

## Department of Information Technology

### Course Structure and Syllabus for 2<sup>nd</sup> Year / 3<sup>rd</sup> Semester (Autonomy) B. Tech. in Information Technology

SL. NO.	PAPER CODE	PAPER NAME	L	T	P	CONTACT HRS./WEEK	CREDIT
<b>THEORY</b>							
01.	HS303	ECONOMICS FOR ENGINEERS & FINANCIAL MANAGEMENT	3	0	0	3	3
02.	BS(IT)306	PROBABILITY AND STATISTICS	3	1	0	4	3
03.	IT 301	NUMERICAL METHODS	3	1	0	4	3
04.	IT302	COMPUTER ORGANIZATION	3	1	0	4	3
05.	IT303	DATA STRUCTURE & ALGORITHM	3	1	0	4	3
<b>PRACTICAL</b>							
06.	IT391	NUMERICAL METHODS LAB	0	0	3	3	2
07.	IT392	COMPUTER ORGANIZATION LAB	0	0	3	3	2
08.	IT393	DATA STRUCTURE LAB	0	0	3	3	2
09	IT394	SOFTWARE LAB - I	0	0	3	3	2
		<b>TOTAL</b>	<b>15</b>	<b>4</b>	<b>12</b>	<b>31</b>	<b>23</b>
10.	MC303	VALUE EDUCATION & HUMAN RIGHTS	3	0	0	3	3

**Subject Name: Economics for Engineers & Financial Management**

**Code: HS-303**

**Contacts: 3L**

**Credits: 3**

**Module-I**

**Making Economic Decision:** The Role of Engineering Economic Analysis, The Decision Making Process: **Engineering Cost and Cost Estimation:** Fixed, Variable, Marginal, Average Cost, sunk-cost, opportunity cost, Recurring and Non-recurring cost, Incremental cost, Cash Cost versus Book Cost and Life cycle Cost, Cost Estimating: its various Types, Benefits and Difficulties in estimation, Cash Flow Diagram, Estimating Models: Per-Unit, Segmenting, Cost Indexes, Power Sizing, Improvement and The Learning Curve

**Cash Flow, Interest and Equivalence:** Computing Cash Flows, Time Value of Money and Equivalence, Uniform Series compound Interest Formulas, Single Payment, Uniform Series, Arithmetic Gradient, Nominal and Effective Interest.

**Module-II**

**Present Worth Analysis:** End of Year Convention, Viewpoint of Economic Analysis Studies, Borrowed Money Concept, Effect of Inflation & Deflation, Taxes, Economic Criteria Application of Present Worth Technique

**Cash Flow & Rate of Return Analysis:** Calculation, Treatment of Salvage Value Annual Cash Flow Calculation, Analysis Period, Internal Rate of Return, Incremental Analysis, Best Alternative Choosing An Analysis Method, Future Worth Analysis, Benefit-Cost Ratio Analysis, Sensitivity and Break-even Analysis, Payback Period Incremental Analysis, Comparison of Mutually Exclusive Alternatives, Incremental Challenger-Defender Comparison

**Module-III**

**Depreciation and Replacement Analysis:** Basic aspect of Depreciation and Capital Allowance Methods, Replacement Analysis Design Map, Minimum cost Life of A New Asset, Marginal Cost, Minimum Cost Life Problem Natural Resources, Allowances and Depletion

**Inflation and Price change:** Definition, Effects, Causes, Price Change With Indexes, Type of Indexes, Composite vs Commodity Indexes, Use of Price Indexes in Engineering Economic Analysis

**Financial Management:** Introduction, Scope of Finance, Objectives & Goal, Financial Decision, Financial Planning and Capitalization: Definition, Objectives, Changing Roles and functions of Financial Manager.

**Capital Budgeting:** Nature of Investment Decision, Importance of Capital Budgeting, The Capital Budgeting Process-Investment Criterion, Payback, Rate of Return (ROR) Method, Discounting Cash Flow Method, NPV, IRR, The Benefit-Cost Ratio Method

## Module-IV

**Management of Working Capital:** Financing and importance of Working capital Investment Analysis, Cash Flow determination cost of capital, Capital Budgeting method

**Cost-Volume-Profit Analysis:** Classification of costs, Allocation, Apportionment, Absorption, Cost Centers Different Costing systems, Cost analysis for Managerial decisions, Meaning of Linear CVP analysis Objectives, Assumptions Break-Even Analysis, Determining of Break Even point profit Volume Graph Profit, Volume ratio margin of safety

**Financial Control:** Posting of Ledgers and preparation of Trial Balance, Preparation of balance Sheet and Profit and loss Accounts, Controlling of other Financial Accounting

### **Readings**

1. James L.Riggs, David D. Bedworth, Sabah U. Randhawa : Economics for Engineers 4e , Tata McGraw-Hill
2. Donald Newnan, Ted Eschembach, Jerome Lavelle : Engineering Economics Analysis, OUP
3. John A. White, Kenneth E. Case, David B. Pratt : Principle of Engineering Economic Analysis, John Wiley
4. Sullivan and Wicks: Engineering Economy, Pearson
5. R. Paneer Seelvan: Engineering Economics, PHI
6. Michael R Lindeburg : Engineering Economics Analysis, Professional Pub
7. Van Home, PE- *Fundamentals of Financial Management-*
8. I.M. Pandey -*Financial Management:* , Vikas
- 9 Khan & Jain-*Financial Management,* , TMH

### **Subject Name: PROBABILITY AND STATISTICS**

**Code: BS(CS)306**

**Contacts: 3L +IT = 4**

**Credits: 3**

### **Module I - Theory of Probability: [8 L]**

One dimensional random variable. Probability distributions-discrete and continuous. Expectation. Binomial, Poisson, Uniform, Exponential, Normal distributions and related problems.  $t$ ,  $\chi^2$  and F-distribution (Definition only). Transformation of random variables. Central Limit Theorem, Law of large numbers (statement only) and their applications. Tchebychev inequalities (statement only) and its application.

### **Module II – Two Dimensional Distribution: [6 L]**

Two dimensional probability distributions. Discrete and continuous distributions in two dimensions. Uniform distribution and two dimensional normal distribution. Joint, marginal and conditional distributions .

### **Module III - Sampling theory: [6 L]**

Random sampling: Parameter, Statistic and its Sampling distribution. Standard error of statistic. Sampling distribution of sample mean and variance in random sampling from a normal distribution (statement only) and related problems. Estimation of parameters: Unbiased and consistent estimators. Point estimation. Interval estimation. Maximum likelihood estimation of parameters (Binomial, Poisson and Normal). Confidence intervals and related problems.

### **Module IV - Testing of Hypothesis: [8 L]**

Simple and Composite hypothesis. Critical region. Level of significance. Type I and Type II errors. One sample and two sample tests for means and proportions.  $\chi^2$  - test for goodness of fit.

Neyman-Pearson theorem (Statement only) and its application to normal population. Likelihood ratio testing and its application to normal population. Comparison of Binomial Populations; Normal Populations; Testing of Equality of Means;

### **Module V - Linear Inference and Multivariate Analysis: [8L]**

Multiple Regression analysis, linear regression, curvilinear regression and orthogonal polynomials, discriminant analysis, canonical correlations, principal component analysis.

Text Books:

1. Banerjee A., De S.K. and Sen S.: Mathematical Probability, U.N. Dhur & Sons.
2. De S.K. and Sen S.: Mathematical Statistics, U.N. Dhur & Sons.
3. Gupta S. C and Kapoor V K: Fundamentals of Mathematical Statistics, Sultan Chand & Sons.
4. Das N.G.: Statistical Methods, TMH.
5. Spiegel M R., Schiller J.J. and Srinivasan R.A. : Probability and Statistics (Schaum's Outline Series), TMH.
6. Multivariate Data Analysis: [Joseph F. Hair](#), Rolph E. Anderson , Prentice Hall Higher Education, 2010.
7. Applied Multivariate Statistical Analysis: R. A. Johnson and D.W. Wichern, PHI.
8. Fundamentals of Statistics (Vol-1) ; A.M. Gun, M.K. Gupta and B. Dasgupta, World Press.
9. Probability and Statistics; D. Biswas, New Central Book Agency.
10. Probability, Statistics and Random Processes; T Veerarajan, Tata McGraw-Hill.

