SEMESTER V

S. NO.	COURSE CODE	COURSE TITLE	CATE GORY	PERIODS PER WEEK			TOTAL CONTACT PERIODS	CREDITS
				L	T	P		
THEORY								
1.	CS3591	Computer Networks	PCC	3	0	2	5	4
2.	IT3501	Full Stack Web Development	PCC	3	0	0	3	3
3.	CS3551	Distributed Computing	PCC	3	0	0	3	3
4.	CS3691	Embedded Systems and IoT	PCC	3	0	2	5	4
5.		Professional Elective I	PEC	-	-	-	-	3
6.		Professional Elective II	PEC	-	-	-	-	3
7.		Mandatory Course- I&	MC	3	0	0	3	0
PRACTICALS								
8.	IT3511	Full Stack Web Development Laboratory	PCC	0	0	4	4	2
			TOTAL	-	-	-	-	**22**

& 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.		Open Elective – I*	OEC	3	0	0	3	3
3.		Professional Elective III	PEC	-	-	-	-	3
4.		Professional Elective IV	PEC	-	-	-	-	3
5.		Professional Elective V	PEC	-	-	-	-	3
6.		Professional Elective VI	PEC	-	-	-	-	3
7.		Mandatory Course-II &	MC	3	0	0	3	0
8.		NCC Credit Course Level 3#	-	3	0	0	3	3 #
PRACTICALS								
9.	IT3681	Mobile Applications Development Laboratory	PCC	0	0	3	3	1.5
			TOTAL	-	-	-	-	**20.5**

*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

VERTICAL 3: CLOUD COMPUTING AND DATA CENTER TECHNOLOGIES

S. NO.	COURSE CODE	COURSE TITLE	CATE GORY	PERIODS PER WEEK			TOTAL CONTACT PERIODS	CREDITS
				L	T	P		
1.	CCS335	Cloud Computing	PEC	2	0	2	4	3
2.	CCS372	Virtualization	PEC	2	0	2	4	3
3.	CCS336	Cloud Services Management	PEC	2	0	2	4	3
4.	CCS341	Data Warehousing	PEC	2	0	2	4	3
5.	CCS367	Storage Technologies	PEC	3	0	0	3	3
6.	CCS365	Software Defined Networks	PEC	2	0	2	4	3
7.	CCS368	Stream Processing	PEC	2	0	2	4	3
8.	CCS362	Security and Privacy in Cloud	PEC	2	0	2	4	3

VERTICAL 4: CYBER SECURITY AND DATA PRIVACY

S. NO.	COURSE CODE	COURSE TITLE	CATE GORY	PERIODS PER WEEK			TOTAL CONTACT PERIODS	CREDITS
				L	T	P		
1.	CCS344	Ethical Hacking	PEC	2	0	2	4	3
2.	CCS343	Digital and Mobile Forensics	PEC	2	0	2	4	3
3.	CCS363	Social Network Security	PEC	2	0	2	4	3
4.	CCS351	Modern Cryptography	PEC	2	0	2	4	3
5.	CB3591	Engineering Secure Software Systems	PEC	2	0	2	4	3
6.	CCS339	Cryptocurrency and Blockchain Technologies	PEC	2	0	2	4	3
7.	CCS354	Network Security	PEC	2	0	2	4	3
8.	CCS362	Security and Privacy in Cloud	PEC	2	0	2	4	3

VERTICAL 5: CREATIVE MEDIA

S. NO.	COURSE CODE	COURSE TITLE	CATEGORY	PERIODS PER WEEK			TOTAL CONTACT PERIODS	CREDITS
				L	T	P		
1.	CCS333	Augmented Reality/Virtual Reality	PEC	2	0	2	4	3
2.	CCS352	Multimedia and Animation	PEC	2	0	2	4	3
3.	CCS371	Video Creation and Editing	PEC	2	0	2	4	3
4.	CCS370	UI and UX Design	PEC	2	0	2	4	3
5.	CCW332	Digital marketing	PEC	2	0	2	4	3
6.	CCS373	Visual Effects	PEC	2	0	2	4	3
7.	CCS347	Game Development	PEC	2	0	2	4	3
8.	CCS353	Multimedia Data Compression and Storage	PEC	2	0	2	4	3

