SAMRAT ASHOK TECHNOLOGICAL INSTITUTE
(Engineering College), VIDISHA M.P.
(An Autonomous Institute Affiliated to RGPV Bhopal)
DEPARTMENT OF CSE(Block - Chain)

Semester/Year		III/II		Program		B.Tech –CSE(BC)
Subject Category	BSC	Subject Code:	MAB-301	Subject Name		Discrete Mathematics

Maximum Marks Allotted								Contact Hours			Total Credits
Theory				Practical			Total Marks				
ES	MS	Assignment	Quiz	ES	LW	Quiz		L	T	P	
60	20	10	10	-	-	-	100	3	1	0	4

Prerequisites:

- Basic Knowledge of mathematics.

Course Objective:

Throughout the course, students will be expected to demonstrate their understanding of Discrete Mathematics by being able to do each of the following:
1. Use mathematically correct terminology and notation.
2. Construct correct direct and indirect proofs.
3. Use division into cases in a proof.
4. Use counterexamples.
5. Apply logical reasoning to solve a variety of problems.

UNITs	Descriptions	Hrs.
I	Sets, Relation and Function: Operations and Laws of Sets, Cartesian Products, Binary Relation, Partial Ordering Relation, Equivalence Relation, Image of a Set, Sum and Product of Functions, Bijective functions, Inverse and Composite Function, Size of a Set, Finite and infinite Sets, Countable and uncountable Sets, Cantor's diagonal argument and The Power Set theorem, Schroeder-Bernstein theorem.	8
II	Principles of Mathematical Induction: The Well-Ordering Principle, Recursive definition, The Division algorithm: Prime Numbers, The Greatest Common Divisor: Euclidean Algorithm, The Fundamental Theorem of Arithmetic. Basic counting techniques- inclusion and exclusion, pigeon-hole principle, permutation and combination.	8
III	Propositional Logic: Syntax, Semantics, Validity and Satisfiability, Basic Connectives and Truth Tables, Logical Equivalence: The Laws of Logic, Logical Implication, Rules of Inference, The use of Quantifiers. Proof Techniques: Some Terminology, Proof Methods and Strategies, Forward Proof, Proof by Contradiction, Proof by Contraposition, Proof of Necessity and Sufficiency.	8

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Semester/Year		**III/II**	**Program**		**B.Tech –CSE(BC)**
Subject Category	**BSC**	**Subject Code:**	**MAB-301**	**Subject Name**	**Discrete Mathematics**

IV	Algebraic Structures and Morphism: Algebraic Structures with one Binary Operation, Semi Groups, Monoids, Groups, Congruence Relation and Quotient Structures, Free and Cyclic Monoids and Groups, Permutation Groups, Substructures, Normal Subgroups, Algebraic Structures with two Binary Operation, Rings, Integral Domain and Fields. Boolean Algebra and Boolean Ring, Identities of Boolean Algebra, Duality, Representation of Boolean Function, Disjunctive and Conjunctive Normal Form	8
V	Graphs and Trees: Graphs and their properties, Degree, Connectivity, Path, Cycle, Sub Graph, Isomorphism, Eulerian and Hamiltonian Walks, Graph Colouring, Colouring maps and Planar Graphs, Colouring Vertices, Colouring Edges, List Colouring, Perfect Graph, definition properties and Example, rooted trees, trees and sorting, weighted trees and prefix codes, Bi-connected component and Articulation Points, Shortest distances.	8
Total Hours		40

Course Outcomes:

CO1: Define the fundamental discrete mathematical structures as basis of computer science.

CO2: Demonstrate the use of logical notation to define and reason about fundamental mathematical concepts such as sets, relations, functions, and integers.

CO3: Apply graph theory models of data structures and state machines to solve problems of connectivity and constraint satisfaction.

CO4: Define Algebraic Structures like group, ring, field and introduction to propositional logic.

CO5: Analyse and Derive solutions for Graphs and Tree Problems.