### **NUMERICAL METHODS**

Code: CS301

**Contacts: 3L +1T = 4**

**Credits: 3**

**Approximation in numerical computation:** Truncation and rounding errors, Fixed and floating-point arithmetic, Propagation of errors. (4)

**Interpolation:** Newton forward/backward interpolation, Lagrange's and Newton's divided difference Interpolation. Central difference interpolation formula – Stirling and Bessels interpolation. Cubic Spline interpolation. (8)

**Numerical integration:** Trapezoidal rule, Simpson's 1/3 rule, Expression for corresponding error terms. Weddle's rule, Gaussian Quadrature. (3)

**Numerical solution of a system of linear equations:**

Gauss elimination method, Gauss Jordan method, Gauss-Seidel iterative method, LU Factorization method  
(6)

**Numerical solution of Algebraic equation:**

Bisection method, Secant method, Regula-Falsi method, Newton-Raphson method. Order of convergence of the iterative methods.(4)

**Numerical solution of ordinary differential equation:**

Euler's method, Runge-Kutta methods, Predictor-Corrector methods and Finite Difference method. (6)

**Numerical solution of partial differential equation:**

Finite difference methods, Implicit and explicit schemes. (5)

**Text Books:**

1. C.Xavier: C Language and Numerical Methods.
2. Dutta & Jana: Introductory Numerical Analysis.
3. J.B.Scarborough: Numerical Mathematical Analysis.
4. Jain, Iyengar, & Jain: Numerical Methods (Problems and Solution).
5. Soumen Guha & Rajesh Srivastava: Numerical Methods, OUP.
6. Balagurusamy: Numerical Methods, Scitech.

**References:**

1. Atkinson, Kendall E. Elementary Numerical Analysis New York, NY: John Wiley
2. N. Dutta: Computer Programming & Numerical Analysis, Universities Press.
3. Soumen Guha & Rajesh Srivastava: Numerical Methods, OUP.
4. Srimanta Pal: Numerical Methods, OUP.
5. Stoer, J. and Bulirsch, R. Introduction to Numerical Analysis New York, NY: Springer-Verlag,
6. Conte, Samuel D. and de Boor, Carl. Elementary Numerical Analysis: An Algorithmic Approach, New York, NY: McGraw-Hill,

**Subject Name: Computer organization**

**Code: IT 302**

**Contacts: 3L + 1T = 4**

**Credits: 3**

**Module - 1: [6L]**

Binary numbers & Boolean algebra, Venn diagram, Logic gates, Truth Tables and function minimization using algebraic method, Karnaugh map, Quine-Mcclusky method  
BCD, ASCII, EBCDIC, Gray codes and their conversions, Signed binary number representation with 1's and 2's complement methods, Maxterm, Minterm, Representation in SOP and POS

forms ; Realization of Boolean functions using NAND/NOR gates, two-level and multi-level logic circuit synthesis

### **Module - 2: [10L]**

Combinational circuits - Adder and Subtractor circuits (half & full adder & subtractor); Encoder, Decoder, Comparator, Multiplexer, De-Multiplexer and Parity Generator and checker  
Sequential Circuits - Basic Flip-flop & Latch, Flip-flops -SR, JK, D, T and JK Master-slave Flip Flops, Registers (SISO,SIPO,PIPO,PISO) ,Ring counter, Johnson counter , Synchronous and Asynchronous counters ,Design of Mod N synchronous and ripple Counter , finite-state machine model, synthesis of synchronous sequential circuits, minimization and state assignment.

### **Module – 3: [4L]**

A/D and D/A conversion techniques – Basic concepts : D/A : R-2-R,weighted register [2L]  
A/D: successive approximation, Flash type [2L]

### **Module – 4: [3L]**

#### **Introduction**

History of computing, von Neumann machine, Instruction and data, fixedpoint and floating-point numbers, errors, IEEE standards

### **Module – 5: [7L]**

#### **Processor design:**

Instruction Set Architecture - Instruction format, opcode optimization; operand addressing; Instruction implementation - data movement, branch control, logical, Input/output and debugging instructions; arithmetic instruction implementation – addition and subtraction, multiplication-division, 2's complement multiplication; Booth's algorithm – theory and examples; bit-pair algorithm; high performance arithmetic.

### **Module – 6: [3L]**

#### **Introduction to Memory subsystem:**

Memory technology, memory interfacing, Memory hierarchy – introduction to virtual memory system; cache memory.

### **Module – 7: [7L]**

#### **Control unit design:**

hardwired control, micro-programmed control design – micro-instruction formats, control optimization.

Textbooks:

1. Digital Logic Design- Morris Mano- PHI
2. Digital Electronics - Kharate - Oxford
3. Digital Electronics - Logic & Systems by 1.Bigmell & R.Donovan; Cambridge Learning.
4. Digital Logic and State Machine Design (3rd Edition) - D.J.Comer, OUP
5. Mano, M.M., "Computer System Architecture", PHI.
6. BehroozParhami" Computer Architecture", Oxford University Press

Reference:

- 7.H.Taub & D.Shilling, Digital Integrated Electronics- Mc Graw Hill.
- 8.D.Ray Chaudhuri- Digital Circuits-Vol-I & II, 2/e- Platinum Publishers
- 9.Tocci, Widmer, Moss- Digital Systems,9/e- Pearson
- 10.J.Bignell & R.Donovan-Digital Electronics-Sle- Cenage Learning.
- 11.Leach & Malvino-Digital Principles & Application, Sle, Me Graw Hill
12. Floyed & Jain- Digital Fundamentals-Pearson.
- 13.P.Raja- Digital Electronics- Scitech Publications
14. R.P.Jain-Modern Digital Electronics, 2/e , Me Graw Hill
15. Hayes J. P., "Computer Architecture & Organisation", McGraw Hill,
16. Hamacher, "Computer Organisation", McGraw Hill,
17. N. senthil Kumar, M. Saravanan, S. Jeevananthan, "Microprocessors and Microcontrollers" OUP
18. Chaudhuri P. Pal, "Computer Organisation & Design", PHI,
19. P N Basu- "Computer Organization & Architecture" ,Vikas Pub

**Subject Name: DATA STRUCTURE & ALGORITHM**

**Code: IT 303**

**Contacts: 3L + 1T = 4**

**Credits:3**

The problem solving process: algorithms and data structure; role of data structure in algorithm efficiency; example: design of an array without and with distinct subscript. [1]

Introduction to algorithms: definition, properties, types (only brute force, divide and conquer, greedy, iterative improvement and recursive); pseudo codes. Time and space complexity: asymptotic notations- Big-Oh and big Theta; properties, simple examples. [2]

Recurrence relations: substitution method. Example- development of recurrence relations from simple pseudo codes. [1]

Abstract Data Type (ADT): concepts of data types, ADT and data structure. Typical ADT: integer, array and list; primitive data types. [1]

Linear and non-linear data structures-definition and examples. [1]

Arrays as data structure: memory representation and implicit addressing; 1D and 2D, row major and column major representations, address translation; language dependence. Applications: polynomial and matrix representation. [2]

Linked Lists: explicit addressing in a node (pointer/reference); singly linked list, circular linked list, doubly linked list. Applications: polynomial (up to three variables) and matrix representation- advantages and disadvantages w.r.t array based representation; large integer arithmetic. Multi-list sparse matrices. [3]

