CMR Institute of Technol	S 25 YEARS * *						
Department(s): Computer							
Semester: 06	Section(s): A,B	Lectures/week: 04					
Subject: Cryptography, N	etwork Security and	Code: 15CS61	* CMR INSTITUTE OF TECHNOLOGY, BENGALURU. ACCREDITED WITH A+ GRADE BY NAAC				
Cyber Law							
Course Instructor(s): APU	IRVA KULKARNI						
Course duration: 01 Jan 2018 – 25 May 2018							
Course Site: https://sites.google.com/a/cmrit.ac.in/swetha/							

## **Course Objectives**

- Explain the concepts of Cyber security
   Illustrate key management issues and solutions.
- Familiarize with Cryptography and very essential algorithms.
- > Introduce cyber Law and ethics to be followed.

- ➢ Integer Arithmetic
- Computer Networks

		Lesson Plan		
			Portions	coverage
Lecture #	Book & Sections	Topics	Teaching Aids	% of Syllabus Covered
1-12	TB1: - 1,3,4,5.1, 5.2	<b>MODULE 1</b> -Introduction - Cyber Attacks, Defence Strategies and Techniques, Guiding Principles, Mathematical Background for Cryptography - Modulo Arithmetic's, The Greatest Comma Divisor, Useful Algebraic Structures, Chinese Remainder Theorem, Basics of Cryptography - Preliminaries, Elementary Substitution Ciphers, Elementary Transport Ciphers, Other Cipher Properties, Secret Key Cryptography – Product Ciphers, DES Construction.	Chalk and Talk Video Lectures for some topics	
<ul> <li>▶ <u>ht</u></li> <li>▶ <u>ht</u></li> </ul>	tps://www.kh tps://www.yo	nline lectures: anacademy.org/computing/computer-science/cryptography/crypt/v/c utube.com/watch?v=E352JJ8xv48 utube.com/watch?v=hQR_IHxXUOw	aesar-cipher	
13-20	<ul> <li>B-20</li> <li>TB1 6,7,8</li> <li>MODULE 2-Public Key Cryptography and RSA – RSA Operations, Why Does RSA Work?, Performance, Applications, Practical Issues, Public Key Cryptography Standard (PKCS), Cryptographic Hash - Introduction, Properties, Construction, Applications and Performance, The Birthday Attack, Discrete Logarithm and its Applications - Introduction, Diffie-Hellman Key</li> </ul>			

		Exchange, Other Applications.		
Links to s	ome useful o	nline lectures:		
≻ <u>ht</u>	· ·	utube.com/watch?v=Uk1mjEpW33s utube.com/watch?v=bjWOG50PfdI&list=PLP6PHJ8SLR6AA93U	JEXGaDFUDc8	<u>paCCsiD&amp;i</u>
20-33	TB1 10,11,12, 13, 4	MODULE 3-Key Management - Introduction, Digital Certificates, Public Key Infrastructure, Identity-based Encryption, Authentication–I - One way Authentication, Mutual Authentication, Dictionary Attacks, Authentication – II – Centralised Authentication, The Needham-Schroeder Protocol, Kerberos, Biometrics, IPSec- Security at the Network Layer – Security at Different layers: Pros and Cons, IPSec in Action, Internet Key Exchange (IKE) Protocol, Security Policy and IPSEC, Virtual Private Networks, Security at the Transport Layer - Introduction, SSL Handshake Protocol, SSL Record Layer Protocol, OpenSSL.	Chalk and Talk	
Links to s	ome useful o	nline lectures:	11	
► <u>ht</u>	tps://www.yo	utube.com/watch?v=0Y6a8KJWQGE utube.com/watch?v=hEwbTWYkh4A utube.com/watch?v=WNlraSBwlh8		
33-42	TB1 15, 19.1-19.5, 21.1-21.2, 22.1-22.4, 25	<b>MODULE 4-IEEE</b> 802.11 Wireless LAN Security - Background, Authentication, Confidentiality and Integrity, Viruses, Worms, and Other Malware, Firewalls – Basics, Practical Issues, Intrusion Prevention and Detection - Introduction, Prevention Versus Detection, Types of Instruction Detection Systems, DDoS Attacks Prevention/Detection, Web Service Security – Motivation, Technologies for Web Services, WS- Security, SAML, Other Standards.	Projector Video Lectures for some topics	
Links to s	ome useful o	nline lectures:	1 1	
		utube.com/watch?v=KZc1KaE1OKU, https://www.youtube.com/watch?v=vOgFZa9cmoQ	watch?v=GXbqI	FBKwM2o
42-50 TB1 27 TB1		authorities: Appointment of Controller and Other officers, Digital Signature certificates, Duties of Subscribers, Penalties and adjudication, The cyber regulations appellate tribunal, Offences, Network service providers not to be liable in certain cases, Miscellaneous	Projector, Seminars	