Text Books-

1. C. L. Liu, “Elements of Discrete Mathematics”, Tata McGraw-Hill Edition.
2. Trembley, J.P and Manohar, “Discrete Mathematical Structure with Application CS”, McGraw Hill.
3. Kenneth H. Rosen, “Discrete Mathematics and its applications”, McGraw Hill.
4. Lipschutz, “Discrete mathematics (Schaum)”, TMH
5. Deo, Narsingh, “Graph Theory With application to Engineering and Computer Science”, PHI.

Reference Books-

1. Krishnamurthy V, “Combinatorics Theory and Application”, East-West Press Pvt. Ltd., New Delhi.
2. S K Sarkar, “Discrete Mathematics”, S. Chand Pub.

List/Links of e-learning resource

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DEPARTMENT OF CSE(Block - Chain)

Semester/Year		III/II	Program		B.Tech –CSE(BC)
Subject Category	BSC	Subject Code:	MAB-301	Subject Name	Discrete Mathematics

Modes of Evaluation and Rubric

The evaluation modes consist of performance in two mid semester Tests, Quiz/Assignments, term work, end semester practical examination.

CO-PO Mapping:

COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO1	PO_{11}	PO_{12}	PSO-1	PSO 2
CO-1	3	2	2	1		1						1	3	
CO-2	3	2	3	1								1		
CO-3	2	1	3	2								1		
CO-4	2		2	2								2	2	
CO-5	1	2	2	2								2	1	

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DEPARTMENT OF CSE(Block - Chain)

Semester/Year	III/II	Program	B.Tech –CSE(BC)
Subject Category: DC	Subject Code: BC-302	Subject Name	Analysis and Design of Algorithms

Maximum Marks Allotted								Contact Hours			Total Credits
Theory				Practical			Total Marks				
ES	MS	Assignment	Quiz	ES	LW	Quiz		L	T	P	
60	20	10	10	30	10	10	150	3	0	2	4

Prerequisites:

- Math foundations: elementary set theory, concepts of relations and functions, mathematical induction
- Data structures & Algorithms.
- Programming languages: a general-purpose programming language.

Course Objective:

- Determine different time complexities of a given algorithm
- Demonstrate algorithms using various design techniques.
- Develop algorithms using various design techniques for a given problem.

UNITs	Descriptions	Hrs.
I	**Algorithms:**Definition and characteristics. Analysis: Space and Time Complexity, Asymptotic Notations, Time Complexity Analysis of algorithms (Linear Search, Insertion Sort etc.)Recursive algorithms and recurrence relations. Solutions of recurrence relations. **Divide** and conquer technique, analysis, design and comparison of various algorithms based on this technique, example binary search, quick sort, merge sort, Heap Sort, Strassen's matrix multiplication with their complexity analysis.	8
II	**Greedy Algorithms:** Knapsack problem, Job sequencing with deadlines, optimal merge patterns, Huffman coding, Dynamic Programming: Multistage Graph, all pairs shortest paths, 0-1 Knapsack, Chained matrix multiplication, Longest common subsequence, Traveling salesperson problem.	8
III	**Graph and Tree Algorithms**: Traversal algorithms: Depth First Search (DFS) and Breadth First Search (BFS); Shortest path algorithms- Dijkstra's Algorithms and Complexity Analysis, Transitive closure, Minimum Spanning Tree- Prim's and Kruskal's Algorithm and their complexity analysis, Union Find Data Structure, Topological sorting, Network Flow Algorithm.	8
IV	**Branch & Bound technique**: Definition and application to solve 0/1 Knapsack Problem, 8-puzzle problem, traveling salesman problem.Back tracking concept and its examples like 8 Queens's problem, Hamiltonian cycle, Graph Coloring problem.	8

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Semester/Year	III/II	Program	B.Tech –CSE(BC)

