SEMESTER V

S. NO.	COURSE CODE	COURSE TITLE	CATE GORY	PERIODS PER WEEK			TOTAL CONTACT PERIODS	CREDITS
				L	T	P		
THEORY								
1.	EC3492	Digital Signal Processing	PCC	3	0	2	5	4
2.	CS3591	Computer Networks	PCC	3	0	2	5	4
3.	CS3551	Distributed Computing	PCC	3	0	0	3	3
4.	CB3491	Cryptography and Cyber Security	PCC	3	0	0	3	3
5.		Professional Elective I	PEC	-	-	-	-	3
6.		Professional Elective II	PEC	-	-	-	-	3
7.		Mandatory Course-I[&]	MC	3	0	0	3	0
PRACTICALS								
8.	IT3681	Mobile Application Development Laboratory	PCC	0	0	3	3	1.5
			TOTAL	-	-	-	-	**21.5**

[&] Mandatory Course-I is a Non-credit Course (Student shall select one course from the list given under Mandatory Course-I)

SEMESTER VI

S. NO.	COURSE CODE	COURSE TITLE	CATE GORY	PERIODS PER WEEK			TOTAL CONTACT PERIODS	CREDITS
				L	T	P		
THEORY								
1.	CCS356	Object Oriented Software Engineering	PCC	3	0	2	5	4
2.	ET3491	Embedded Systems and IoT Design	PCC	3	0	2	5	4
3.		Open Elective – I*	OEC	3	0	0	3	3
4.		Professional Elective III	PEC	-	-	-	-	3
5.		Professional Elective IV	PEC	-	-	-	-	3
6.		Professional Elective V	PEC	-	-	-	-	3
7.		Professional Elective VI	PEC	-	-	-	-	3
8.		Mandatory Course-II [&]	MC	3	0	0	3	0
9.		NCC Credit Course Level 3[#]		3	0	0	3	3 [#]
			TOTAL	-	-	-	-	**23**

***Open Elective – I Shall be chosen from the list of open electives offered by other Programmes**

[&] Mandatory Course-II is a Non-credit Course (Student shall select one course from the list given under Mandatory Course-II)

[#] NCC Credit Course level 3 is offered for NCC students only. The grades earned by the students will be recorded in the Mark Sheet, however the same shall not be considered for the computation of CGPA

MANDATORY COURSES I

S. NO.	COURSE CODE	COURSE TITLE	CATE GORY	PERIODS PER WEEK			TOTAL CONTACT PERIODS	CREDITS
				L	T	P		
1.	MX3081	Introduction to Women and Gender Studies	MC	3	0	0	3	0
2.	MX3082	Elements of Literature	MC	3	0	0	3	0
3.	MX3083	Film Appreciation	MC	3	0	0	3	0
4.	MX3084	Disaster Risk Reduction and Management	MC	3	0	0	3	0

MANDATORY COURSES II

S. NO.	COURSE CODE	COURSE TITLE	CATE GORY	PERIODS PER WEEK			TOTAL CONTACT PERIODS	CREDITS
				L	T	P		
1.	MX3085	Well Being with Traditional Practices - Yoga, Ayurveda and Siddha	MC	3	0	0	3	0
2.	MX3086	History of Science and Technology in India	MC	3	0	0	3	0
3.	MX3087	Political and Economic Thought for a Humane Society	MC	3	0	0	3	0
4.	MX3088	State, Nation Building and Politics in India	MC	3	0	0	3	0
5.	MX3089	Industrial Safety	MC	3	0	0	3	0

PROFESSIONAL ELECTIVE COURSES: VERTICALS

VERTICAL 1: DATA SCIENCE

S. NO.	COURSE CODE	COURSE TITLE	CATE GORY	PERIODS PER WEEK			TOTAL CONTACT PERIODS	CREDITS
				L	T	P		
1.	CCS346	Exploratory Data Analysis	PEC	2	0	2	4	3
2.	CCS360	Recommender Systems	PEC	2	0	2	4	3
3.	CCS355	Neural Networks and Deep Learning	PEC	2	0	2	4	3
4.	CCS369	Text and Speech Analysis	PEC	2	0	2	4	3
5.	CCW331	Business Analytics	PEC	2	0	2	4	3
6.	CCS349	Image and Video Analytics	PEC	2	0	2	4	3
7.	CCS338	Computer Vision	PEC	2	0	2	4	3
8.	CCS334	Big Data Analytics	PEC	2	0	2	4	3