	Text Books
1.	Cryptography, Network Security and Cyber Laws – Bernard Menezes, Cengage
	Learning, 2010 edition
	Reference Books
1.	Cryptography and Network Security- Behrouz A Forouzan, Debdeep Mukhopadhyay,
	Mc-GrawHill, 3rd Edition, 2015
2.	Cryptography and Network Security- William Stallings, Pearson Education, 7th
	Edition
3.	Cyber Law simplified- Vivek Sood, Mc-GrawHill, 11th reprint, 2013
4.	Cyber security and Cyber Laws, Alfred Basta, Nadine Basta, Mary brown, ravindra
	kumar, Cengage learning

## Syllabus for Internal Assessment Tests (IAT<sup>\*</sup>)

IAT #	Syllabus
IAT-1	Class # 01 – 18
IAT-2	Class # 19–33
IAT-3	Class # 34–49

\*See calendar of events for IAT schedule.

	Course Outcomes							
By the end of this course, students will be able to								
1.	Study different types of cyber attacks & motives behind cyber criminals.							
2.	Analyze various cryptography techniques and the underlying mathematics.							
3.	Illustrate various public key cryptography techniques.							
4.	Analyze various authentication and network security mechanisms.							
5.	Compare various methods used in launching attacks and the solutions to overcome the intrusions.							
	6. Demonstrate a critical understanding of the Cyber law with respect to Indian IT/Act 2000							
5.								

# \*\*Based on table 01, 02, 03 in appendix, following are the Course outcomes.

	Course Outcomes	Modules	covered	IUI	P02	PU3	P04	cUA	P06	P07	PU8	PU9	PUIU	FUII	P012	IOSA	PS02	PSU3	PS04
CO1	Explain different types of cyber attacks		1	2	1				2	1	1	1	1		2		1		

	& motives behind cyber criminals.																	
CO2	Analyze various cryptography techniques and the underlying mathematics.	1	2	2	2			2			1			2		1		
CO3	Illustrate various public key cryptography techniques.	2	2	2	1						1			2		1		
CO4	Analyze various authentication and network security mechanisms.	3	2	2	1	2	1	2			1			2		1	2	1
CO5	Compare various methods used in launching attacks and the solutions to overcome the intrusions.	4	2	2	2	2	1	2	1		1			2		1	2	1
CO6	Demonstrate a critical understanding of the Cyber law with respect to Indian IT/Act 2000	5	2	2		2		2	1	2	2	1	1	2	1	1	2	1

# Note: Assignments, study material, Question bank and other course related content would be posted on site mentioned above.

# Appendix

Table 01: Cognitive Levels

	Cognitive Levels							
Cognitive level	nitive level Revised Blooms Taxonomy Keywords							
L1	List, define, tell, describe, identify, show, label, collect, examine, tabulate, quote, name, who, when,							
LI	where, etc.							
L2	summarize, describe, interpret, contrast, predict, associate, distinguish, estimate, differentiate, discuss,							
L2	extend							
L3	Apply, demonstrate, calculate, complete, illustrate, show, solve, examine, modify, relate, change,							
LJ	classify, experiment, discover.							
L4	Analyze, separate, order, explain, connect, classify, arrange, divide, compare, select, explain, infer.							
L5	Assess, decide, rank, grade, test, measure, recommend, convince, select, judge, explain, discriminate,							
LJ	support, conclude, compare, summarize.							

Table 02: Program Outcomes (PO) and Program Specific Outcomes (PSO)

	Program Outcomes (PO), Program Specific Outcomes (PSO)
PO1	Engineering knowledge: Apply the knowledge of mathematics, science, engineering fundamentals, and
	an engineering specialization to the solution of complex engineering problems.
PO2	Problem analysis: Identify, formulate, review research literature, and analyze complex engineering
	problems reaching substantiated conclusions using first principles of mathematics, natural sciences, and
	engineering sciences.
PO3	<b>Design/development of solutions:</b> Design solutions for complex engineering problems and design system components or processes that meet the specified needs with appropriate consideration for the public health
	and safety, and the cultural, societal, and environmental considerations.
PO4	Conduct investigations of complex problems: Use research-based knowledge and research methods
	including design of experiments, analysis and interpretation of data, and synthesis of the information to
	provide valid conclusions.
PO5	Modern tool usage: Create, select, and apply appropriate techniques, resources, and modern engineering
	and IT tools including prediction and modelling to complex engineering activities with an understanding
	of the limitations.