Subject Category	DC	Subject Code:	BC-302	Subject Name	Analysis and Design of Algorithms	
V	**Tractable and Intractable Problems:** Computability of Algorithms- P, NP, NP-complete and NP-hard. Introduction to Approximation Algorithms, NP-complete problems and Reduction techniques. Lower bound theory and its use in solving algebraic problem.					8
Total Hours						40

Course Outcomes:

CO1: Analyze and justify the running time complexity of algorithms
CO2: Articulate the effectiveness of divide and conquer methods to solve searching, sorting and other problems.
CO3: Understand the combinatorial problems and justify the use of Greedy and Dynamic Programming techniques to solve them.
CO4: Model graph or tree for a given engineering problem, and write the corresponding algorithm to solve it.
CO-5: Able to analyses the NP-complete

Text Books-

6. Thomas Cormen, Charles Leiserson, Ronald Rivest and Cliford Stein, “Introduction to Algorithms”, PHI, 3rd edition.
7. Ellis Horowitz, SartajSahni and SanguthevarRajasekaran, “Fundamentals of Computer Algorithms”, Universities Press.

Reference Books-

1. Gilles Brassard and Paul Bratley, “Fundamentals of Algorithmics”, PHI.

List/Links of e-learning resource

- https://archive.nptel.ac.in/courses/106/106/106106131/

Modes of Evaluation and Rubric

The evaluation modes consist of performance in two mid semester Tests, Quiz/Assignments, term work, end semester practical examination.

CO-PO Mapping:

COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO1	PO_{11}	PO_{12}	PSO-1	PSO 2
CO-1	3	3	2	3	1							2	3	
CO-2		3	3	2	3									
CO-3	2	3	3	3	2									
CO-4		2	3	3										
CO-5		3	2	3										

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Semester/Year		III/II	Program		B.Tech –CSE(BC)
Subject Category	DC	Subject Code:	BC-302	Subject Name	Analysis and Design of Algorithms

Suggestive list of experiments:

1. Understand the working of Ubuntu operating system and basic commands for implementing
2. Algorithm in c programming in Ubuntu operating system using gcc compiler.
3. Write a simple c program to add two integer numbers.
4. Implement Algorithm to calculate factorial of given number using iteration method and recursive Method.
5. Implement logic to swap two integer numbers using three different approaches.
6. Implement Algorithm to determine if a given number is divisible by 5 or not without using % Operator.
7. Implement Algorithm to convert binary number to decimal number without using array and Power function.
8. Implement Algorithm to print reverse of string using recursion and without using character Array.
9. Implement Linear Search Algorithm.
10. Implement Binary Search Algorithm (By using Iterative Approach)
11. Implement Binary Search Algorithm (By using Recursive Approach)
12. Implement Insertion Sort Algorithm
13. Implement Quick Sort Algorithm (By using Recursive Approach)
14. Implement Quick Sort Algorithm (By using Non Recursive Approach).
15. Implement Merge Sort Algorithm.

Recommendation by Board of studies on	
Approval by Academic council on	
Compiled and designed by	
Subject handled by department	Department of CSE

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DEPARTMENT OF CSE(Block-Chain)

Semester/Year	III/II	Program	B.Tech –CSE(BC)

Subject Category	DC	Subject Code:	BC-303	Subject Name	Object Oriented Programming

Maximum Marks Allotted								Contact Hours			Total Credits
Theory				Practical			Total Marks				
ES	MS	Assignment	Quiz	ES	LW	Quiz		L	T	P	
60	20	10	10	30	10	10	150	3	0	2	4

Prerequisites:

Elementary set theory, concepts of relations and functions, mathematical induction, data structures, programming practices with programming language.

Course Objective:

- Enable students to understand concepts and principles of object oriented programming methodologies using JAVA as a vehicle.
- Also learn software development and problem solving using this JAVA technology.