VERTICAL 2: FULL STACK DEVELOPMENT

S. NO.	COURSE CODE	COURSE TITLE	CATE GORY	PERIODS PER WEEK			TOTAL CONTACT PERIODS	CREDITS
				L	T	P		
1.	CCS375	Web Technologies	PEC	2	0	2	4	3
2.	CCS332	App Development	PEC	2	0	2	4	3
3.	CCS336	Cloud Services Management	PEC	2	0	2	4	3
4.	CCS370	UI and UX Design	PEC	2	0	2	4	3
5.	CCS366	Software Testing and Automation	PEC	2	0	2	4	3
6.	CCS374	Web Application Security	PEC	2	0	2	4	3
7.	CCS342	DevOps	PEC	2	0	2	4	3
8.	CCS358	Principles of Programming Languages	PEC	3	0	0	3	3

10. Develop applications using JavaFX controls, layouts and menus.
11. Develop a mini project for any application using Java concepts.

Lab Requirements: for a batch of 30 students

Operating Systems: Linux / Windows

Front End Tools: Eclipse IDE / Netbeans IDE

TOTAL: 45 PERIODS

COURSE OUTCOMES:

On completion of this course, the students will be able to

CO1 : Design and develop java programs using object oriented programming concepts

CO2 : Develop simple applications using object oriented concepts such as package, exceptions

CO3: Implement multithreading, and generics concepts

CO4 : Create GUIs and event driven programming applications for real world problems

CO5: Implement and deploy web applications using Java

CO's-PO's & PSO's MAPPING

CO's	PO's												PSO's		
	1	2	3	4	5	6	7	8	9	10	11	12	1	2	3
1	2	1	2	1	-	-	-	-	1	2	2	2	1	2	3
2	2	1	3	1	-	-	-	-	2	3	3	2	1	3	1
3	2	2	1	2	1	-	-	-	1	2	1	3	2	3	2
4	2	2	1	3	-	-	-	-	3	1	1	1	2	1	2
5	1	3	3	1	3	-	-	-	1	1	1	1	2	1	2
AVg.	2	2	2	2	2	-	-	-	2	2	2	2	2	2	2

1 - low, 2 - medium, 3 - high, '-' - no correlation

EC3492 DIGITAL SIGNAL PROCESSING L T P C

3 0 2 4

COURSE OBJECTIVES:

- To learn discrete fourier transform, properties of DFT and its application to linear filtering
- To understand the characteristics of digital filters, design digital IIR and FIR filters and apply these filters to filter undesirable signals in various frequency bands
- To understand the effects of finite precision representation on digital filters
- To understand the fundamental concepts of multi rate signal processing and its applications
- To introduce the concepts of adaptive filters and its application to communication engineering

UNIT I DISCRETE FOURIER TRANSFORM 9

Sampling Theorem, concept of frequency in discrete-time signals, summary of analysis & synthesis equations for FT & DTFT, frequency domain sampling, Discrete Fourier transform (DFT) - deriving DFT from DTFT, properties of DFT - periodicity, symmetry, circular convolution. Linear filtering using DFT. Filtering long data sequences - overlap save and overlap add method. Fast computation of DFT - Radix-2 Decimation-in-time (DIT) Fast Fourier transform (FFT), Decimation-in-frequency (DIF) Fast Fourier transform (FFT). Linear filtering using FFT.

UNIT II INFINITE IMPULSE RESPONSE FILTERS 9

Characteristics of practical frequency selective filters. characteristics of commonly used analog filters - Butterworth filters, Chebyshev filters. Design of IIR filters from analog filters (LPF, HPF, BPF, BRF) - Approximation of derivatives, Impulse invariance method, Bilinear transformation. Frequency transformation in the analog domain. Structure of IIR filter - direct form I, direct form II, Cascade, parallel realizations.