Stack: definition, implementation with arrays and linked lists. infix, postfix and prefix notations- conversion and evaluation; palindromes. Use of stack in nested and recursive call of functions, differences between recursion and iteration, tail recursion. Application - The Tower of Brahma problem. [3]

Queue: circular queue, dequeue. Implementation of queue - linear and circular (using array and linked list); Application: well-formed parenthesis checking. [2]

Trees: basic terminologies, recursive nature; types: free tree, ordered and rooted tree, forest. Tree representation with array and linked list. Binary trees: definition; node, path, level, height; skewed and complete binary tree; extended binary tree. Basic properties of binary trees : height of a CBT, maximum and minimum number of nodes, degree of nodes and their relationship, number of distinct binary trees with n nodes (statement only). Binary tree traversal (pre-, in-, post- level-order); threaded binary tree (left, right, full) - non-recursive traversal using threaded binary tree, advantage; expression tree. Application: Huffman's algorithm. [5]

Binary search tree: definition; operations (creation, insertion, deletion, searching). Height balanced binary tree – AVL tree and rotations for balancing, insertion and deletion of nodes (with examples only). Tries. Concept of balanced tree structures; B-tree. [3]

Graph: graph as: a mathematical structure, an ADT, a data structure. Representations of graphs in an algorithm - adjacency matrix, adjacency list, incidence matrix and incidence list; comparison. Graph traversal– DFS, BFS, and applications. Minimal spanning tree – Prim's and Kruskal's algorithm.<sup>1</sup> [5]

Sorting: inversion and unsortedness, definition. Classification - internal and external sorts; stability of a sorting algorithm. Sorting by comparison: calculation of lower bound; algorithms- Bubble sort, Insertion sort, Selection Sort, Quick sort, Merge Sort. Linear time sorting: Counting sort, Radix sort. Comparisons of different sorting algorithms.<sup>2</sup> [6]

Heap data structure: Binary heap (max and min). Use: priority queue. Heap sort.<sup>1</sup> [2]

Searching: sequential search using arrays and linked list.<sup>2</sup> Binary search (recursive and non-recursive) and comparison tree<sup>3</sup>; Interpolation search. Comparison of the three algorithms<sup>1</sup> [3]

Hashing: concept of key-to-address transformation, direct addressing, advantages and disadvantages: comparison with other search techniques. Hash functions- division remainder, multiplication, extraction, compression; brief comparison. Collision resolution techniques- open addressing (linear and quadratic probing), chaining; load factor and comparison<sup>1</sup>; applications. [3]

*(Note: examples should be given using pseudo codes; actual codes have to be developed in the practical classes. Preliminary knowledge of coding and executing some simple programs is required)*

#### **Notes:**

<sup>1</sup> Statement of time complexities only.

- <sup>2</sup> Derivation of worst case and average case time complexities.
- <sup>3</sup> Derivation of worst case time complexity, and mention of average case time complexity.

Text books:

1. **D.E. Knuth:** *The Art of Computer Programming* (Vol. 1& 3), Pearson, 1997.
2. **Horowitz, Sahni, Anderson-Freed:** *Fundamentals of Data Structures in C* (Second Edition), Universities Press, 2008.
3. **T.H. Cormen, C.E. Leiserson, R. Rivest and C. Stein:** *Introduction to Algorithms*, (Second/Third Edition), PHI, 2009.
4. **R. Sedgewick:** *Algorithms in C*, Pearson, 2004.

Reference book:

1. **Ronald L. Graham, Donald E. Knuth, and Oren Patashnik:** *Concrete Mathematics: A Foundation for Computer Science*. Addison-Wesley, 1988.

**Subject Name: NUMERICAL METHODS LAB**

**Code :IT 391**

**Contacts : 3P**

**Credits :2**

1. Assignments on Newton forward /backward, Lagrange's interpolation.
2. Assignments on numerical integration using Trapezoidal rule, Simpson's 1/3 rule, Weddle's rule.
3. Assignments on numerical solution of a system of linear equations using Gauss elimination and Gauss-Seidel iterations.
4. Assignments on numerical solution of Algebraic Equation by Regular-falsi and Newton Raphson methods.
5. Assignments on ordinary differential equation: Euler's and Runga-Kutta methods.
6. Introduction to Software Packages: Matlab / Scilab / Labview / Mathematica.

**Subject Name: COMPUTER ORGANIZATION LAB.**

**CODE: IT 392**

**CONTACTS: 3P**

**CREDITS: 2**

1. Design of all gates using NAND/ NOR gate
2. Design a Full Adder using basic gates and verify its output / Design a Full Subtractor circuit using basic gates and verify its output.
3. Construction of simple Decoder & Multiplexer circuits using logic gates.
4. Design odd /even parity generator / checker

5. BCD to Excess -3 code conversion
6. GRAY to BCD code conversion and viceversa.
7. Realization of RS / JK / D flip flops using logic gates.
8. Design of Shift Register using J-K, D Flip Flop.
9. Realization of Synchronous Up/Down counter.
10. Design of asynchronous MOD- N Counter.
11. Design an Adder/Subtractor composite unit & BCD adder.
12. Design of a 'Carry-Look-Ahead' Adder circuit.
13. Use a multiplexer unit to design a composite ALU .
14. Implement read write operation using RAM IC.
15. Keypad interfacing with 7 segment display

**Subject Name: Data Structure & Algorithm Lab**

**Code: IT393**

**Contacts: 3P**

**Credits: 2**

1. Implementation of array operations:
2. Stacks and Queues: adding, deleting elements Circular Queue: Adding & deleting elements Merging Problem:
3. Evaluation of expressions operations on Multiple stacks & queues:
4. Implementation of linked lists: inserting, deleting, inverting a linked list. Implementation of stacks & queues using linked lists:
5. Polynomial addition, Polynomial multiplication
6. Sparse Matrices: Multiplication, addition.
7. Recursive and Non-recursive traversal of Trees
8. Threaded binary tree traversal. AVL tree implementation
9. Application of Trees. Application of sorting and searching algorithms
10. Hash tables implementation: searching, inserting and deleting, searching & sorting techniques.

**Subject Name: Software Lab -I**

**Code: IT394**

**Contacts: 3P**

**Credits: 2**

Introduction to Microsoft Visual Basic.

Basics of Project, Application, Forms, Tools, Toolbox,

Controls & Properties,  
Labels, Buttons, Text Boxes.  
Data Types, Type conversions & their use in VB,  
Branching & Looping  
Sub-functions & Procedure details, Input box () & MsgBox ().  
List boxes & Data lists, List Box control, Combo Boxes, data Arrays.  
Frames, buttons, check boxes, timer control,  
Programming with data, ODBC data base connectivity. Data Form Wizard, query.  
Menus in VB Applications,  
Graphics Programming.

Case studies using any of the following mini projects with the help of visual programming aids.

Library management system.  
Inventory management system.  
University examination & grading system.  
Tourist information system.  
Flight reservation system.  
Bookshop automation software.

### **Value Education & Human Rights**

**Code: MC303**

**Contacts: 3L**

**Credits: 3**

**Module 1:** Values and Self Development-Social values and individual attitudes, Work ethics, Indian vision of humanism, Moral and non moral valuation, Standards and principles, Value judgments. Importance of cultivation of values, Sense of duty, Devotion, Self reliance, Confidence, Concentration, Truthfulness, Cleanliness, Honesty, Humanity, Power of faith, National unity, Patriotism, Love for nature, Discipline.

**Module 2:** Personality and Behavior Development- Soul and scientific attitude, God and scientific attitude, Positive thinking, Integrity and discipline, Punctuality, Love and kindness, Avoiding fault finding, Free from anger, Dignity of labor, Universal brotherhood and 77 religious tolerance, True friendship, Happiness vs. suffering love for truth, Aware of self destructive habits, Association and cooperation, Doing best, Saving nature.