UNITs	Descriptions	Hrs.
I	Introduction: Procedural Paradigms of Programming, Object Oriented Paradigm for Programming, Procedural vs. Object Oriented Programming, Principles of OOP, Benefits and Applications of OOP. OOP Concepts: Data Abstraction, Encapsulation, Inheritance, and Polymorphism. Introduction of Java, Features of Java, Byte Code and Java Virtual Machine, Java Development Kit (JDK).	8
II	Command Line Argument, Classes and Objects, Encapsulation, Tightly Encapsulated classes, Nested class, Inner class, Anonymous inner class. inbuilt classes: Object, String, StringBuffer, Array, Vector. Wrapper classes. Data members, member Function, Data Hiding: Visibility modifiers in Java.	8
III	Is-A relationship, Has-A relationship, Inheritance in Java, types of inheritance, Super and subclass, Method Signature. Overloading, Constructor Overloading, Method Overloading, this and static keyword, finalize () method, Casting objects, Instance of operator, Overriding, covariant return type. Super, final keyword, overloading vs. overriding. Static control flow, instance control flow.	8
IV	Abstraction: Abstract class, Interface in Java, differences between classes and interfaces. Defining an interface, implementing interface, applying interfaces, variables in interface, extending interfaces. Defining, Creating and Accessing a Package, Understanding CLASSPATH, importing packages. Coupling, Cohesion.	8
V	Exception Handling: Concepts of Exception handling, types of exceptions, usage of try, catch, throw, throws and finally keywords, Built-in exceptions, creating own exception subclasses. Multithreading: Concepts of Multithreading, differences between process and thread, thread life cycle, creating multiple threads using Thread class, Runnable interface. Synchronization, thread priorities, inter thread communication, daemon threads, deadlocks, thread groups. Introduction of java micro services.	8
Total Hours		40

Course Outcomes:

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Semester/Year	III/II	Program	B.Tech –CSE(BC)

Subject Category	DC	Subject Code:	BC-303	Subject Name	Object Oriented Programming

CO-1 Define classes, objects, members of a class and relationships among them needed for a specific program.

CO-2 Write the java application programs using OOPs principles.

CO-3 Write java application on constructors, overloading.

CO-4 Demonstrate package creating and accessing members of packages.

CO-5 Understand and develop collection framework and its application programs.

Text Books-

1. Naughton&Schildt, "The Complete Reference Java 2", TataMcGraw Hill

2. E Balaguruswamy, "Programming in Java", TMH Publications

Reference Books-

3. Deitel "Java-How to Program:" Pearson Education, Asia

4. Horstmann & Cornell, "Core Java 2" (Vol I & II), Sun Microsystems

5. Ivan Bayross, "java 2.0", BPB publications

6. Java Programming for the absolute beginners By Russell, PHI Learning

7. Java Programming by Hari Mohan Pandey, Pearson.

List/Links of e-learning resource

- https://archive.nptel.ac.in/courses/106/105/106105153/

Modes of Evaluation and Rubric

The evaluation modes consist of performance in two mid semester Tests, Quiz/Assignments, term work, end semester practical examination.

CO-PO Mapping:

COs	PO_1	PO_2	PO_3	PO_4	PO_5	PO_6	PO_7	PO_8	PO_9	PO_1	PO_{11}	PO_{12}	PSO 1	PSO 2
CO-1	1	1	2										1	2
CO-2	2	2	2										1	2
CO-3	2	1	2										1	2
CO-4	2	1	2											2
CO-5	2	2	1										1	2

Suggestive list of experiments:

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Semester/Year		III/II	Program		B.Tech –CSE(BC)
Subject Category	**DC**	**Subject Code:**	**BC-303**	**Subject Name**	**Object Oriented Programming**