VERTICAL 6: EMERGING TECHNOLOGIES

S. NO.	COURSE CODE	COURSE TITLE	CATEGORY	PERIODS PER WEEK			TOTAL CONTACT PERIODS	CREDITS
				L	T	P		
1.	CCS333	Augmented Reality/Virtual Reality	PEC	2	0	2	4	3
2.	CCS361	Robotic Process Automation	PEC	2	0	2	4	3
3.	CCS355	Neural Networks and Deep Learning	PEC	2	0	2	4	3
4.	CCS340	Cyber Security	PEC	2	0	2	4	3
5.	CCS359	Quantum Computing	PEC	2	0	2	4	3
6.	CCS339	Cryptocurrency and Blockchain Technologies	PEC	2	0	2	4	3
7.	CCS347	Game Development	PEC	2	0	2	4	3
8.	CCS331	3D Printing and Design	PEC	2	0	2	4	3

VERTICAL 7: ARTIFICIAL INTELLIGENCE AND MACHINE LEARNING

S. NO.	COURSE CODE	COURSE TITLE	CATE GORY	PERIODS PER WEEK			TOTAL CONTACT PERIODS	CREDITS
				L	T	P		
1.	CCS350	Knowledge Engineering	PEC	2	0	2	4	3
2.	CCS364	Soft Computing	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.	CCS357	Optimization Techniques	PEC	2	0	2	4	3
6.	CCS348	Game Theory	PEC	2	0	2	4	3
7.	CCS337	Cognitive Science	PEC	2	0	2	4	3
8.	CCS345	Ethics and AI	PEC	2	0	2	4	3

OPEN ELECTIVES

(Students shall choose the open elective courses, such that the course contents are not similar to any other course contents/title under other course categories).

OPEN ELECTIVES – I

S. NO.	COURSE CODE	COURSE TITLE	CATE GORY	PERIODS PER WEEK			TOTAL CONTACT PERIODS	CREDITS
				L	T	P		
1.	OAS351	Space Science	OEC	3	0	0	3	3
2.	OIE351	Introduction to Industrial Engineering	OEC	3	0	0	3	3
3.	OBT351	Food, Nutrition and Health	OEC	3	0	0	3	3
4.	OCE351	Environment and Social Impact Assessment	OEC	3	0	0	3	3
5.	OEE351	Renewable Energy System	OEC	3	0	0	3	3
6.	OEI351	Introduction to Industrial Instrumentation and Control	OEC	3	0	0	3	3
7.	OMA351	Graph Theory	OEC	3	0	0	3	3

6. Develop a leave management system for an organization where users can apply different types of leaves such as casual leave and medical leave. They also can view the available number of days.
7. Develop a simple dashboard for project management where the statuses of various tasks are available. New tasks can be added and the status of existing tasks can be changed among Pending, InProgress or Completed.
8. Develop an online survey application where a collection of questions is available and users are asked to answer any random 5 questions.

TOTAL: 60 PERIODS

COURSE OUTCOMES:

CO1: Design full stack applications with clear understanding of user interface, business logic and data storage.
CO2: Design and develop user interface screens
CO3: Implement the functional requirements using appropriate tool
CO4: Design and develop database based on the requirements
CO5: Integrate all the necessary components of the application

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	1
2	3	3	3	2	3	1	1	1	2	1	1	1	2	2	1
3	3	3	3	3	3	1	1	1	2	1	1	1	2	2	1
4	3	3	3	3	3	2	1	1	1	1	2	1	1	2	1
5	3	3	3	3	2	1	1	1	1	1	1	1	2	2	1
AVg.	3	3	3	2	3	1	1	1	1	1	1	1	2	2	1

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

UNIT I   SOFTWARE PROCESS AND AGILE DEVELOPMENT   9

Introduction to Software Engineering, Software Process, Perspective and Specialized Process Models –Introduction to Agility-Agile process-Extreme programming-XP Process-Case Study.

UNIT II   REQUIREMENTS ANALYSIS AND SPECIFICATION   9

Requirement analysis and specification – Requirements gathering and analysis – Software Requirement Specification – Formal system specification – Finite State Machines – Petrinets –

Object modelling using UML – Use case Model – Class diagrams – Interaction diagrams – Activity diagrams – State chart diagrams – Functional modelling – Data Flow Diagram- CASE TOOLS.

UNIT III   SOFTWARE DESIGN   9

Software design – Design process – Design concepts – Coupling – Cohesion – Functional independence – Design patterns – Model-view-controller – Publish-subscribe – Adapter – Command – Strategy – Observer – Proxy – Facade – Architectural styles – Layered - Client Server - Tiered - Pipe and filter- User interface design-Case Study.