**Module 3:** Character and Competence- Science vs. God, Holy books vs. blind faith, Self management and good health, Science of reincarnation, Equality, Nonviolence, Humility, Role of women, All religions and same message, Mind your mind, Self control, Honesty, Studying effectively.

**Module 4:** Human Rights- Jurisprudence of human rights nature and definition, Universal protection of human rights, Regional protection of human rights, National level protection of human rights, Human rights and vulnerable groups.

#### **Text Books:**

1. Chakraborty, S.K., Values and Ethics for Organizations Theory and Practice, Oxford University Press, New Delhi, 2001.
2. Kapoor, S.K., Human rights under International Law and Indian Law, Prentice Hall of India, New Delhi, 2002.

3. Basu, D.D., Indian Constitution, Oxford University Press, New Delhi, 2002.

**Reference Books:**

1. Frankena, W.K., Ethics, Prentice Hall of India, New Delhi, 1990.

2. Meron Theodor, Human Rights and International Law Legal Policy Issues, Vol. 1 and 2, Oxford University Press, New Delhi, 2000.

## Course Structure and Syllabus for 4<sup>th</sup> semester B.Tech. (IT) Course

SL. NO.	PAPER CODE	PAPER NAME	L	T	P	CONTACT HRS./WEEK	CREDIT
<b>THEORY</b>							
01.	BS(IT)407	OPTIMISATION TECHNIQUES	3	1	0	4	3
02.	IT404	COMMUNICATION ENGINEERING	3	1	0	4	3
03.	BS(IT)408	DISCRETE MATHEMATICS	3	1	0	4	3
04.	IT405	MICROPROCESSOR & INTERFACING	3	1	0	4	3
05.	IT406	FORMAL LANGUAGE & AUTOMATA THEORY	3	1	0	4	3
<b>PRACTICAL</b>							
06.	BS(IT)497	OPTIMISATION LAB	0	0	3	3	2
06.	IT494	COMMUNICATION ENGINEERING LAB	0	0	3	3	2
07.	IT495	MICROPROCESSOR LAB	0	0	3	3	2
08.	IT496	SOFTWARE LAB - II	0	0	3	3	2
<b>TOTAL</b>			<b>15</b>	<b>5</b>	<b>12</b>	<b>32</b>	<b>23</b>

# Syllabus for 4<sup>th</sup> semester B.Tech. (IT) Course

## THEORY

### Optimization Techniques

Code: BS(IT) 407

Contacts: 3L +1T

Total = 40 L

Credits: 3

#### Module I

**Introduction:** Historical Development, Engineering application of Optimization, Classification of optimization problems. (2L)

#### Module II

##### **Linear Programming:**

Introduction to linear programming, formulation of linear programming model, Graphical method for solving LPPs with 2 variables, Simplex method, Revised simplex method, Duality in Linear Programming, Transportation problems, Assignment problems. (12 L)

#### Module III

**NonLinear Programming:** Unconstrained optimization techniques, Direct search methods- Fibonacci Search Method, Golden section Search Method; Descent methods – Newton's Method, Steepest Descent Method; Constrained optimization- Method of Lagrange's multipliers (up to three variables), Kuhn-Tucker condition (10L)

#### Module IV

**Dynamic Programming:** Basic Concepts, Bellman's optimality principles, Dynamic programming approach in decision making problems, optimal subdivision problem (4L)

#### Module V

**Sequencing Models:** Johnson's Rule and its logic, method of solution;

Two machines and n jobs (no passing), Three machines and n jobs (no passing), Two jobs and m machines, n jobs and m machines (4L)

#### Module VI

**PERT/CPM:** Introduction to Network analysis, definition of a project, job and events, drawing of arrow diagrams; Project management origin and use of PERT,

Origin and use of CPM, Application of PERT and CPM, Project Network, Diagram representation, Critical path calculation by network analysis and critical path method (CPM), Determination of floats, Construction of time chart and resource labelling. (4L)

### **Module VII**

**Simulation Techniques & Applications:** Definition and types, Generation and use of random numbers, Monte-Carlo technique and its uses, Applications of simulation models. (4L)

### **Text Books:**

1. H.A. Taha, "Operation Research", Pearson
2. S.S.Rao, "Optimization Theory and Application", Wiley Eastern
3. Ghosh and Chakraborty, "Linear Programming", Central Book Agency

### **Reference Books:**

4. Rajan, P. Balasubramani and A. Tamilarasi – "Operations Research", Pearson
5. D. Bertsekas, "Non-Linear Programming", Athena Scientific, Belmont, Mass., 1995
6. D.G. Luenberger, "Introduction to Linear and Non-Linear Programming"

Addison-Wesley Publishing Co., London/Amsterdam

7. Gillett B.E., Introduction to Operation Research, Computer Oriented Algorithm approach

## **Communication Engineering**

**Code: IT 404**

**Contacts: 3L +1T**

**Total = 38 L**

**Credits: 3**

### **Module 1**

Elements of Communication systems, Introduction to Base band transmission and concept of linear and non-linear modulation, Sampling theorem, Sampling rate, Nyquist theorem, Reconstruction from samples, Aliasing effect, Time and frequency domain representation of continuous and discrete time signals. Time and frequency domain analysis of continuous and discrete linear systems, Fourier Series, Fourier Transform, Convolution, Transfer Function. (8L)

### **Module 2**

Amplitude Modulation: Concept of AM, Calculation of Modulation Index, Total transmitted power of AM, DSB-SC Modulation, SSB- SC Modulation and their methods, Bandwidth and Power calculation, Demodulation of AM.

Frequency Modulation: Concept of FM, Direct & Indirect Method, Bandwidth and Power calculation, Demodulation of FM, Phase Modulation: Concept of Phase Modulation, generation of PM from FM.

Origin of noise and its effect, Importance of SNR in system design.

Pulse Modulation:

PAM (natural and flat topped sampling), PWM, PPM, Basic concept of pulse code modulation, Block diagram of PCM, Multiplexing : TDM, FDM. (10L)

### Module 3

Digital transmission : Concept of quantization and quantization error, uniform quantizer, non-uniform quantizer, companding. Encoding, coding efficiency. (5L)

Data Formatting : Line coding & properties, NRZ and RZ, Manchester coding.  
Baseband Pulse Transmission, Matched filter (only basic concept and importance) (5L)

### Module 4

Digital carrier Modulation & Demodulation Techniques : Bit rate, Baud rate  
Information Capacity, Shannon's Limit. M-ary encoding, Introduction to the different digital modulation techniques – ASK, FSK, PSK, BPSK, QPSK, mention 8 BPSK, 16 BPSK, Introduction to QAM, Mention 8 QAM, 16 QAM, Delta Modulation, Introduction to the concept of DPCM, Adaptive Delta Modulation (basic concept and importance only) (10L)

### Text Books :

1. Modern Digital and Analog Communication systems by B. P. Lathi (Oxford university Press)
2. An Introduction to Analog and Digital Communications by Simon Haykin (Wiley India)
3. Principles of Communication – Taub H, and Shilling D. L.

### Reference Books :

4. Communication Systems 4th Edition by Simon Haykin; Published by Wiley India (Student Edition)
5. Principles and Analog and Digital Communication by Jerry D Gibson, Published by MacMillan.
6. Communication Systems by A. B. Carlson, Published by McGraw-Hill.