1. Write a program to display any message.
2. Write a Java program to display the default value of all primitive data types of Java.
3. Write a program to give an example of control statements.
4. Write a program and give an example for command line arguments.
5. Write a program to create a class: room, the attributes of this class is roomno, roomtype, roomarea and ACmachine. In this class the member functions are setdata and displaydata..
6. Write a program to create a class ‘simpleobject‘. Using the constructor displays the message.
7. Write a program to give the example for ‘this’ operator. And also use the ‘this’ keyword as a return statement.
8. Create a class named ‘a’ and create a subclass ‘b’. Which extends from class ‘a’. And use these classes in the ‘inherit’ class .
9. Write a program to give an example of method overloading and overriding concepts.
10. Write a program to give a simple example for abstract class.
11. Write a program to give examples for multiple inheritance in Java.
12. Write a program to illustrate usage of try/catch with the finally clause.
13. Write a program to create two threads. In this class we have one constructor used to start the thread and run it. Check whether these two threads are run are not.

Recommendation by Board of studies on	
Approval by Academic council on	
Compiled and designed by	
Subject handled by department	Department of CSE

SAMRAT ASHOK TECHNOLOGICAL INSTITUTE
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DEPARTMENT OF CSE(Block - Chain)

Semester/Year	III/II	Program	B.Tech –CSE(BC)

Subject Category	DC	Subject Code:	BC-304	Subject Name	Operating System

Maximum Marks Allotted								Contact Hours			Total Credits
Theory				Practical			Total Marks				
ES	MS	Assignment	Quiz	ES	LW	Quiz		L	T	P	
60	20	10	10	30	10	10	150	3	0	2	4

Prerequisites:

Basic knowledge of computers, its components and programming skills

Course Objective:

To understand operating system architecture and functioning along with in-depth knowledge of internals and working of OS modules like process management, Storage management, file system, security and protection

UNITs	Descriptions	Hrs.
I	Overview-Introduction to Operating Systems, Evolution of Operating System mainframe, desktop, multiprocessor, Distributed, Network Operating System, and Clustered and Handheld System), Operating System Structure-Operating System Services and System Calls, System Programs. Types of Operating Systems: Batch Processing, Real-Time, Multitasking, and Multiprogramming, time-sharing system and Distributed Operating Systems, Objectives and functions of OS.	8
II	Process Management-Concept, Process Control Blocks (PCB), Process Scheduling.Scheduling Criteria, Scheduling Algorithms, and their Evaluation. Threads Overview and Multithreading .	8
III	Inter Processes Communication and Critical Section Problem and Solution-Semaphores and Monitors, Deadlock Characterization, Methods for Deadlock handling, deadlock prevention, deadlock avoidance, deadlock detection and Recovery from Deadlock	8
IV	Storage Management-Memory Hierarchy, Concepts of memory management, MFT and MVT, logical and physical address space, swapping, contiguous and non-contiguous allocation, Paging and Segmentation Structure and Implementation of Page table, Virtual memory, Cache Memory Organization, Demand paging, Page replacement Algorithms. Thrashing, Demand segmentation	8

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Semester/Year		**III/II**	**Program**		**B.Tech –CSE(BC)**
Subject Category	**DC**	**Subject Code:**	**BC-304**	**Subject Name**	**Operating System**

V	File and Disk Management-File concepts, Access methods, Directory Structure, File Sharing and Protection, Free space management, Disk Scheduling, Efficiency, and Performance- A case study on Unix, Linux, and Windows.	8
Total Hours		40

Course Outcomes:

CO1:Explain the inherent mechanism involved in the functioning of an operating system. Differentiate and justify the need for various operating systems.

CO2: Analyze various scheduling techniques with their comparisons.

CO3: Analyze various synchronization techniques with their comparisons to derive the solution for the deadlock situation.

CO4: Describe the memory management system of an operating system. Analyze and compare various management schemes.

CO5: Describe and Analyze File and Disk Management Techniques.

Text Books-

- Peterson, J.L. & Silberschatz, A.: Operating System Concepts, Addison, Wesley-Reading.
- Brinch, Hansen: Operating System Principles, Prentice Hall of India.