PO6	The engineer and society: Apply reasoning informed by the contextual knowledge to assess societal,
	health, safety, legal and cultural issues and the consequent responsibilities relevant to the professional
	engineering practice.
PO7	Environment and sustainability: Understand the impact of the professional engineering solutions in
	societal and environmental contexts, and demonstrate the knowledge of, and need for sustainable
	development.
PO8	<b>Ethics:</b> Apply ethical principles and commit to professional ethics and responsibilities and norms of the
	engineering practice.
PO9	<b>Individual and team work:</b> Function effectively as an individual, and as a member or leader in diverse
	teams, and in multidisciplinary settings.
<b>PO10</b>	<b>Communication:</b> Communicate effectively on complex engineering activities with the engineering
	community and with society at large, such as, being able to comprehend and write effective reports and
	design documentation, make effective presentations, and give and receive clear instructions.
PO11	<b>Project management and finance:</b> Demonstrate knowledge and understanding of the engineering and
	management principles and apply these to one's own work, as a member and leader in a team, to manage
	projects and in multidisciplinary environments.
PO12	<b>Life-long learning:</b> Recognize the need for, and have the preparation and ability to engage in
1012	independent and life-long learning in the broadest context of technological change.
PSO1	Design, implement and maintain business applications in a variety of languages using libraries and
	frameworks.
<b>D</b> CO2	Develop and simulate wired and wireless network protocols for various network applications using
PSO2	modern tools.
DCO2	Apply the knowledge of software and design of hardware to develop embedded systems for real world
PSO3	applications.
	Apply knowledge of web programming and design to develop web based applications using database and
PSO4	other technologies

#### Table 03: Correlation Levels

<b>Correlation Levels</b>						
0	No Correlation					
1	Slight/Low					
2	Moderate/ Medium					
3	Substantial/ High					

CMR Institute of Tec	1925 YEARS *					
Department(s): Comp						
Semester: 06	CMRIT					
Subject: Computer G	* CMR INSTITUTE OF TECHNOLOGY, BENGALURU. ACCREDITED WITH A+ GRADE BY NAAC					
Course Instructor(s):						
Course duration: 01 Jan 2018 – 25 May 2018						
Course Site:						

#### **Course Objectives**

- > Explain hardware, software and OpenGL Graphics Primitives.
- > Illustrate interactive computer graphic using the OpenGL.
- > Design and implementation of algorithms for 2D graphics Primitives and attributes.
- > Demonstrate Geometric transformations, viewing on both 2D and 3D objects.
- > Infer the representation of curves, surfaces, Color and Illumination models

- ➢ Programming proficiency in C or C++
- Rudimentary knowledge of linear algebra, trigonometry, calculus
- ➢ Basic data structures.

		Lesson Plan		
			Portions	coverage
Lecture #	Book & Sections	Topics	Teaching Aids	% of Syllabus Covered
1-10	Text1: Chapter - 1: 1-1 to 1- 9,2-1 to 2- 9 (Excluding 2-5),3-1 to 3-5,3-9,3- 20	<ul> <li>Module 1: Computer Graphics and OpenGL: Computer Graphics: Basics of computer graphics, Application of Computer Graphics, Video Display Devices: Random Scan and Raster Scan displays, color CRT monitors, Flat panel displays. Raster-scan systems: video controller, raster scan Display processor, graphics Workstations and viewing systems, Input devices, graphics networks, graphics on the internet, graphics software.</li> <li>OpenGL: Introduction to OpenGL ,coordinate reference frames, specifying two-dimensional world coordinate reference frames in OpenGL, OpenGL point functions, OpenGL line functions, point attributes, line attributes, curve attributes, OpenGL point attribute functions, OpenGL line attribute functions, Line drawing algorithms(DDA, Bresenham's), circle generation algorithms (Bresenham's).</li> </ul>	Chalk and Talk Video Lectures for some topics	20
► <u>ht</u>	tps://www.youtu	ibe.com/watch?v=M4Q4bIjzWNs ibe.com/watch?v=5NV7HDI4xWk ibe.com/watch?v=1Te8U_JR8SI		
11-20	Text-1: Chapter 3- 14 to 3- 16,4-9,4- 10,4-14,5-1 to 5-7,5- 17,6-1,6-4	Module 2 : Fill area Primitives, 2D Geometric Transformations and 2D viewing: Fill area Primitives: Polygon fill-areas, OpenGL polygon fill area functions, fill area attributes, general scan line polygon fill algorithm, OpenGL fill-area attribute functions. 2DGeometric Transformations: Basic 2D Geometric Transformations, matrix representations and homogeneous coordinates. Inverse transformations, 2DComposite transformations, other 2D transformations, raster methods for geometric transformations, OpenGL raster transformations, and OpenGL geometric transformations function, 2D viewing: 2D viewing pipeline, OpenGL 2D viewing functions.	Chalk and Talk Video Lectures for some topics	20
Links to s	some useful or	aline lectures:		
≻ <u>ht</u>	tp://freevideolec	tures.com/Course/2275/Computer-Graphics/18		
≻ <u>ht</u>	tp://slideplayer.c	com/slide/9699628/		
≻ <u>ht</u>	tp://slideplayer.c	com/slide/7665305/		
≻ <u>ht</u>	tp://slideplayer.c	com/slide/249019/		
21-30	Text1: Chapter :6-2 to 6- 08	Module 3 : Clipping,3D Geometric Transformations, Color and Illumination Models: Clipping: clipping window, normalization and viewport transformations, clipping algorithms,2D point clipping, 2D line clipping algorithms: cohen-sutherland line clipping only	Chalk and Talk	20