### Discrete Mathematics

**Code: BS(IT)407**

**Contacts: 3L +IT = 4**

**Total = 40 L**

**Credits: 3**

### Module I

Introduction to Propositional Calculus: Propositions, Logical Connectives, Conjunction, Disjunction, Negation and their truth table. Conditional Connectives, Implication, Converse, Contrapositive, Inverse, Biconditional statements with truth table,

Logical Equivalence, Tautology, Normal forms-CNF, DNF; Predicates and Logical Quantifications of propositions and related examples. (8L)

### Module II

Theory of Numbers: Well Ordering Principle, Divisibility theory and properties of divisibility; Fundamental theorem of Arithmetic; Euclidean Algorithm for finding G.C.D and some basic properties of G.C.D with simple examples; Congruences, Residue classes of integer modulo  $n$  ( $Z_n$ ) and its

examples. Order, Relation and Lattices: POSET, Hasse Diagram, Minimal, Maximal, Greatest and Least elements in a PO SET, Lattices and its properties, Principle of Duality, Distributive and Complemented Lattices. (10L)

### Module III

Pigeon-hole Principle, Principles of inclusion and exclusion; Recurrence relations: Formulation & Modeling of different counting problems in terms of recurrence relations, Solution of linear recurrence relations with constant coefficients ( upto second order) by (i) The iterative method (ii) Characteristic roots method (iii) Generating functions method. (6L)

### Module IV

Planar and Dual Graphs. Kuratowski's graphs. Homeomorphic graphs. Eulers formula ( $n - e + r = 2$ ) for connected planar graph and its generalisation for graphs with connected components. Detection of planarity. Graph colouring. Chromatic numbers of  $C_n$ ,  $K_n$ ,  $K_{m,n}$  and other simple graphs. Simple applications of chromatic numbers. Upper bounds of chromatic numbers (Statements only). Chromatic polynomial. Statement of four and five colour theorems. Independence and Clique Numbers, Perfect Graphs-Definition and examples, Chromatic polynomial and its determination, Applications of Graph Coloring. Matchings: Definitions and Examples of Perfect Matching, Maximal and Maximum Matching, Hall's Marriage Theorem (Statement only) and related problems. (16 L)

### Text Books :

1. Russell Merris, Combinatorics, Wiley-Interscience series in Discrete Mathematics and Optimisation
2. N. Chandrasekaran and M. Umaparvathi, Discrete Mathematics, PHI
3. Gary Haggard, John Schlipf and Sue Whitesides, Discrete Mathematics for Computer Science, CENGAGE Learning
4. Gary Chartrand and Ping Zhang – Introduction to Graph Theory, TMH

### Reference Books:

5. J.K. Sharma, Discrete Mathematics, Macmillan
6. Winfried Karl Grassmann and Jean-Paul Tremblay, Logic and Discrete Mathematics, PEARSON.
7. S. K. Chakraborty and B. K. Sarkar, Discrete Mathematics, OXFORD University Press.
8. Douglas B. West, Introduction to graph Theory, PHI

### Microprocessors and Interfacings

**Code: IT405**

**Contact: 3L + 1T**

**Total = 38 L**

**Credits: 4**

### Module I

Introduction to Microcomputer based system. History of evolution of Microprocessor and Introduction to Microcontrollers and their advantages and disadvantages.

Architecture of 8085 Microprocessor, Pin description of 8085.  
Address/data bus Demultiplexing , Status Signals and the control signals.  
Instruction set of 8085 microprocessor, Addressing modes,  
Timing diagram of the instructions (a few examples). (10 L)

### **Module II**

Assembly language programming with examples, Counter and Time Delays, Stack and Subroutine,  
Interrupts of 8085 processor (software and hardware), I/O Device Interfacing-I/O Mapped I/O and  
Memory Mapped I/O, Serial (using SID and SOD pins and RIM, SIM Instructions) and Parallel data  
transfer. (10 L)

### **Module III**

The 8086 microprocessor- Architecture, Addressing modes, Interrupts (6 L)

### **Module IV**

Memory interfacing with 8085, 8086,  
Supporting IC chips- 8255 ,8251,8237/8257,8259  
8255 PPI with 8085 (12 L)

### **Text Books :**

1. Microprocessors and microcontrollers - N. Senthil Kumar, M. Saravanan and Jeevananthan (Oxford university press)
2. Fundamentals of Microprocessors and Microcomputers – B. Ram (Dhanpat Rai)
3. Microprocessor architecture, programming and Application with 8085 - R.Gaonkar (Penram international Publishing LTD.)
4. Microcontrollers: Principles & Applications , Ajit Pal, PHI 2011.
5. Naresh Grover, “Microprocessor comprehensive studies Architecture, Programming and Interfacing” Dhanpat Rai, 2003
6. Microprocessor 8085 and its Interfacing—S Mathur (PHI)

### **Reference Books :**

7. An Introduction to Microprocessor and Applications – Krishna Kant (Macmillan)
8. The 8085 Microprocessor, Architecture, Programming and Interfacing- K Uday Kumar, B .S Umashankar (Pearson)
9. Advanced Microprocessors and Peripherals : Architecture, Programming and Interfacing – A. K. Ray and K. M. Bhurchandi (TMH)

### **Formal Language and Automata Theory**

**Code: IT406**

**Contacts: 3L +IT = 4**

**Total = 40 L**

**Credits: 3**

### **Module I**

Fundamentals: Basic definition of sequential circuit, block diagram, mathematical representation, concept of transition table and transition diagram (mapping of Automata to sequential circuit) Design of sequence detector, Introduction to finite state model  
Finite state machine: Definitions, capability & state equivalent, kth- equivalent concept

Merger graph, Merger table, Compatibility graph  
Finite memory definiteness, testing table & testing graph.  
Deterministic finite automaton and non deterministic finite automaton. Transition diagrams and Language recognizers. (8 L)

### **Module II**

Equivalence of deterministic and non-deterministic finite Automata.  
Myhill-Nerode Theorem, Minimization of FSM.  
Regular Languages & Regular expressions. Arden's theorem.  
Constructing finite Automata for a given regular expressions, NFA/DFA  
Pumping lemma of regular sets. Closure properties of regular sets  
Grammar Formalism: Regular grammars-right linear and left linear grammars.  
Equivalence between regular linear grammar and FA.  
Inter conversion, Context free grammar.  
Derivation trees, sentential forms. Right most and leftmost derivation of strings. (12 L)

### **Module III**

Context free grammars(CFG) and languages (CFL), Derivations, Parse trees, Equivalence of parse tree and derivation.  
Ambiguous, unambiguous and inherently ambiguous grammars. .  
Normal forms (Chomsky and Greibach), Simplification of CFG .  
Pushdown automata (deterministic and nondeterministic), Acceptance of language by empty stack, final state and their equivalence .  
Properties of the class of CFLs, Proving a language to be context free language or not. Pumping lemma for CFG.  
Decision algorithms of CFG. Membership checking (CYK algorithm) (10 L)

### **Module IV**

Unrestricted grammar, Computable function  
Turing machines (deterministic and nondeterministic). Equivalence of deterministic and non-deterministic TM. Extensions of TM and their simulations.  
Church-Turing thesis, universal TM, Halting problem of TM, TM as enumerator.  
Decidability, Un-decidability/Non-computability, Complexity classes, Notion of reductions. (10 L)

### **Text Books:**

1. Introduction to Automata Theory Language and Computation, Hopcroft H.E. and Ullman J. D., Pearson Education.
2. Theory of Computer Science , Automata Languages and computation, Mishra and Chandrashekar, 2nd edition, PHI.
3. Formal Languages and Automata Theory, C.K.Nagpal, Oxford

### **Reference Books :**

4. Switching & Finite Automata, ZVI Kohavi, 2nd Edn., Tata McGraw Hill
5. Introduction to Computer Theory, Daniel I.A. Cohen, John Wiley
6. Introduction to languages and the Theory of Computation, John C Martin, TMH
7. Elements of Theory of Computation, Lewis H.P. & Papadimitrou C.H. Pearson, PHI.