Reference Books-

- Haberman, A.N.: Introduction to Operating System Design Galgotia Publication, New Delhi.
- Tanenbaum, A.S.: Operating Systems.
- Hansen, P.B.: Architecture of Concurrent Programs, PHI.
- Shaw, A.C.: Logic Design of Operating Systems, PHI

List/Links of e-learning resource

- https://archive.nptel.ac.in/noc/courses/noc16/SEM2/noc16-cs10/

Modes of Evaluation and Rubric

The evaluation modes consist of performance in two mid-semester Tests, Quiz/Assignments, term work, end semester practical examination.

CO-PO Mapping:

SAMRAT ASHOK TECHNOLOGICAL INSTITUTE
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DEPARTMENT OF CSE(Block - Chain)

Semester/Year	III/II	Program	B.Tech –CSE(BC)

Subject Category	DC	Subject Code:	BC-304	Subject Name	Operating System

COs	PO_1	PO_2	PO_3	PO_4	PO_5	PO_6	PO_7	PO_8	PO_9	PO_1	PO_{11}	PO_{12}	PSO 1	PSO 2
CO-1		2			2							2	1	2
CO-2	2	3		2	1						1	2	3	3
CO-3	2	3	3	2								2	2	2
CO-4	2	2		2								2	3	3
CO-5	2	2	2									2	3	3

Suggestive list of experiments:

1. Implementation of Basic Linux Commands.
2. Implementation of Process Related System Calls (Fork).
3. Write a program to simulate the following non-preemptive CPU scheduling algorithms to find turnaround time and waiting time. a) FCFS b) SJF
4. Write a program to simulate the following CPU scheduling algorithms to find turnaround time and waiting time. a) Round Robin b) Priority
5. Write a C program to simulate page replacement algorithms) FIFO b) LRU c) OPTIMAL
6. Write a program to simulate Bankers algorithm for the purpose of deadlock avoidance.
7. Write a program to simulate disk scheduling algorithms a) FCFS b) SCAN c) C-SCAN

Recommendation by Board of studies on	
Approval by Academic council on	
Compiled and designed by	
Subject handled by department	Department of CSE

SAMRAT ASHOK TECHNOLOGICAL INSTITUTE
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DEPARTMENT OF CSE(Block - Chain)

Semester/Year	III/II	Program	B.Tech –CSE(BC)

Subject Category	DC	Subject Code:	BC-305	Subject Name	Computer System Organization

Maximum Marks Allotted								Contact Hours			Total Credits
Theory				Practical			Total Marks				
ES	MS	Assignment	Quiz	ES	LW	Quiz		L	T	P	
60	20	10	10	-	-	-	100	3	0	0	3

Prerequisites:

Fundamental knowledge of digital electronics.

Course Objective:

I. Understand the organization and architecture of computer systems and electronic computers.

II. Study the assembly language program execution, instruction format, and instruction cycle.

III. Design a simple computer using hardwired and microprogrammed control methods.

IV. Study the basic components of computer systems besides computer arithmetic.

V. Understand input-output organization, memory organization and management, and pipelining

UNITs	Descriptions	Hrs.
I	Introduction: Function and structure of a computer, Functional components of a computer, Interconnection of components, Performance of a computer, Register Transfer language : Register Transfer, Bus and Memory Transfers, Three-State Bus Buffers, Memory Transfer, Arithmetic Microoperations Binary Adder, Binary Adder-Subtractor, Binary incrementer,Arithmetic Circuit, Logic Microoperations, Shift Micro Operations, Arithmetic Logic Shift Unit, List of Logic Microoperations, , Shift Micro operations, Arithmetic Logic Shift Unit	6
II	CPU design: Instruction codes, computer register, computer instructions, Timing and control, Instruction cycle, , memory reference instructions, input-output, and interrupt, addressing modes, data transfer, and manipulation, and program control. Computer arithmetic: Addition and subtraction, floating point arithmetic operations, decimal arithmetic unit.	6
III	Control unit: Control memory, address sequencing, micro program example, Microinstruction Format, Symbolic Microinstructions, The Fetch Routine, Symbolic Micro program and design of the control unit, Micro program Sequencer.	8
IV	Memory organization: Memory hierarchy, main memory, auxiliary memory, associative memory, cache memory, virtual memory; Input or output organization: Input or output Interface, asynchronous data transfer, modes of transfer, priority interrupt, direct memory access.	8