		-polygon fill area clipping: Sutherland-Hodgeman polygon		
	(Excluding	clipping algorithm only.3DGeometric Transformations: 3D		
	6-4), 5-9 to	translation, rotation, scaling, composite 3D transformations,		
	5-17	other 3D transformations, affine transformations, OpenGL		
		geometric transformations functions. Color Models:		
	(Excluding	Properties of light, color models, RGB and CMY color		
	5-15),12-	models. Illumination Models: Light sources, basic		
	1,12-2,12-	illumination models-Ambient light, diffuse reflection,		
	4,12-6,10-	Specular and phong model, Corresponding openGL		
	1,10-3	functions.		
Links to s	some useful on	line lectures:		
► <u>ht</u>	tps://www.youtu	be.com/watch?v=RGSnIK4-BhI		
≻ <u>ht</u>	tps://www.youtu	be.com/watch?v=ePiFbqun5MI		
≻ <u>ht</u>	tps://www.youtu	be.com/watch?v=2Snoepcmi9U		
≻ <u>ht</u>	tps://www.youtu	be.com/watch?v=gFZqzVQrw84		
		Module 4 : 3D Viewing and Visible Surface Detection:		
	Text1:	3DViewing:3D viewing concepts, 3D viewing pipeline, 3D		
		viewing coordinate parameters, Transformation from world	Chalk and	
	Chapter:	to viewing coordinates, Projection transformation,	Talk	
01.11	7-1 to 7-10	orthogonal projections, perspective projections, The	Video	20
31-41		viewport transformation and 3D screen coordinates.	Lectures for	
	(Excluding	OpenGL 3D viewing functions. Visible Surface Detection		
	(2.1101da11g 7-7), 9-1 to	Methods: Classification of visible surface Detection	some topics	
	9-3, 9-14	algorithms, back face detection, depth buffer method and		
	,,,,,,	OpenGL visibility detection functions.		
links to s	some useful on	ine lectures:		
≻ ht	tps://www.youtu	be.com/watch?v=TsjYPu7piY0		
► <u>ht</u>	the //www vouti			
		be.com/watch?v=8eAI01PdCZA		
	some useful on			
Links to s				
	some useful on	line lectures:		
Links to s		line lectures: Module 5 : Input& interaction, Curves and Computer		
Links to s	some useful on Text1:	line lectures: Module 5 : Input& interaction, Curves and Computer Animation: Input and Interaction: Input devices, clients and		
Links to s	some useful on Text1: Chapter	Ine lectures: Module 5 : Input& interaction, Curves and Computer Animation: Input and Interaction: Input devices, clients and servers, Display Lists, Display Lists and Modeling,		
Links to s	some useful on Text1:	<b>Module 5 : Input&amp; interaction, Curves and Computer</b> <b>Animation:</b> Input and Interaction: Input devices, clients and servers, Display Lists, Display Lists and Modeling, Programming Event Driven Input, Menus Picking, Building		
Links to s	some useful on Text1: Chapter :8-3 to 8-6	<b>Module 5 : Input&amp; interaction, Curves and Computer</b> <b>Animation:</b> Input and Interaction: Input devices, clients and servers, Display Lists, Display Lists and Modeling, Programming Event Driven Input, Menus Picking, Building Interactive Models, Animating Interactive programs, Design		
Links to s	some useful on Text1: Chapter :8-3 to 8-6 (Excluding	<b>Module 5 : Input&amp; interaction, Curves and Computer</b> <b>Animation:</b> Input and Interaction: Input devices, clients and servers, Display Lists, Display Lists and Modeling, Programming Event Driven Input, Menus Picking, Building Interactive Models, Animating Interactive programs, Design of Interactive programs, Logic operations .Curved surfaces,		
Links to s	Text1: Chapter :8-3 to 8-6 (Excluding 8-5),8-9,8-	<b>Ine lectures:</b> <b>Module 5 : Input&amp; interaction, Curves and Computer</b> <b>Animation:</b> Input and Interaction: Input devices, clients and servers, Display Lists, Display Lists and Modeling, Programming Event Driven Input, Menus Picking, Building Interactive Models, Animating Interactive programs, Design of Interactive programs, Logic operations .Curved surfaces, quadric surfaces, OpenGL Quadric-Surface and Cubic-		
Links to s	Some useful on Text1: Chapter :8-3 to 8-6 (Excluding 8-5),8-9,8- 10,8-11,3-	<b>Ine lectures:</b> Module 5 : Input& interaction, Curves and Computer Animation: Input and Interaction: Input devices, clients and servers, Display Lists, Display Lists and Modeling, Programming Event Driven Input, Menus Picking, Building Interactive Models, Animating Interactive programs, Design of Interactive programs, Logic operations .Curved surfaces, quadric surfaces, OpenGL Quadric-Surface and Cubic- Surface Functions, Bezier Spline Curves, Bezier surfaces,		