UNIT III FINITE IMPULSE RESPONSE FILTERS 9

Design of FIR filters - symmetric and Anti-symmetric FIR filters - design of linear phase FIR filters using Fourier series method - FIR filter design using windows (Rectangular, Hamming and Hanning window), Frequency sampling method. FIR filter structures - linear phase structure, direct form realizations

UNIT IV FINITE WORD LENGTH EFFECTS 9

Fixed point and floating point number representation - ADC - quantization - truncation and rounding - quantization noise - input / output quantization - coefficient quantization error - product quantization error - overflow error - limit cycle oscillations due to product quantization and summation - scaling to prevent overflow.

UNIT V DSP APPLICATIONS 9

Multirate signal processing: Decimation, Interpolation, Sampling rate conversion by a rational factor – Adaptive Filters: Introduction, Applications of adaptive filtering to equalization-DSP Architecture-Fixed and Floating point architecture principles

45 PERIODS

PRACTICAL EXERCISES: 30 PERIODS

MATLAB / EQUIVALENT SOFTWARE PACKAGE/ DSP PROCESSOR BASED IMPLEMENTATION

1. Generation of elementary Discrete-Time sequences
2. Linear and Circular convolutions
3. Auto correlation and Cross Correlation
4. Frequency Analysis using DFT
5. Design of FIR filters (LPF/HPF/BPF/BSF) and demonstrates the filtering operation
6. Design of Butterworth and Chebyshev IIR filters (LPF/HPF/BPF/BSF) and demonstrate the filtering operations
7. Study of architecture of Digital Signal Processor
8. Perform MAC operation using various addressing modes
9. Generation of various signals and random noise
10. Design and demonstration of FIR Filter for Low pass, High pass, Band pass and Band stop filtering
11. Design and demonstration of Butter worth and Chebyshev IIR Filters for Low pass, High pass, Band pass and Band stop filtering
12. Implement an Up-sampling and Down-sampling operation in DSP Processor

COURSE OUTCOMES:

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

CO1: Apply DFT for the analysis of digital signals and systems
CO2: Design IIR and FIR filters
CO3: Characterize the effects of finite precision representation on digital filters
CO4: Design multirate filters
CO5: Apply adaptive filters appropriately in communication systems

TOTAL:75 PERIODS

TEXT BOOK

1. John G. Proakis and Dimitris G.Manolakis, Digital Signal Processing – Principles, Algorithms and Applications, Fourth Edition, Pearson Education / Prentice Hall, 2007.
2. V. Oppenheim, R.W. Schafer and J.R. Buck, "Discrete-Time Signal Processing‖, 8th Indian Reprint, Pearson, 2004.

REFERENCES

1. Emmanuel C. Ifeachor& Barrie. W. Jervis, "Digital Signal Processing‖, Second Edition, Pearson Education / Prentice Hall, 2002.
2. Sanjit K. Mitra, "Digital Signal Processing – A Computer Based Approach‖, Tata Mc Graw Hill, 2007.
3. Andreas Antoniou, "Digital Signal Processing‖, Tata Mc Graw Hill, 2006.

CO's-PO's & PSO's MAPPING

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
1	3	3	3	3	2	2	-	-	-	-	1	1	3	3	2
2	3	3	3	3	2	2	-	-	-	-	1	1	2	2	2
3	3	3	**2**	2	2	2	-	-	-	-	1	1	1	2	2
4	3	3	2	2	3	1	-	-	-	-	1	1	2	2	3
5	3	2	2	2	3	2	-	-	-	-	1	1	2	2	1
CO	**3**	**3**	**2**	**2**	**2**	**2**	**-**	**-**	**-**	**-**	**1**	**1**	**2**	**2**	**2**

1 - low, 2 - medium, 3 - high, '-' - no correlation

CS3591 COMPUTER NETWORKS **L T P C**
3 0 2 4

COURSE OBJECTIVES:

- To understand the concept of layering in networks.
- To know the functions of protocols of each layer of TCP/IP protocol suite.
- To visualize the end-to-end flow of information.
- To learn the functions of network layer and the various routing protocols
- To familiarize the functions and protocols of the Transport layer

