, DBSCAN, Cluster evaluation: overview, Unsupervised Cluster Evaluation using cohesion and separation, using proximity matrix, Scalable Clustering algorithm

UNIT-V:

Web data mining: Introduction, Web terminology and characteristics, Web content mining, Web usage mining, web structure mining, Search Engines: Characteristics, Functionality, Architecture, Ranking of Web Pages, Enterprise search

Text Books:

1. Introduction to Data Mining, Tan, Steinbach and Vipin Kumar, Pearson Education, 2016
2. Data Mining: Concepts and Techniques, 2nd Edition, Jiawei Han and MichelineKamber, ELSEVIER
3. Data Mining, VikramPudi and P Radha Krishna, Oxford University Press

Reference Books:

1. DataMining: TheTextbook,Springer,May2015,CharuC.Aggarwal.

Web resources:

1. https://nptel.ac.in/courses/106/105/106105174/
2. https://www.saedsayad.com/data_mining.htm
3. https://ocw.mit.edu/courses/15-062-data-mining-spring-2003/pages/lecture-notes/
4. https://www2.cs.uh.edu/~arjun/courses/dm/
5. https://www.rdatamining.com/resources/online-documents-books-and-tutorials
6. https://dataminingbook.info/book_html/

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OBJECT ORIENTED PROGRAMMING USING JAVA LAB

Course Objectives:

- To understand how to design, implement, test, debug, and document programs that use basic data types and computation, simple I/O, conditional and control structures, string handling and functions.
- To understand the importance of Classes & objects along with constructors, Arrays and Vectors.
- Discuss the principles of inheritance, interface and packages and demonstrate through problem analysis assignments how they relate to the design of methods, abstract classes and interfaces and packages.
- To understand the importance of Multi-threading & different exception handling mechanisms.
- To learn experience of designing, implementing, testing, and debugging graphical user interfaces in Java using applet and AWT that respond to different user events.
- To understand Java Swings for designing GUI applications based on MVC architecture

List of Experiments:

1. The Fibonacci sequence is defined by the following rule. The first 2 values in the sequence are 1, 1. Every subsequent value is the sum of the 2 values preceding it. Write a Java Program that uses both recursive and non recursive functions to print the nth value of the Fibonacci sequence.
2. Write a Java Program that prompts the user for an integer and then prints out all the prime numbers up to that Integer.
3. Write a Java Program that checks whether a given string is a palindrome or not. Ex. MALAYALAM is a palindrome
4. Write a Java Program for sorting a given list of names in ascending order.
5. Write a Java Program that illustrates how runtime polymorphism is achieved.
6. Write a Java Program to create and demonstrate packages.
7. Write a Java Program, using StringTokenizer class, which reads a line of integers and then displays each integer and the sum of all integers.
8. Write a Java Program that reads a file name form the user then displays information about whether the file exists, whether the file is readable/ writable, the type of file and the length of the file in bytes and display the contents using File Input Stream class.
9. Write a Java Program that displays the number of characters, lines

and words in a text/text file.

10. Write a Java Program that works as a simple calculator. Use a grid layout to arrange buttons for the digits and for the +-*?% operations. Add a text field to display the result.
11. Write a Java Program for handling mouse events.
12. Write a Java Program demonstrating the life cycle of a thread.
13. Write a Java Program that lets users create Pie charts. Design your own user interface (with Swings & AWT).
14. Write a Java Program to implement a Queue, using user defined Exception Handling (also make use of throw, throws).

Web Resources:

1. https://www.iitk.ac.in/esc101/05Aug/tutorial/information/resources.html
2. https://labex.io/skilltrees/java
3. https://docs.oracle.com/javase/tutorial/index.html
4. https://introcs.cs.princeton.edu/java/home/

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NETWORKS AND SECURITY LAB

Course Objectives:

- To learn basic understanding of cryptography, how it has evolved, and some key encryption techniques used today..
- To understand and implement encryption and decryption using Caesar Cipher, Substitution Cipher, Hill Cipher.

List of Experiments:

1. Implement the data link layer farming methods such as character stuffing and bit stuffing.
2. Implement on a data set of characters the three CRC polynomials – CRC12, CRC 16 and CRC CCIP.
3. Implement Dijkstra‘s algorithm to compute the Shortest path thru a graph.
4. Take an example subnet graph with weights indicating delay between nodes. Now obtain Routing table art each node using distance vector routing algorithm
5. Take an example subnet of hosts. Obtain a broadcast tree for it.
6. Write a C program that contains a string (char pointer) with a value ‘Hello World’. The program should XOR each character in this string with 0 and display the result.
7. Write a C program that contains a string (char pointer) with a value ‘Hello World’. The program should AND or and XOR each character in this string with 127 and display the result
8. Write a Java program to perform encryption and decryption using the following algorithms:
    a) Caesar Cipher
    b) Substitution Cipher
    c) Hill Cipher
9. Write a Java program to implement the DES algorithm logic
10. Write a C/JAVA program to implement the BlowFish algorithm logic
11. Write a C/JAVA program to implement the Rijndael algorithm logic.
12. Using Java Cryptography, encrypt the text “Hello world” using BlowFish.
13. Create your own key using Java key tool.
    a) Write a Java program to implement RSA Algorithm

b) Write a Java program to implement Public key Algorithm like El Gamal
c) Implement the Diffie-Hellman Key Exchange mechanism using HTML

Web Resources:

1. https://csrc.nist.rip/publications/nistpubs/800-12/800-12-html/chapter19.html
2. http://vlabs.iitkgp.ac.in/ant/

3. https://networklessons.com/labs/network-fundamentals-lab-1
4. https://elearn.daffodilvarsity.edu.bd/course/view.php?id=10230
5. https://www.cybrary.it/practice-lab/cryptography-basics
6. https://www.infosecinstitute.com/resources/cryptography/cryptographic-algorithms-lab/

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EMPLOYABILITY SKILLS-I

UNIT – I:

1. Analytical Thinking & Listening Skills: Self-Introduction, Shaping Young Minds - A Talk by AzimPremji (Listening Activity), Self – Analysis, Developing Positive Attitude, Perception.

2. Communication Skills: Verbal Communication; Non Verbal Communication (Body Language)

UNIT – II:

1. Self-Management Skills: Anger Management, Stress Management, Time Management, Six Thinking Hats, Team Building, Leadership Qualities

2. Etiquette: Social Etiquette, Business Etiquette, Telephone Etiquette, Dining Etiquette

UNIT – III:

3. Standard Operation Methods: Note Making, Note Taking, Minutes Preparation, Email & Letter Writing

4. Verbal Ability: Synonyms, Antonyms, One Word Substitutes-Correction of Sentences-Analogies, Spotting Errors, Sentence Completion, Course of Action - Sentences Assumptions, Sentence Arguments, Reading Comprehension, Practice work

UNIT-IV:

5. Job-Oriented Skills –I: Group Discussion, Mock Group Discussions

UNIT-V:

6. Job-Oriented Skills –II: Resume Preparation, Interview Skills, Mock Interviews

Text books and Reference books:

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