Links to s	Text1: Chapter :8-3 to 8-6 (Excluding 8-5),8-9,8- 10,8-11,3- 8,8-18,13-	<b>Ine lectures:</b> <b>Module 5 : Input&amp; interaction, Curves and Computer</b> <b>Animation:</b> Input and Interaction: Input devices, clients and servers, Display Lists, Display Lists and Modeling, Programming Event Driven Input, Menus Picking, Building Interactive Models, Animating Interactive programs, Design of Interactive programs, Logic operations .Curved surfaces, quadric surfaces, OpenGL Quadric-Surface and Cubic-		
Links to s	Text1: Chapter :8-3 to 8-6 (Excluding 8-5),8-9,8- 10,8-11,3- 8,8-18,13- 11,3-	<b>Ine lectures:</b> Module 5 : Input& interaction, Curves and Computer Animation: Input and Interaction: Input devices, clients and servers, Display Lists, Display Lists and Modeling, Programming Event Driven Input, Menus Picking, Building Interactive Models, Animating Interactive programs, Design of Interactive programs, Logic operations .Curved surfaces, quadric surfaces, OpenGL Quadric-Surface and Cubic- Surface Functions, Bezier Spline Curves, Bezier surfaces,		
inks to s	Text1: Chapter :8-3 to 8-6 (Excluding 8-5),8-9,8- 10,8-11,3- 8,8-18,13- 11,3- 2,13-3,13-	<b>Ine lectures:</b> Module 5 : Input& interaction, Curves and Computer Animation: Input and Interaction: Input devices, clients and servers, Display Lists, Display Lists and Modeling, Programming Event Driven Input, Menus Picking, Building Interactive Models, Animating Interactive programs, Design of Interactive programs, Logic operations .Curved surfaces, quadric surfaces, OpenGL Quadric-Surface and Cubic- Surface Functions, Bezier Spline Curves, Bezier surfaces,	Chalk and	
Links to s	Text1: Chapter :8-3 to 8-6 (Excluding 8-5),8-9,8- 10,8-11,3- 8,8-18,13- 11,3-	<b>Ine lectures:</b> Module 5 : Input& interaction, Curves and Computer Animation: Input and Interaction: Input devices, clients and servers, Display Lists, Display Lists and Modeling, Programming Event Driven Input, Menus Picking, Building Interactive Models, Animating Interactive programs, Design of Interactive programs, Logic operations .Curved surfaces, quadric surfaces, OpenGL Quadric-Surface and Cubic- Surface Functions, Bezier Spline Curves, Bezier surfaces,	Chalk and Talk	
Links to s	Text1: Chapter :8-3 to 8-6 (Excluding 8-5),8-9,8- 10,8-11,3- 8,8-18,13- 11,3- 2,13-3,13- 4,13-10	<b>Ine lectures:</b> Module 5 : Input& interaction, Curves and Computer Animation: Input and Interaction: Input devices, clients and servers, Display Lists, Display Lists and Modeling, Programming Event Driven Input, Menus Picking, Building Interactive Models, Animating Interactive programs, Design of Interactive programs, Logic operations .Curved surfaces, quadric surfaces, OpenGL Quadric-Surface and Cubic- Surface Functions, Bezier Spline Curves, Bezier surfaces,		
Links to s	Text1: Chapter :8-3 to 8-6 (Excluding 8-5),8-9,8- 10,8-11,3- 8,8-18,13- 11,3- 2,13-3,13- 4,13-10 Text 2:	<b>Ine lectures:</b> Module 5 : Input& interaction, Curves and Computer Animation: Input and Interaction: Input devices, clients and servers, Display Lists, Display Lists and Modeling, Programming Event Driven Input, Menus Picking, Building Interactive Models, Animating Interactive programs, Design of Interactive programs, Logic operations .Curved surfaces, quadric surfaces, OpenGL Quadric-Surface and Cubic- Surface Functions, Bezier Spline Curves, Bezier surfaces,	Talk Video	20
Links to s	Text1: Chapter :8-3 to 8-6 (Excluding 8-5),8-9,8- 10,8-11,3- 8,8-18,13- 11,3- 2,13-3,13- 4,13-10 Text 2: Chapter 3:	<b>Ine lectures:</b> Module 5 : Input& interaction, Curves and Computer Animation: Input and Interaction: Input devices, clients and servers, Display Lists, Display Lists and Modeling, Programming Event Driven Input, Menus Picking, Building Interactive Models, Animating Interactive programs, Design of Interactive programs, Logic operations .Curved surfaces, quadric surfaces, OpenGL Quadric-Surface and Cubic- Surface Functions, Bezier Spline Curves, Bezier surfaces,	Talk Video Lectures for	20