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Semester/Year		**III/II**	**Program**		**B.Tech –CSE(BC)**
Subject Category	**DC**	**Subject Code:**	**BC-305**	**Subject Name**	**Computer System Organization**

V	Pipeline: Parallel processing, pipelining-arithmetic pipeline, instruction pipeline; Multiprocessors: Characteristics of multiprocessors, interconnection structures, interprocessor arbitration, inter-processor communication, and synchronization.	7
Total Hours		35

Course Outcomes:

CO1: Understand the organization and levels of design in computer architecture and understand the concepts of Register transfer languages.

CO2: Describe arithmetic micro-operations, logic micro-operations, shift micro-operations address sequencing, microprogram example, and design of control unit

CO3: Understand the Instruction cycle, data representation, memory reference instructions, input-output, and interrupt, addressing modes, data transfer, and manipulation, program control. Addition and subtraction, floating point arithmetic operations, decimal arithmetic unit.

CO4: Knowledge about Memory hierarchy, main memory, auxiliary memory, associative memory, cache memory, virtual memory Input or output Interface, asynchronous data transfer, modes of transfer, Priority interrupt, and direct memory access.

CO5: Explore the Parallel processing, pipelining-arithmetic pipeline, instruction pipeline Characteristics of multiprocessors, interconnection structures, interprocessor arbitration, inter-processor Communication, and synchronization.

Text Books-

- M. Morris Mano, “Computer Systems Architecture”, Pearson, 3rd edition.

Reference Books-

- John D. Carpinelli, “Computer Systems Organization and Architecture”, Pearson, 1st Edition.
- Patterson, Hennessy,“ComputerOrganizationandDesign:TheHardware/Software Interface”, Morgan Kaufmann.

List/Links of e-learning resource

- https://archive.nptel.ac.in/noc/courses/noc22/SEM1/noc22-cs15/

Modes of Evaluation and Rubric

The evaluation modes consist of performance in two mid-semester Tests. Quiz/Assignments, term work.

CO-PO Mapping:

SAMRAT ASHOK TECHNOLOGICAL INSTITUTE
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DEPARTMENT OF CSE(Block - Chain)

Semester/Year	III/II	Program	B.Tech –CSE(BC)

Subject Category	DC	Subject Code:	BC-305	Subject Name	Computer System Organization

COs	PO_1	PO_2	PO_3	PO_4	PO_5	PO_6	PO_7	PO_8	PO_9	PO_1	PO_{11}	PO_{12}	PSO 1	PSO 2
CO-1	1	1	2										1	2
CO-2	2	2	2										1	2
CO-3	2	1	2										1	2
CO-4	2	1	2											2
CO-5	2	2	1										1	2

Recommendation by Board of studies on	
Approval by Academic council on	
Compiled and designed by	
Subject handled by department	Department of CSE

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DEPARTMENT OF CSE(Bllock - Chain)

Semester/Year	III/II	Program	B.Tech –CSE(BC)

Subject Category	DL	Subject Code:	BC-306	Subject Name	Internet Programming

Maximum Marks Allotted								Contact Hours			Total Credits
Theory				Practical			Total Marks				
ES	MS	Assignment	Quiz	ES	LW	Quiz		L	T	P	
-	-	-	-	30	10	10	50	0	0	4	2

Prerequisites:

Basic knowledge of computers, its components and programming skills

Course Objective:

Understand Static and Dynamic Web Pages.