## PRACTICAL

### **Optimization Lab**

**Code : BS(IT)497**

**Contacts : 3P**

**Credit : 2**

Software based lab using C

1. Assignment on Simplex method (Including Charns' Big-M Method)
2. Assignment on Duality
3. Assignment on Transportation problem
4. Assignment on Assignment problem
5. Assignment on PERT/CPM
6. Assignment on Shortest Path by using Dijkstra's or Floyd's Algorithm
7. Implement Single Source Shortest Path for a graph using Bellman Ford Algorithm
8. Application of the algorithms of steepest descent Method.
9. Determination of optimum scheduling sequence of n jobs with 2 machines in sequencing problem & determination of idle time of each machine.

### **Communication Engineering Lab**

**Code : IT494**

**Contacts : 3P**

**Credit : 2**

Practical Designs & Experiments:

Module - 1: Generation of Amplitude Modulation (Design using transistor or Balanced Modulator Chip (to view the wave shapes))

Module - 2: Generation of FM using VCO chip (to view the wave shapes)

Module - 3: Generation and detection of PAM

Module - 4: Generation and detection of PWM & PPM (using IC 555)

### **Microprocessor Lab**

**Code : IT495**

**Contacts : 3P**

**Credit : 2**

Module – 1 : Study of Prewritten programs on 8085 trainer kit using the basic instruction set (data transfer, Load/Store, Arithmetic, Logical).

Or,

Familiarization with 8085 simulator on PC. Programs

using basic instruction set (data transfer, Load/Store, Arithmetic, Logical) on the simulator.

Module – 2 : Programming using kit or Simulator for:

1. Table look up

2. Copying a block of memory
3. Shifting a block of memory
4. Arranging a block of numbers in ascending and descending order
5. Packing and unpacking of BCD numbers
6. Addition of BCD numbers
7. Binary to ASCII conversion and vice-versa (Using Subroutine Call)
8. BCD to Binary Conversion and vice-versa
9. String Matching, Multiplication
10. Program using IN/OUT instructions and 8255 PPI on the trainer kit e.g. subroutine for delay  
(Glowing all the LEDs one by one with particular delay)

**Software Lab**

**Code : IT496**

**Contacts : 3P**

**Credit : 2**

Assignments based on the following topics using Code Blocks/Visual C++ IDE.

1. Arrays & Pointers.
2. Dynamic memory allocation.
3. Standard I/O.
4. Classes & Objects.
5. Function Overloading.
6. Constructor, Copy Constructor & Destructor.
7. Operator Overloading.
8. Class Hierarchy, Inheritance.
9. Exception Handling.
10. File programming.
11. Namespace.
12. Template.
13. Data Structure Using C++



## Department of Information Technology

### Course Structure and Syllabus for 3<sup>rd</sup> Year / 1<sup>st</sup> Semester (Autonomy) B. Tech. in

#### Information Technology

##### SEMESTER-V

SL. NO.	PAPER CODE	PAPER NAME	L	T	P	CONTACT HRS./WEEK	CREDIT
<b>THEORY</b>							
01.	IT507	COMPUTER ARCHITECTURE	3	1	0	4	3
02.	IT508	OPERATING SYSTEM	3	1	0	4	3
03.	IT509	DESIGN & ANALYSIS OF ALGORITHM	3	1	0	4	3
04.	IT510	OBJECT ORIENTED PROGRAMMING & SYSTEMS	3	1	0	4	3
05.	OE(IT)501	A. DIGITAL COMMUNICATION B. DIGITAL SIGNAL PROCESSING C. COMPUTER GRAPHICS	3	0	0	3	3
<b>PRACTICAL</b>							
06.	IT597	COMPUTER ARCHITECTURE & SIMULATION LAB	0	0	3	3	2
07.	IT598	OPERATING SYSTEM LAB	0	0	3	3	2
08.	IT590	OBJECT ORIENTED PROGRAMMING LAB	0	0	3	3	2
09.	OE(IT)591	A. DIGITAL COMMUNICATION LAB B. DIGITAL SIGNAL PROCESSING LAB C. COMPUTER GRAPHICS LAB	0	0	3	3	2
		<b>TOTAL</b>	<b>15</b>	<b>3</b>	<b>12</b>	<b>30</b>	<b>23</b>
10.	MC504	TECHNICAL COMMUNICATION & SOFT SKILLS	0	0	3	3	2

## **Computer Architecture**

**Code: IT507**

**Contact: 3L + 1T**

**Credits: 3**

**Allocated Hours : 38L**

### **Module – 1: [2L]**

Introduction: Review of basic computer architecture, Quantitative techniques in computer design, measuring and reporting performance. (2L)

### **Module – 2: [8L]**

Pipelining: Basic concepts, instruction and arithmetic pipeline, data hazards, control hazards and structural hazards, techniques for handling hazards. Exception handling . Pipeline optimization techniques; Compiler techniques for improving performance. (8L)

### **Module – 3: [10L]**

Hierarchical memory technology: Inclusion, Coherence and locality properties; Cache memory organizations, Techniques for reducing cache misses; Virtual memory organization, mapping and management techniques, memory replacement policies. (10L)

### **Module – 4: [6L]**

Instruction-level parallelism: basic concepts, techniques for increasing ILP, superscalar, super pipelined and VLIW processor architectures. Array and vector processors. (6L)

### **Module – 4: [12 L]**

Multiprocessor architecture: taxonomy of parallel architectures; Centralized shared- memory architecture: synchronization, memory consistency, interconnection networks. Distributed shared-memory architecture. Cluster computers . (8L)

Non von Neumann architectures: data flow computers, reduction computer architectures, systolic architectures. (4L)

### **TEXT BOOKS :**

[1] B. Parhami, “Computer Architecture” Oxford University Press.

[2] Stallings William, "Computer Organization and Architecture, Designing for Performance", Prentice Hall of India.

[3] J. L. Hennessy and D. A. Patterson, "Computer Architecture: a quantitative approach", Harcourt Asia, Singapore.

[4] V. Rajaraman and T. Radhakrishnan, “Computer Organization and Architecture” PHI Learning Pvt. Ltd.

### **REFERENCE BOOKS :**

[1] Hwang and Briggs, “Computer Architecture and Parallel Processing”, TMH.

[2] Hayes, “Computer Architecture and Organization”, McGraw-Hill.

## **Operating System**

**Code: IT 508**

**Contact: 3L + 1T**

**Credits: 3**

**Allocated Hours: 40L**

Introduction [2L]

Introduction to OS. Operating system functions, evaluation of O.S., Different types of O.S.: batch, multi-programmed, timesharing, real-time, distributed, parallel.

System Structure [3L]

Computer system operation, I/O structure, storage structure, storage hierarchy, different types of protections, operating system structure (simple, layered, virtual machine), O/S services, system calls.

Processes [3L]: Concept of processes, process life cycle, operations on processes, co-operating processes, interprocess communication.

Threads [2L]: overview, benefits of threads, user and kernel threads.

CPU scheduling [3L]: scheduling criteria, preemptive & non-preemptive scheduling, scheduling algorithms (FCFS, SJF, RR, and priority), multi-processor scheduling.

Process Synchronization [4L]: background, critical section problem, critical region, semaphores.

Deadlocks [4L]: system model, deadlock characterization, methods for handling deadlocks, deadlock prevention, deadlock avoidance, deadlock detection, recovery from deadlock, Banker's algorithm.

Memory Management [3L]: background, logical vs. physical address space, swapping, contiguous memory allocation, paging, segmentation, segmentation with paging.

Virtual Memory [3L]: background, demand paging, page replacement, page replacement algorithms (FCFS, LRU), allocation of frames, thrashing.

File Systems [2L]: file concept, access methods, directory structure, file system structure, allocation methods (contiguous, linked, indexed), free-space management.

I/O Management [2L]: I/O hardware, polling, interrupts, DMA, application I/O interface, kernel I/O subsystem.

Disk Management [3L]: disk structure, disk scheduling (FCFS, SSTF, SCAN, C-SCAN), disk reliability, disk formatting, boot block, bad blocks.