Links to s	Text1: Chapter :8-3 to 8-6 (Excluding 8-5),8-9,8- 10,8-11,3- 8,8-18,13- 11,3- 2,13-3,13- 4,13-10 Text 2: Chapter 3: 3-1 to	<b>Ine lectures:</b> Module 5 : Input& interaction, Curves and Computer Animation: Input and Interaction: Input devices, clients and servers, Display Lists, Display Lists and Modeling, Programming Event Driven Input, Menus Picking, Building Interactive Models, Animating Interactive programs, Design of Interactive programs, Logic operations .Curved surfaces, quadric surfaces, OpenGL Quadric-Surface and Cubic- Surface Functions, Bezier Spline Curves, Bezier surfaces,	Talk Video	20
Links to s	Text1: Chapter :8-3 to 8-6 (Excluding 8-5),8-9,8- 10,8-11,3- 8,8-18,13- 11,3- 2,13-3,13- 4,13-10 Text 2: Chapter 3: 3-1 to 3.11:	<b>Ine lectures:</b> Module 5 : Input& interaction, Curves and Computer Animation: Input and Interaction: Input devices, clients and servers, Display Lists, Display Lists and Modeling, Programming Event Driven Input, Menus Picking, Building Interactive Models, Animating Interactive programs, Design of Interactive programs, Logic operations .Curved surfaces, quadric surfaces, OpenGL Quadric-Surface and Cubic- Surface Functions, Bezier Spline Curves, Bezier surfaces,	Talk Video Lectures for	20
Links to s	Text1: Chapter :8-3 to 8-6 (Excluding 8-5),8-9,8- 10,8-11,3- 8,8-18,13- 11,3- 2,13-3,13- 4,13-10 Text 2: Chapter 3: 3-1 to 3.11: Input&	<b>Ine lectures:</b> Module 5 : Input& interaction, Curves and Computer Animation: Input and Interaction: Input devices, clients and servers, Display Lists, Display Lists and Modeling, Programming Event Driven Input, Menus Picking, Building Interactive Models, Animating Interactive programs, Design of Interactive programs, Logic operations .Curved surfaces, quadric surfaces, OpenGL Quadric-Surface and Cubic- Surface Functions, Bezier Spline Curves, Bezier surfaces,	Talk Video Lectures for	20
41-50	Text1: Chapter :8-3 to 8-6 (Excluding 8-5),8-9,8- 10,8-11,3- 8,8-18,13- 11,3- 2,13-3,13- 4,13-10 Text 2: Chapter 3: 3-1 to 3.11: Input& interaction	line lectures: Module 5 : Input& interaction, Curves and Computer Animation: Input and Interaction: Input devices, clients and servers, Display Lists, Display Lists and Modeling, Programming Event Driven Input, Menus Picking, Building Interactive Models, Animating Interactive programs, Design of Interactive programs, Logic operations .Curved surfaces, quadric surfaces, OpenGL Quadric-Surface and Cubic- Surface Functions, Bezier Spline Curves, Bezier surfaces, OpenGL curve functions. Corresponding openGL functions.	Talk Video Lectures for	20
<b>inks to s</b> ▶ 41-50	Text1: Chapter :8-3 to 8-6 (Excluding 8-5),8-9,8- 10,8-11,3- 8,8-18,13- 11,3- 2,13-3,13- 4,13-10 Text 2: Chapter 3: 3-1 to 3.11: Input&	line lectures: Module 5 : Input& interaction, Curves and Computer Animation: Input and Interaction: Input devices, clients and servers, Display Lists, Display Lists and Modeling, Programming Event Driven Input, Menus Picking, Building Interactive Models, Animating Interactive programs, Design of Interactive programs, Logic operations .Curved surfaces, quadric surfaces, OpenGL Quadric-Surface and Cubic- Surface Functions, Bezier Spline Curves, Bezier surfaces, OpenGL curve functions. Corresponding openGL functions.	Talk Video Lectures for	20
41-50	Text1: Chapter :8-3 to 8-6 (Excluding 8-5),8-9,8- 10,8-11,3- 8,8-18,13- 11,3- 2,13-3,13- 4,13-10 Text 2: Chapter 3: 3-1 to 3.11: Input& interaction some useful on	line lectures: Module 5 : Input& interaction, Curves and Computer Animation: Input and Interaction: Input devices, clients and servers, Display Lists, Display Lists and Modeling, Programming Event Driven Input, Menus Picking, Building Interactive Models, Animating Interactive programs, Design of Interactive programs, Logic operations .Curved surfaces, quadric surfaces, OpenGL Quadric-Surface and Cubic- Surface Functions, Bezier Spline Curves, Bezier surfaces, OpenGL curve functions. Corresponding openGL functions.	Talk Video Lectures for	20