UNIT I INTRODUCTION AND APPLICATION LAYER 10

Data Communication - Networks – Network Types – Protocol Layering – TCP/IP Protocol suite – OSI Model – Introduction to Sockets - Application Layer protocols: HTTP – FTP – Email protocols (SMTP - POP3 - IMAP - MIME) – DNS – SNMP

UNIT II TRANSPORT LAYER 9

Introduction - Transport-Layer Protocols: UDP – TCP: Connection Management – Flow control - Congestion Control - Congestion avoidance (DECbit, RED) – SCTP – Quality of Service

UNIT III NETWORK LAYER 7

Switching : Packet Switching - Internet protocol - IPV4 – IP Addressing – Subnetting - IPV6, ARP, RARP, ICMP, DHCP

UNIT IV ROUTING 7

Routing and protocols: Unicast routing - Distance Vector Routing - RIP - Link State Routing – OSPF – Path-vector routing - BGP - Multicast Routing: DVMRP – PIM.

UNIT V DATA LINK AND PHYSICAL LAYERS 12

Data Link Layer – Framing – Flow control – Error control – Data-Link Layer Protocols – HDLC – PPP - Media Access Control – Ethernet Basics – CSMA/CD – Virtual LAN – Wireless LAN (802.11) - Physical Layer: Data and Signals - Performance – Transmission media- Switching – Circuit Switching.

45 PERIODS

PRACTICAL EXERCISES: 30 PERIODS

1. Learn to use commands like tcpdump, netstat, ifconfig, nslookup and traceroute. Capture ping and trace route PDUs using a network protocol analyzer and examine.
2. Write a HTTP web client program to download a web page using TCP sockets.
3. Applications using TCP sockets like: a) Echo client and echo server b) Chat
4. Simulation of DNS using UDP sockets.
5. Use a tool like Wireshark to capture packets and examine the packets
6. Write a code simulating ARP /RARP protocols.
7. Study of Network simulator (NS) and Simulation of Congestion Control Algorithms using NS.
8. Study of TCP/UDP performance using Simulation tool.
9. Simulation of Distance Vector/ Link State Routing algorithm.
10. Simulation of an error correction code (like CRC)

COURSE OUTCOMES:

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

CO 1: Explain the basic layers and its functions in computer networks.
CO 2: Understand the basics of how data flows from one node to another.
CO 3: Analyze routing algorithms.
CO 4: Describe protocols for various functions in the network.
CO 5: Analyze the working of various application layer protocols.

TOTAL:75 PERIODS

TEXT BOOKS

1. James F. Kurose, Keith W. Ross, Computer Networking, A Top-Down Approach Featuring the Internet, Eighth Edition, Pearson Education, 2021.
2. Behrouz A. Forouzan, Data Communications and Networking with TCP/IP Protocol Suite, Sixth Edition TMH, 2022

REFERENCES

1. Larry L. Peterson, Bruce S. Davie, Computer Networks: A Systems Approach, Fifth Edition, Morgan Kaufmann Publishers Inc., 2012.

2. William Stallings, Data and Computer Communications, Tenth Edition, Pearson Education, 2013.
3. Nader F. Mir, Computer and Communication Networks, Second Edition, Prentice Hall, 2014.
4. Ying-Dar Lin, Ren-Hung Hwang, Fred Baker, “Computer Networks: An Open Source Approach”, McGraw Hill, 2012.

CO’s- PO’s & PSO’s MAPPING

CO’s	PO’s												PSO’s	
	1	2	3	4	5	6	7	8	9	10	11	12	1	2
1	-	2	-	-		-	-	-	-	-	-	-	3	-
2	-	1	-	-	2	-	-	-	-	-	-	2	-	2
3	-	2	-	-	3	-	-	-	-	-	-	-	-	3
4	-		-	1	2	-	-	-	-	3	-	-	-	-
5	-	3	2	-	-	-	-	-	-		-	-	-	-
AVg.	-	2	1	-	1	-	-	-	-	-	-	-	-	1

1 - low, 2 - medium, 3 - high, ‘-' - no correlation

CS3551 DISTRIBUTED COMPUTING L T P C
3 0 0 3

COURSE OBJECTIVES:

- To introduce the computation and communication models of distributed systems
- To illustrate the issues of synchronization and collection of information in distributed systems
- To describe distributed mutual exclusion and distributed deadlock detection techniques
- To elucidate agreement protocols and fault tolerance mechanisms in distributed systems
- To explain the cloud computing models and the underlying concepts

UNIT I INTRODUCTION 8

Introduction: Definition-Relation to Computer System Components – Motivation – Message -Passing Systems versus Shared Memory Systems – Primitives for Distributed Communication – Synchronous versus Asynchronous Executions – Design Issues and Challenges; A Model of Distributed Computations: A Distributed Program – A Model of Distributed Executions – Models of Communication Networks – Global State of a Distributed System.