Protection & Security [4L]

Goals of protection, domain of protection, security problem, authentication, one time password, program threats, system threats, threat monitoring, encryption.

Concept of Windows, Unix, Mac and Android operating system [2L]

Text Books / References :

1. Milenkovic M., "Operating System : Concept & Design", McGraw Hill.
2. Tanenbaum A.S., "Operating System Design & Implementation", Practice Hall NJ.
3. Silberschatz A. and Peterson J. L., "Operating System Concepts", Wiley.
4. Dhamdhere: Operating System TMH
5. Stalling, William, "Operating Systems", Maxwell McMillan International Editions, 1992.
6. Dietel H. N., "An Introduction to Operating Systems", Addison Wesley.

## **Design & Analysis of Algorithm**

**Code : IT 509**

**Contact: 3L + 1T**

**Credit: 3**

**Allotted Hrs.: 39L**

**Models of computation [3L]:** Random Access Machine, Relationship between Turing Machine and RAM, Time and Space Complexity.

**Complexity analysis [6L]:** Asymptotic notations, Recurrence for divide and conquer and its solution, Merge sort, Heap sort, Quick sort and their complexity, Linear search, Binary search and their complexity.

**Dynamic Programming [4L]:** Basic method, Matrix-chain multiplication, All pair shortest paths, Single source shortest path, Travelling Salesman problem.

**Greedy Method [4L]:** Basic method, Knapsack problem, Job sequencing with deadlines, Minimum spanning tree by Prim's and Kruskal's algorithms.

**Disjoint Set Manipulation [3L]:** Set manipulation algorithm like UNION-FIND, Union by rank.

**Graph Traversal Algorithms [2L]:** BFS and DFS, their complexity and comparison.

**String matching problem [3L]:** Different techniques – Naive algorithm, string matching using finite automata, and Knuth-Morris-Pratt (KMP) algorithm with their complexities.

**Network Flow [3L] :** Ford Fulkerson algorithm, Max-Flow Min-Cut theorem (Statement and Illustration).

**Matrix Manipulation Algorithms [4L]:** Strassen's Matrix-multiplication algorithm and its applications in Solution of simultaneous linear equations using LUP decomposition, Inversion of Matrix and Boolean Matrix multiplication.

**Notion of NP-completeness [4L]:** P class, NP class, NP-hard class, NP-complete class-their interrelationship, Satisfiability problem, Cook's theorem (statement only), Clique decision problem.

**Approximation Algorithms [3L]:** Vertex cover problem, **Travelling salesman problem**, Set covering problem.

### **Text Book:**

1. T.H.Cormen, C.E. Leiserson, R.L.Rivest and C. Stein "Introduction to Algorithms", PHI.
2. Horowitz Ellis, Sahani Sartaz, R. Sanguthevar "Fundamentals of Computer Algorithms".
3. A.Aho, J.Hopcroft and J.Ullman "The Design and Analysis of algorithms", PE.

**Reference:**

1. D.E. Knuth: The Art of Computer Programming, Vol. 1, Vol. 2 and Vol. 3. Vol. 1, 2<sup>nd</sup> ed., Narosa /Addison-Wesley, New Delhi/London, 1973; Vol.2: 2<sup>nd</sup> ed., Addison-Wesley, London, 1981; Vol.3: Addison –Wesley, London, 1973.
- 2.. Fundamentals of Algorithms- G.Brassard, P.Bratley, PHI.
- 3.Goodman: Introduction to Design and Analysis of Algorithms TMH
- 4.S.Basse“Computer Algorithms”.
5. SanjoyDasgupta,ChristosPapadimitriou,UmeshVazirani “Algorithms”, TMH

**Object Oriented Programing & Systems****Code :IT-510****Contact: 3L + 1T****Credit : 3****Allotted Hrs: 40L****Module I [2L]****Introduction to Object Oriented Programming Concepts**

Historical development of Object Oriented Programming language, concepts & features of Object oriented programming language, Differences between Object Oriented Programming language and conventional programming languages, Major and minor elements in OOP.

**Module II[08L]****Introduction to C++**

Creation of Class, declaring instance variables & member functions, creation of objects, use of constructor, function overloading, operator overloading, introduction of friend functions, basics of inheritance-base class & derived class, virtual base class, overriding & polymorphism, resolving of method calls using overridden versions of method calls.

**Module III [10L]****Introduction to Java[5L]**

Advantages of Java, Data types & variables, Loops, Array, operators, basics of String handling using equals () length (), charAt() methods, basics of I/O operations using BufferedReader class, Control statements, constants., access specifiers.

**Class & Object proprieties of Java[5L] –**

Creation of class and objects, use of constructor, array of objects, overloading, this keyword, static variables & methods, command line arguments, use of objects as parameter & returning objects, call by value & call by reference, garbage collection, nested & inner classes.

**Module IV [10L]****Properties of Reusability in Java[5L] –**

Super class & subclasses including multilevel hierarchy, process of constructor calling in inheritance, use of super keyword and final keyword, dynamic method dispatch using method overriding. Use of abstract classes & interfaces with their properties, differences between

abstract classes & interfaces, dynamic method dispatch for interfaces, nested abstract classes & interfaces, extended interfaces.

**Properties of Packages in Java[1L]-**

Creation of packages, importing packages, member access for packages, simple package based programming.

**Exception handling in Java[4L] –**

Exception handling basics, different types of exception classes, use of try & catch with throw, throws & finally, creation of user defined exception classes.

**Module V [10L]**

**Multithreading in Java[6L] –**

Basics of multithreading, main thread, thread life cycle, creation of multiple threads, thread priorities, thread synchronization, interthread communication, deadlocks for threads, suspending & resuming threads.

**Applet Programming in Java[4L] –**

Basics of applet programming, applet life cycle, difference between application & applet programming, parameter passing through applets, I/O in applets, use of repaint (), getDocumentBase() ,getCodeBase() & showDocument() methods.

**Textbooks/References:**

1. Ali Bahrami,-"Object Oriented System Development"-Mc Graw Hill
2. Patrick Naughton, Herbert Schildt-"The complete reference-Java2"-TMH
3. Sourav Sahay-"Object-Oriented Programming with C++"-Oxford
4. Java-Balaguruswamy,
5. OOP using C++, Balaguruswamy

**Digital Communication**

**OE(IT)501A**

**Contracts: 3L**

**Credits- 3**

**Allotted Hrs. – 36L**

**MODULE – I: [2L]**

Review of Probability Theory and Random Processes :

probability density function– Gaussian, Rayleigh and Rician, mean, variance, random process, stationary and ergodic processes, correlation coefficient, covariance, auto correlation function and its properties.

**MODULE – II: [8L]**

Signal Vector Representation:

Analogy between signal and vector, distinguishability of signal, orthogonality and rthonormality, basis function, orthogonal signal space, message point , signal constellation, geometric nterpretat ion of signals, likelihood functions, Schwartz inequality, Gram-Schmidt orthogonalization Procedure, response of the noisy signal at the receiver, maximum likelihood decision rule, decision boundary, optimum correlation receiver; probability of error ,error function, complementary error function, Type- I and Type-II errors. [6L]

### **MODULE – III: [10L]**

Digital Data Transmission:

Concept of sampling, Pulse Amplitude Modulation (PAM), interlacing and multiplexing of samples, Pulse Code Modulation (PCM), quantization, uniform and non-uniform quantization, quantization noise, binary encoding, A-Law and  $\mu$ -law companding, differential PCM, delta modulation and adaptive delta modulation.