	Text Books						
1.	1. Donald Hearn & Pauline Baker: Computer Graphics with OpenGL Version, 3rd / 4th						
	Edition, Pearson Education, 2011						
2.	Edward Angel: Interactive Computer Graphics- A Top Down approach with OpenGL,						
	5th edition. Pearson Education, 2008						
	Reference Books						
5.	James D Foley, Andries Van Dam, Steven K Feiner, John F Huges Computer graphics						
	with OpenGL: Pearson education						
6.	Xiang, Plastock: Computer Graphics, sham's outline series, 2nd edition, TMG.						
7.	7. Kelvin Sung, Peter Shirley, Steven Baer : Interactive Computer Graphics, concepts						
/.	and applications, Cengage Learning						
0							
8.	M M Raiker, Computer Graphics using OpenGL, Filip learning/Elsevier						

# Syllabus for Internal Assessment Tests (IAT $^{*}$ )

IAT #	Syllabus
IAT-1	Class # 01-20
IAT-2	Class # 21-35
IAT-3	Class # 36-50

\*See calendar of events for IAT schedule.

Course Outcomes						
By the end of this course, students will be able to						
1. Design and implement algorithms for 2D graphics primitives and attributes.						
2. Illustrate Geometric transformations on both 2D and 3D objects.						
3. Apply concepts of clipping and visible surface detection in 2D and 3D viewing, and Illumination Models.						
4. Decide suitable hardware and software for developing graphics packages using OpenGL.						

#### \*\*Based on table 01, 02, 03 in appendix, following are the Course outcomes.

Course Outcomes			P01	P02	P03	P04	P05	P06	P07	P08	P09	P010	P011	P012	PSO1	PSO2	PSO3	PSO4
CO1	Design and implement algorithms for 2D graphics primitives and attributes.	1	1	2	2	2	-	-	-	-	-	-	-	1	1	-	-	-
CO2	Illustrate Geometric transformations on both 2D and 3D objects.	2,3	2	2	2	2	1	-	-	-	-	-	1	1	1	-	I	-
CO3	Apply concepts of clipping and visible surface detection in 2D and 3D viewing, and Illumination Models.	2,3,4	2	2	2	2	2	-	-	-	-	-	-	1	I	I	-	1
CO4	Decide suitable hardware and software for developing graphics packages using OpenGL.	1,4,5	1	2	2	2	2	1	-	-	-	-	1	1	2	I	-	1

Note: Assignments, study material, Question bank and other course related content would be posted on site mentioned above.

# Appendix

Table 01: Cognitive Levels

Cognitive Levels						
Cognitive level Revised Blooms Taxonomy Keywords						
L1	List, define, tell, describe, identify, show, label, collect, examine, tabulate, quote, name, who, when,					

	where, etc.
L2	summarize, describe, interpret, contrast, predict, associate, distinguish, estimate, differentiate, discuss, extend
L3	Apply, demonstrate, calculate, complete, illustrate, show, solve, examine, modify, relate, change, classify, experiment, discover.
L4	Analyze, separate, order, explain, connect, classify, arrange, divide, compare, select, explain, infer.
L5	Assess, decide, rank, grade, test, measure, recommend, convince, select, judge, explain, discriminate, support, conclude, compare, summarize.

Table 02: Program Outcomes (PO) and Program Specific Outcomes (PSO)