UNIT II LOGICAL TIME AND GLOBAL STATE 10

Logical Time: Physical Clock Synchronization: NTP – A Framework for a System of Logical Clocks – Scalar Time – Vector Time; Message Ordering and Group Communication: Message Ordering Paradigms – Asynchronous Execution with Synchronous Communication – Synchronous Program Order on Asynchronous System – Group Communication – Causal Order – Total Order; Global State and Snapshot Recording Algorithms: Introduction – System Model and Definitions – Snapshot Algorithms for FIFO Channels.

UNIT III DISTRIBUTED MUTEX AND DEADLOCK 10

Distributed Mutual exclusion Algorithms: Introduction – Preliminaries – Lamport’s algorithm – Ricart-Agrawala’s Algorithm — Token-Based Algorithms – Suzuki-Kasami’s Broadcast Algorithm; Deadlock Detection in Distributed Systems: Introduction – System Model – Preliminaries – Models of Deadlocks – Chandy-Misra-Haas Algorithm for the AND model and OR Model.

UNIT IV CONSENSUS AND RECOVERY 10

Consensus and Agreement Algorithms: Problem Definition – Overview of Results – Agreement in a Failure-Free System(Synchronous and Asynchronous) – Agreement in Synchronous Systems with Failures; Checkpointing and Rollback Recovery: Introduction – Background and Definitions – Issues in Failure Recovery – Checkpoint-based Recovery – Coordinated Checkpointing Algorithm -- Algorithm for Asynchronous Checkpointing and Recovery

UNIT V CLOUD COMPUTING 7

Definition of Cloud Computing – Characteristics of Cloud – Cloud Deployment Models – Cloud Service Models – Driving Factors and Challenges of Cloud – Virtualization – Load Balancing – Scalability and Elasticity – Replication – Monitoring – Cloud Services and Platforms: Compute Services – Storage Services – Application Services

45 PERIODS

COURSE OUTCOMES:

Upon the completion of this course, the student will be able to

CO1: Explain the foundations of distributed systems (K2)
CO2: Solve synchronization and state consistency problems (K3)
CO3: Use resource sharing techniques in distributed systems (K3)
CO4: Apply working model of consensus and reliability of distributed systems (K3)
CO5: Explain the fundamentals of cloud computing (K2)

TOTAL:45 PERIODS

TEXT BOOKS

1. Kshemkalyani Ajay D, Mukesh Singhal, “Distributed Computing: Principles, Algorithms and Systems”, Cambridge Press, 2011.
2. Mukesh Singhal, Niranjan G Shivaratri, “Advanced Concepts in Operating systems”, Mc-Graw Hill Publishers, 1994.

REFERENCES

1. George Coulouris, Jean Dollimore, Time Kindberg, “Distributed Systems Concepts and Design”, Fifth Edition, Pearson Education, 2012.
2. Pradeep L Sinha, “Distributed Operating Systems: Concepts and Design”, Prentice Hall of India, 2007.
3. Tanenbaum A S, Van Steen M, “Distributed Systems: Principles and Paradigms”, Pearson Education, 2007.
4. Liu M L, “Distributed Computing: Principles and Applications”, Pearson Education, 2004.
5. Nancy A Lynch, “Distributed Algorithms”, Morgan Kaufman Publishers, 2003.
6. Arshdeep Bagga, Vijay Madisetti, “ Cloud Computing: A Hands-On Approach”, Universities Press, 2014.