Digital transmission components, source, multiplexer, line coder, regenerative repeater, concept of line coding – polar/unipolar/bipolar NRZ and RZ, Manchester, differential encoding and their PSDs, pulse shaping, Inter Symbol Interference (ISI), Eye pattern, Nyquist criterion for zero ISI, equalizer, zero forcing equalizer, timing extraction. [10L]

### **MODULE –IV: [16L]**

Digital Modulation Techniques :

Types of Digital Modulation, coherent and non-coherent Binary Modulation Techniques, basic digital carrier modulation techniques: ASK, FSK and PSK, Coherent Binary Phase Shift Keying (BPSK), geometrical representation of BPSK signal; error probability of BPSK, generation and detection of BPSK Signal, power spectrum of BPSK. Concept of M-ary Communication, M-ary phase shift keying, the average probability of symbol error for coherent M-ary PSK, power spectra of MPSK, Quadrature Phase Shift Keying (QPSK), error probability of QPSK signal, generation and detection of QPSK signals, power spectra of QPSK signals, Offset Quadrature Phase shift Keying (OQPSK), Coherent Frequency Shift Keying (FSK), Binary FSK, error probability of BFSK signals, generation and detection of Coherent Binary FSK signals, power spectra of BFSK signal, Minimum Shift Keying (MSK), signal constellation of MSK waveforms, error probability of MSK signal, basic concept of OFDM, constellation diagram, Some performance issues for different digital modulation techniques - Error Vector Magnitude (EVM), Eye Pattern and Relative Constellation Error (RCE). [16L]

### **TEXT BOOKS:**

1. Digital Communications, S. Haykin, Wiley India.
2. Principles of Communication Systems, H. Taub and D.L.Schilling, TMH Publishing Co.
3. Wireless Communication and Networks : 3G and Beyond , I. Saha Misra, TMH Education.
4. Digital Communications, J.G.Proakis, TMH Publishing Co.

### **REFERENCE BOOKS:**

1. Digital Communications Fundamentals and Applications, B. Sarkar and P.K.Ray, Pearson.
2. Modern Digital and Analog Communication Systems, B.P.Lathi and Z.Ding, Oxford University Press.
3. Digital Communication, A. Bhattacharya, TMH Publishing Co.

### **Digital Signal Processing**

**Code : OE(IT) 501B**

**Contacts: 3L**

**Credits- 3**

**Allocated Hrs: 36L**

## **MODULE – I:[10L]**

### **Discrete-time signals [4L]**

Concept of discrete-time signal, basic idea of sampling and reconstruction of signal, sampling theorem, sequences – periodic, energy, power, unit-sample, unit-step, unit-ramp, real & complex exponentials, arithmetic operations on sequences.

### **LTI Systems [ 6L]**

Definition, representation, impulse response, derivation for the output sequence, concept of convolution, graphical, analytical and overlap-add methods to compute convolution supported with examples and exercises, properties of convolution, interconnections of LTI systems with physical interpretations, stability and causality conditions, recursive and non-recursive systems.

## **MODULE –II:[16L]**

### **Z-Transform [6L]:**

Definition, mapping between s-plane and z-plane, unit circle, convergence and ROC, properties of Z-transform, Z-transform on sequences with examples and exercises, characteristic families of signals along with ROCs, convolution, correlation and multiplication using Z-transform, initial value theorem, Parseval's relation, inverse Z-transform by contour integration, power series & partial-fraction expansions with examples and exercises.

### **Discrete Fourier Transform:[ 6L]**

Concept and relations for DFT/IDFT, Twiddle factors and their properties, computational burden on direct DFT, DFT/IDFT as linear transformations, DFT/IDFT matrices, computation of DFT/IDFT by matrix method, multiplication of DFTs, circular convolution, computation of circular convolution by graphical, DFT/IDFT and matrix methods, linear filtering using DFT, aliasing error, filtering of long data sequences – Overlap-Save and Overlap-Add methods with examples and exercises.

### **Fast Fourier Transform[4L]**

Radix-2 algorithm, decimation-in-time, decimation-in-frequency algorithms, signal flow graphs, Butterflies, computations in one place, bit reversal, examples for DIT & DIF FFT Butterfly computations and exercises.

## **MODULE – III: [6L]**

### **Filter Design: [ 6L]**

Basic concepts of IIR and FIR filters, difference equations, design of Butterworth IIR analog filter using impulse invariant and bilinear transforms, design of linear phase FIR filters, no. of taps, rectangular, Hamming and Blackman windows.

## **MODULE – IV: [4L]**

### **Digital Signal Processor:[ 4L]**

Elementary idea about the architecture and important instruction sets of TMS320C 5416/6713 processor, writing of small programs in Assembly Language.

## **TEXT BOOKS:**

1. Digital Signal Processing – Principles, Algorithms and Applications, J.G.Proakis & D.G.Manolakis, Pearson Ed.
2. Digital Signal processing – A Computer Based Approach, S.K.Mitra, TMH Publishing Co.
3. Digital Signal Processing Signals, Systems and Filters, A. Antoniou, TMH Publishing Co.

#### **REFERENCE BOOKS:**

- 1.. Digital Signal Processing, P. Rameshbabu, Scitech Publications (India).
- 2.. Digital Signal Processing, S.Salivahanan, A.Vallabraj & C. Gnanapriya, TMH Publishing Co.
- 3.. Digital Signal Processing, A. Nagoor Kani, TMH Education
- 4.Texas Instruments DSP Processor user manuals and application

#### **Computer Graphics**

**Code : OE(IT)-501C**

**Contacts: 3L**

**Credits: 3**

**Allotted Hrs: 36L**

#### **Introduction to Computer Graphics & Graphics Systems [4L]:**

Overview of CG, definitions of CG, types of CG, storage tubes displays, CRT technologies – Raster Scan Display, Computer graphics software.

#### **Scan Conversion [4L]:**

Points & lines, Line drawing algorithms; DDA algorithm, Bresenham's line algorithm, Circle generation algorithm; Ellipse generating algorithm; scan line polygon, fill algorithm, boundary fill algorithm, flood fill algorithm.

#### **2D Transformation [6L]:**

Basic transformations: translation, rotation, scaling; Matrix representations & homogeneous coordinates, transformations between coordinate systems; reflection shear; Transformation of points, lines, parallel lines, intersecting lines.

#### **Viewing [4L]:**

Viewing pipeline, Window to Viewport co-ordinate transformation, clipping operations, point clipping, line clipping, clipping circles, polygons & ellipse.

#### **3D Transformation & Viewing [6L]:**

3D transformations: translation, rotation, scaling & other transformations. Rotation about an arbitrary axis in space; reflection through an arbitrary plane; general parallel projection transformation; clipping, Viewport clipping, 3D viewing, perspectives & Depth Cueing.

#### **Curves and Fractals [4L]:**

Curve representation, surfaces, designs, Bezier curves, B-spline curves, end conditions for periodic B-spline curves, rational B-spline curves.

#### **Hidden Surfaces [4L]:**

Depth comparison, Z-buffer algorithm, Back face detection, BSP tree method, the Printer's algorithm, scan-line algorithm; Hidden line elimination, wire frame methods, fractal - geometry.

#### **Color & Shading Models [4L]:**

Introduction, Modeling Light Intensities and Sources, Diffuse Reflection, Lambert's Cosine Law, Specular Reflection, Halftoning, Color Models - RGB Color, CMY Color.

**Reference Books:**

1. Computer Graphics (C version 2nd Ed.) – Hearn D, Baker M P , Pearson.
  2. Computer Graphics –A programming Approach– Harrington,Steven; McGraw Hill
  3. Computer Graphics – principles and practice - Foley, Van Dam, Feiner and Huges; Pearson.
  4. Computer Graphics, Multimedia and Animation – Pakhira Malay K ; PHI Learning Pvt. Ltd.
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5. Schaum’s outlines Computer Graphics(2nd Ed)- Z. Xiang, R. Plastock; TMH
  6. Introduction to Computer Graphics – A. Mukhopadhyaya, A. Chattopadhyay; Vikas Publishing House Pvt. Ltd