UNIT IV   SOFTWARE TESTING AND MAINTENANCE   9

Testing – Unit testing – Black box testing– White box testing – Integration and System testing– Regression testing – Debugging - Program analysis – Symbolic execution – Model Checking-Case Study

UNIT V   PROJECT MANAGEMENT   9

Software Project Management- Software Configuration Management - Project Scheduling-DevOps: Motivation-Cloud as a platform-Operations- Deployment Pipeline:Overall Architecture Building and Testing-Deployment- Tools- Case Study

COURSE OUTCOMES:
CO1: Compare various Software Development Lifecycle Models
CO2: Evaluate project management approaches as well as cost and schedule estimation
      strategies.
CO3: Perform formal analysis on specifications.
CO4: Use UML diagrams for analysis and design.
CO5: Architect and design using architectural styles and design patterns, and test the system

45 PERIODS

PRACTICAL EXERCISES: **30 PERIODS**
LIST OF EXPERIMENTS:
1. Identify a software system that needs to be developed.
2. Document the Software Requirements Specification (SRS) for the identified system.
3. Identify use cases and develop the Use Case model.
4. Identify the conceptual classes and develop a Domain Model and also derive a Class Diagram from that.
5. Using the identified scenarios, find the interaction between objects and represent them using UML Sequence and Collaboration Diagrams
6. Draw relevant State Chart and Activity Diagrams for the same system.
7. Implement the system as per the detailed design
8. Test the software system for all the scenarios identified as per the usecase diagram
9. Improve the reusability and maintainability of the software system by applying appropriate design patterns.
10. Implement the modified system and test it for various scenarios.

SUGGESTED DOMAINS FOR MINI-PROJECT:
1. Passport automation system.
2. Book bank

3. Exam registration
4. Stock maintenance system.
5. Online course reservation system
6. Airline/Railway reservation system
7. Software personnel management system
8. Credit card processing
9. e-book management system
10. Recruitment system
11. Foreign trading system
12. Conference management system
13. BPO management system
14. Library management system
15. Student information system

TOTAL:75 PERIODS

TEXT BOOKS
1. Bernd Bruegge and Allen H. Dutoit, "Object-Oriented Software Engineering: Using UML, Patterns and Java", Third Edition, Pearson Education, 2009.
2. Roger S. Pressman, Object-Oriented Software Engineering: An Agile Unified Methodology, First Edition, Mc Graw-Hill International Edition, 2014.

REFERENCES
1. Carlo Ghezzi, Mehdi Jazayeri, Dino Mandrioli, Fundamentals of Software Engineering, 2nd edition, PHI Learning Pvt. Ltd., 2010.
2. Craig Larman, Applying UML and Patterns, 3rd ed, Pearson Education, 2005.
3. Len Bass, Ingo Weber and Liming Zhu, —DevOps: A Software Architect's Perspectivell, Pearson Education, 2016
4. Rajib Mall, Fundamentals of Software Engineering, 3rd edition, PHI Learning Pvt. Ltd., 2009.
5. Stephen Schach, Object-Oriented and Classical Software Engineering, 8th ed, McGraw-Hill, 2010.

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	1	2	2	-	-	-	-	1	1	2	2	2	1
2	2	3	2	3	2	-	-	-	2	2	3	2	3	2	1
3	2	3	2	1	1	-	-	-	2	2	3	2	2	3	1
4	2	3	2	2	3	-	-	-	2	2	3	2	2	3	1
5	2	3	1	2	2	-	-	-	-	-	-	1	3	2	2
AVg.	2	2	1	2	2	-	-	-	-	1	1	2	2	2	1

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

IT3681   **MOBILE APPLICATIONS 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

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

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

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	3	2	1	1	1	1	1	1	1	2	2	2

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

NCC Credit Course Level 3*

NX3651	(ARMY WING) NCC Credit Course - III	L T P C
		3 0 0 3

PERSONALITY DEVELOPMENT		**9**
PD 3	Group Discussion: Team Work	2
PD 4	Career Counselling, SSB Procedure & Interview Skills	3
PD 5	Public Speaking	4
BORDER & COASTAL AREAS		**4**
BCA 2	Security Setup and Border/Coastal management in the area	2
BCA 3	Security Challenges & Role of cadets in Border management	2
ARMED FORCES		**3**
AF 2	Modes of Entry to Army, CAPF, Police	3
COMMUNICATION		**3**
C 1	Introduction to Communication & Latest Trends	3
INFANTRY		**3**
INF 1	Organisation of Infantry Battalion & its weapons	3
MILITARY HISTORY		**23**
MH 1	Biographies of Renowned Generals	4
MH 2	War Heroes - PVC Awardees	4
MH 3	Study of Battles - Indo Pak War 1965, 1971 & Kargil	9
MH 4	War Movies	6