UNITs	Descriptions	Hrs.
I	WEBSITE BASICS, Web Essentials: Clients, Servers and Communication, The Internet, Basic Internet protocols, World wide web.	8
II	HTTP Request Message, HTTP Response Message, Web Client, Web Servers, HTML5, Tables, Lists, Image, HTML5 control elements, Semantic elements, Drag and Drop, Audio , Video control	8
III	CSS3, Inline, embedded and external style sheets, Rule cascading, Inheritance, Backgrounds, Border Images, Colors Shadows, Text, Transformations, Transitions, Animations.	8
IV	Java Script: An introduction to JavaScript, JavaScript DOM Model-Date and Objects, function, Regular Expressions.	8
V	Exception Handling-Validation-Built-in objects-Event Handling- DHTML with JavaScript. XML- Elements, attributes, parser, DOM, query.	8
Total Hours		40

Course Outcomes:

CO1: To understand and interpret the basic concepts of the Internet, tools.

CO2: To understand, analyze CSS components and apply them to web page design tools like HTML,CSS.

CO3: To know and analyze client side scripting language concepts.

CO4: Design and Develop Internet applications with the help of Java script.

CO5: Understand the concept of exceptional handling

Text Books-

1. Achyut Godbole, Atul Kahate & quot ;Web Technologies: TCP/IP, Web/Java Programming, and Cloud Computing", Third Edition, McGraw Hill Education.

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DEPARTMENT OF CSE(Bllock - Chain)

Semester/Year		III/II	Program		B.Tech –CSE(BC)
Subject Category	DL	Subject Code:	BC-306	Subject Name	Internet Programming

Reference Books-

2. Deitel, Deitel, Goldberg, " Internet & World Wide Web How to Program ", Third Edition,Pearson Education.
3. Raj Kamal, “Internet and Web Technologies”, Tata McGraw-Hill.

List/Links of e-learning resource

- https://archive.nptel.ac.in/noc/courses/noc16/SEM2/noc16-cs10/

Modes of Evaluation and Rubric

The evaluation modes consist of performance in two mid-semester Tests, Quiz/Assignments, term work, end semester practical examination.

CO-PO Mapping:

COs	PO_1	PO_2	PO_3	PO_4	PO_5	PO_6	PO_7	PO_8	PO_9	PO_1	PO_{11}	PO_{12}	PSO 1	PSO 2
CO1	2	1	2										1	1
CO2	2	1	2										1	1
CO3	2	1	2										1	2
CO4	2	2	2										1	2
CO5	2	2	2										1	2

Suggestive list of experiments:

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Semester/Year		III/II	Program		B.Tech –CSE(BC)
Subject Category	**DL**	**Subject Code:**	**BC-306**	**Subject Name**	**Internet Programming**

1. Design a web page to display your CV.
2. Design a web page using HTML tags to take the input in a form and display it in another page/frame.
3. Design a web page to isolate a part of the text that might be formatted in a different direction from other text outside it.
4. Create a Zebra Striping a Table and make an image rounded with CSS3.
5. Create speech bubble shape and Image cross effect with CSS3 transition.
6. Using HTML, CSS create a styled checkbox with animation on state change.
7. Using HTML, CSS create display an image overlay effect on hover.
8. Using HTML, CSS create a list with floating headings for each section.
9. Using HTML, CSS, JavaScript create a typewriter effect animation.
10. Using HTML, CSS create an animated underline effect when the user hovers over the text.
11. Write a JavaScript program to set paragraph background color.
12. Write a JavaScript function to add rows to a table.
13. Write a JavaScript function that accepts a row, column (to identify a particular cell) and a string to update the cell's contents.
14. Write a JavaScript program to highlight the bold words of the following paragraph, on mouse over a certain link.
15. Write a JavaScript program to get the window width and height (any time the window is resized).

Recommendation by Board of studies on	
Approval by Academic council on	
Compiled and designed by	
Subject handled by department	Department of CSE