CO’s-PO’s & PSO’s MAPPING

CO’s	PO’s												PSO’s		
	1	2	3	4	5	6	7	8	9	10	11	12	1	2	3
1	2	2	3	3	1	-	-	-	2	1	3	3	2	1	1
2	1	3	2	1	2	-	-	-	2	2	2	2	1	3	2
3	2	2	1	3	3	-	-	-	3	2	1	1	1	2	1
4	1	2	2	3	1	-	-	-	3	3	2	1	3	1	1
5	3	3	1	2	3	-	-	-	3	3	3	1	3	2	3
AVg.	1.8	2.4	1.8	2.4	2	-	-	-	2.6	2.2	2.2	1.6	2	1.8	1.6

1 - low, 2 - medium, 3 - high, ‘-' - no correlation

CB3491 **CRYPTOGRAPHY AND CYBER SECURITY** **L T P C**
3 0 0 3

COURSE OBJECTIVES:

- Learn to analyze the security of in-built cryptosystems.
- Know the fundamental mathematical concepts related to security.
- Develop cryptographic algorithms for information security.
- Comprehend the various types of data integrity and authentication schemes
- Understand cyber crimes and cyber security.

UNIT I INTRODUCTION TO SECURITY **9**

Computer Security Concepts – The OSI Security Architecture – Security Attacks – Security Services and Mechanisms – A Model for Network Security – Classical encryption techniques: Substitution techniques, Transposition techniques, Steganography – Foundations of modern cryptography: Perfect security – Information Theory – Product Cryptosystem – Cryptanalysis.

UNIT II SYMMETRIC CIPHERS **9**

Number theory – Algebraic Structures – Modular Arithmetic - Euclid‘s algorithm – Congruence and matrices – Group, Rings, Fields, Finite Fields

SYMMETRIC KEY CIPHERS: SDES – Block Ciphers – DES, Strength of DES – Differential and linear cryptanalysis – Block cipher design principles – Block cipher mode of operation – Evaluation criteria for AES – Pseudorandom Number Generators – RC4 – Key distribution.

UNIT III ASYMMETRIC CRYPTOGRAPHY **9**

MATHEMATICS OF ASYMMETRIC KEY CRYPTOGRAPHY: Primes – Primality Testing – Factorization – Euler’s totient function, Fermat’s and Euler’s Theorem – Chinese Remainder Theorem – Exponentiation and logarithm

ASYMMETRIC KEY CIPHERS: RSA cryptosystem – Key distribution – Key management – Diffie Hellman key exchange -– Elliptic curve arithmetic – Elliptic curve cryptography.

UNIT IV INTEGRITY AND AUTHENTICATION ALGORITHMS **9**

Authentication requirement – Authentication function – MAC – Hash function – Security of hash function: HMAC, CMAC – SHA – Digital signature and authentication protocols – DSS – Schnorr Digital Signature Scheme – ElGamal cryptosystem – Entity Authentication: Biometrics, Passwords, Challenge Response protocols – Authentication applications – Kerberos
MUTUAL TRUST: Key management and distribution – Symmetric key distribution using symmetric and asymmetric encryption – Distribution of public keys – X.509 Certificates.

UNIT V CYBER CRIMES AND CYBER SECURITY **9**

Cyber Crime and Information Security – classifications of Cyber Crimes – Tools and Methods – Password Cracking, Keyloggers, Spywares, SQL Injection – Network Access Control – Cloud Security – Web Security – Wireless Security

TOTAL:45 PERIODS

COURSE OUTCOMES:

CO1: Understand the fundamentals of networks security, security architecture, threats and vulnerabilities
CO2: Apply the different cryptographic operations of symmetric cryptographic algorithms

CO3: Apply the different cryptographic operations of public key cryptography
CO4: Apply the various Authentication schemes to simulate different applications.
CO5: Understand various cyber crimes and cyber security.

TEXT BOOKS

1. William Stallings, "Cryptography and Network Security - Principles and Practice", Seventh Edition, Pearson Education, 2017.
2. Nina Godbole, Sunit Belapure, “Cyber Security: Understanding Cyber crimes, Computer Forensics and Legal Perspectives”, First Edition, Wiley India, 2011.