TOTAL: 45 PERIODS

NCC Credit Course Level 3*

NX3652	(NAVAL WING) NCC Credit Course - III	L T P C
		3 0 0 3

PERSONALITY DEVELOPMENT		**9**
PD 3	Group Discussion: Team Work	2
PD 4	Career Counselling, SSB Procedure & Interview Skills	3
PD 5	Public Speaking	4
BORDER & COASTAL AREAS		**4**
BCA 2	Security Setup and Border/Coastal management in the area	2
BCA 3	Security Challenges & Role of cadets in Border management	2
NAVAL ORIENTATION		**6**
NO 3	Modes of Entry - IN, ICG, Merchant Navy	3
AF 2	Naval Expeditions & Campaigns 3	

NAVAL COMMUNICATION   2
NC 1   Introduction to Naval Communications   1
NC 2   Semaphore   1

NAVIGATION   2
N 1   Navigation of Ship - Basic Requirements   1
N 2   Chart Work   1

SEAMANSHIP   15
MH 1   Introduction to Anchor Work   2
MH 2   Rigging Capsule   6
MH 3   Boatwork - Parts of Boat   2
MH 4   Boat Pulling Instructions   2
MH 5   Whaler Sailing Instructions   3

FIRE FIGHTING FLOODING & DAMAGE CONTROL   4
FFDC 1   Fire Fighting   2
FFDC 2   Damage Control   2

SHIP MODELLING   3
SM   Ship Modelling Capsule   3

TOTAL : 45 PERIODS

NCC Credit Course Level 3*

NX3653	**(AIR FORCE WING) NCC Credit Course Level - III**	**L T P C** **3 0 0 3**

PERSONALITY DEVELOPMENT   9
PD 3   Group Discussion: Team Work   2
PD 4   Career Counselling, SSB Procedure & Interview Skills   3
PD 5   Public Speaking   4

BORDER & COASTAL AREAS   4
BCA 2   Security Setup and Border/Coastal management in the area   2
BCA 3   Security Challenges & Role of cadets in Border management   2

AIRMANSHIP   1
A 1   Airmanship   1

BASIC FLIGHT INSTRUMENTS   3
FI 1   Basic Flight Instruments   3

AERO MODELLING   3
AM 1   Aero Modelling Capsule   3

GENERAL SERVICE KNOWLEDGE   2
GSK 4 Latest Trends & Acquisitions 2

AIR CAMPAIGNS		**6**
AC 1	Air Campaigns	6

PRINCIPLES OF FLIGHT		**6**
PF 1	Principles of Flight	3
PF 2	Forces acting on Aircraft	3

NAVIGATION		**5**
NM 1	Navigation	2
NM 2	Introduction to Met and Atmosphere	3

AERO ENGINES		**6**
E 1	Introduction and types of Aero Engine	3
E 2	Aircraft Controls	3

TOTAL : 45 PERIODS

GE3791	**HUMAN VALUES AND ETHICS**	**L T P C**
		2 0 0 2

COURSE DESCRIPTION

This course aims to provide a broad understanding about the modern values and ethical principles that have evolved and are enshrined in the Constitution of India with regard to the democratic, secular and scientific aspects. The course is designed for undergraduate students so that they could study, understand and apply these values in their day to day life.

COURSE OBJECTIVES:

➢ To create awareness about values and ethics enshrined in the Constitution of India
➢ To sensitize students about the democratic values to be upheld in the modern society.
➢ To inculcate respect for all people irrespective of their religion or other affiliations.
➢ To instill the scientific temper in the students' minds and develop their critical thinking.
➢ To promote sense of responsibility and understanding of the duties of citizen.

UNIT I   DEMOCRATIC VALUES   6

Understanding Democratic values: Equality, Liberty, Fraternity, Freedom, Justice, Pluralism, Tolerance, Respect for All, Freedom of Expression, Citizen Participation in Governance – World Democracies: French Revolution, American Independence, Indian Freedom Movement.
Reading Text: Excerpts from John Stuart Mills' *On Liberty*

UNIT II   SECULAR VALUES   6

Understanding Secular values – Interpretation of secularism in Indian context - Disassociation of state from religion – Acceptance of all faiths – Encouraging non-discriminatory practices.

Reading Text: Excerpt from *Secularism in India: Concept and Practice* by Ram Puniyani