REFERENCES

1. Behrouz A. Ferouzan, Debdeep Mukhopadhyay, "Cryptography and Network Security", 3rd Edition, Tata Mc Graw Hill, 2015.
2. Charles Pfleeger, Shari Pfleeger, Jonathan Margulies, "Security in Computing", Fifth Edition, Prentice Hall, New Delhi, 2015.

CO’s- PO’s & PSO’s MAPPING

CO’s	PO’s												PSO’s	
	1	2	3	4	5	6	7	8	9	10	11	12	1	2
1	3	2	1	2	2	-	-	-	1	-	-	1	2	3
2	3	3	3	3	3	-	-	-	2	-	-	1	3	3
3	3	3	3	3	3	-	-	-	2	-	-	1	3	3
4	3	3	3	3	3	-	-	-	2	-	-	1	3	3
5	3	2	3	2	3	-	-	-	3	-	-	2	3	2
AVg.	3	2.6	2.6	2.6	2.8	-	-	-	2	-	-	1.2	2.8	2.8

1 - low, 2 - medium, 3 - high, ‘-' - no correlation

IT3681 MOBILE APPLICATION DEVELOPMENT LABORATORY L T P C
0 0 3 1.5

COURSE OBJECTIVES:

The objective of this course is to enable the students to

- Use Flutter/Kotlin multi-platform environment for building cross-platform mobile applications.
- Demonstrate the knowledge of different programming techniques and patterns for mobile application development.
- Identify the components and structure of mobile application development frameworks.
- Understand the capabilities and limitations of different platforms.
- Design and develop real-time mobile applications.

LIST OF EXPERIMENTS:

- Study and installation of Flutter/Kotlin multi-platform environment
- Develop an application that uses Widgets, GUI components, Fonts, and Colors.
- Develop a native calculator application.
- Develop a gaming application that uses 2-D animations and gestures.
- Develop a movie rating application (similar to IMDB)
- Develop an application to connect to a web service and to retrieve data with HTTP.

- Develop a simple shopping application.
- Design a web server supporting push notifications.
- Develop an application by integrating Google maps
- Mini Projects involving Flutter/Kotlin multi-platform

TOTAL : 45 PERIODS

COURSE OUTCOMES:

On successful completion of this course, the student should be able to

CO1: Design and build simple mobile applications supporting multiple platforms.

CO2: Apply various programming techniques and patterns to build mobile applications.

CO3: Build real-time mobile applications for society/environment

CO4: Build gaming and multimedia based mobile applications

CO5: Build AI based mobile applications for society/environment following ethical practices

TEXTBOOKS:

1. Simone Alessandria, Flutter Projects: A practical project-based guide to building real-world cross-platform mobile applications and games, Packt publishing.
2. Carmine Zaccagnino, Programming Flutter: Native, Cross-Platform Apps the Easy Way (The Pragmatic Programmers), Packt publishing.

REFERENCES

1. Gergely Orosz, Building Mobile Applications at Scale:39 Engineering Challenges
2. Souvik Biswas & Codemagic, Flutter Libraries we love
3. ED Freitas, Daniel Jebaraj, Flutter Succinctly
4. Antonio Leiva, Kotlin for Android Developers Learn Kotlin the easy way while developing an Android Applications

CO's-PO's & PSO's MAPPING

CO's	PO's												PSO's		
	1	2	3	4	5	6	7	8	9	10	11	12	1	2	3
1	3	3	3	1	3	1	1	1	2	1	1	1	2	2	2
2	3	3	3	2	3	1	1	1	2	1	1	1	2	2	2
3	3	3	3	3	3	3	2	2	3	3	3	3	3	3	3
4	3	3	3	3	3	2	1	1	1	1	2	1	1	2	2
5	3	3	3	3	2	1	1	1	1	1	1	1	2	2	2
AVg.	3	3	3	2	3	2	1	1	2	1	1	1	2	2	2

1 - low, 2 - medium, 3 - high, '-' - no correlation

CCS356 OBJECT ORIENTED SOFTWARE ENGINEERING L T P C

3 0 2 4

COURSE OBJECTIVES:

- To understand Software Engineering Lifecycle Models
- To Perform software requirements analysis
- To gain knowledge of the System Analysis and Design concepts using UML.
- To understand software testing and maintenance approaches
- To work on project management scheduling using DevOps