Program Outcomes (PO), Program Specific Outcomes (PSO)					
PO1	<b>Engineering knowledge:</b> Apply the knowledge of mathematics, science, engineering fundamentals, and				
101	an engineering specialization to the solution of complex engineering problems.				
PO2	<b>Problem analysis:</b> Identify, formulate, review research literature, and analyze complex engineering				
101	problems reaching substantiated conclusions using first principles of mathematics, natural sciences, and				
	engineering sciences.				
PO3	<b>Design/development of solutions:</b> Design solutions for complex engineering problems and design system				
	components or processes that meet the specified needs with appropriate consideration for the public health				
	and safety, and the cultural, societal, and environmental considerations.				
PO4	Conduct investigations of complex problems: Use research-based knowledge and research methods				
	including design of experiments, analysis and interpretation of data, and synthesis of the information to				
	provide valid conclusions.				
PO5	Modern tool usage: Create, select, and apply appropriate techniques, resources, and modern engineering				
	and IT tools including prediction and modelling to complex engineering activities with an understanding				
	of the limitations.				
PO6	The engineer and society: Apply reasoning informed by the contextual knowledge to assess societal,				
	health, safety, legal and cultural issues and the consequent responsibilities relevant to the professional				
D05	engineering practice.				
PO7	<b>Environment and sustainability:</b> Understand the impact of the professional engineering solutions in				
	societal and environmental contexts, and demonstrate the knowledge of, and need for sustainable				
PO8	development.         Ethics: Apply ethical principles and commit to professional ethics and responsibilities and norms of the				
100	engineering practice.				
PO9	<b>Individual and team work:</b> Function effectively as an individual, and as a member or leader in diverse				
10)	teams, and in multidisciplinary settings.				
PO10	<b>Communication:</b> Communicate effectively on complex engineering activities with the engineering				
	community and with society at large, such as, being able to comprehend and write effective reports and				
	design documentation, make effective presentations, and give and receive clear instructions.				
PO11	Project management and finance: Demonstrate knowledge and understanding of the engineering and				
	management principles and apply these to one's own work, as a member and leader in a team, to manage				
	projects and in multidisciplinary environments.				
PO12	Life-long learning: Recognize the need for, and have the preparation and ability to engage in				
	independent and life-long learning in the broadest context of technological change.				
PSO1	Design, implement and maintain business applications in a variety of languages using libraries and				
P501	frameworks.				
DCOA	Develop and simulate wired and wireless network protocols for various network applications using				
PSO2	modern tools.				
DCO1	Apply the knowledge of software and design of hardware to develop embedded systems for real world				
PSO3	applications.				
DCO4	Apply knowledge of web programming and design to develop web based applications using database and				
PSO4	other technologies				
Table 03: C	Correlation Levels				

Table 03: Correlation Levels

<b>Correlation Levels</b>					
0 No Correlation					
1	Slight/Low				
2	Moderate/ Medium				

CMR Institute of Technolog	1625 YEARS *				
Department(s): Computer S	AND				
Semester: 06					
Subject: System Software &	* CMR INSTITUTE OF TECHNOLOGY, BENGALURU. ACCREDITED WITH A+ GRADE BY NAAC				
Course Instructor(s): Sagari	ka Behera				
Course duration: 05Feb 201					
Course Site: https://sites.google.com/a/cmrit.ac.in/sagarika/courses					
<b>Course Objectives</b>					

- > Define System Software such as Assemblers, Loaders, Linkers and Macroprocessors.
- > Familiarize with source file, object file and executable file structures and libraries.
- > Describe the front-end and back-end phases of compiler and their importance to students

- Automata Theory NFA, DFA, Epsilon NFA
- State transition diagram
  - Regular expression.
  - Context Free grammar
  - Assembly language programming
- Computer organization

Lesson Plan								
			Portions coverage					
Lecture Book & # Sections		Topics	Teaching Aids	% of Syllabus Covered				
	TB2: - 1.1	<b>MODULE-3 : Lexical Analysis</b> : Introduction, Alphabets and Tokens in Computer Languages,	Chalk and Talk					
1-10	to 1.6 &3.1- 3.9		Video Lectures for some topics	20				
≻ <u>ht</u>	Links to some useful online lectures: http://www.nptelvideos.in/2012/11/compiler-design.html							
11-24	11-24TB2 4.1-4.9MODULE 4 - Syntax Analysis: Introduction, Role Of Parsers, Context Free Grammars, Top Down Parsers, Bottom-Up Parsers, Operator-Precedence		Chalk and Talk Video	20				

		Parsing	Lectures for	
<b>T</b> • • •			some topics	
Links to s	ome useful o	online lectures:		
> ht	tns·//www.vc	outube.com/watch?v=N9UuAPU6DAg		
		putube.com/watch?v=n5UWAaw byw		
	TB2	MODULE 5-Syntax Directed Translation, Intermediate	Chalk and	20
25-35	5.1 - 5.5	code generation, Code generation	Talk	20
Links to s	ome useful o	online lectures:	-	
		outube.com/watch?v=queUceGJqh0		
		outube.com/watch?v=EpAzj7zXrbk		
> <u>ht</u>	tps://www.yc	outube.com/watch?v=lRvaRhPsqOo		
			1	
		MODULE 1- Introduction to System Software, Machine	Chalk and	
	TB1	Architecture of SIC and SIC/XE.	Talk	
	1.1-1.3	Assemblers: Basic assembler functions, machine	<b>T</b> 7' 1	20
36-47	2.1-2.4	dependent assembler features,	Video	20
	4.1-4.2	machine independent assembler features, assembler	Lectures for	
		design options.	some topics	
		Macroprocessors: Basic macro processor functions,		
Links to s	ome useful o	online lectures:		
		outube.com/watch?v=VG9VopzV_T0		
≻ <u>ht</u>	tps://www.you	utube.com/watch?v=BmhQvFwKK94		
		MODULE 2 -Loaders and Linkers: Basic Loader	Chalk and	
48-58	TB1	Functions, Machine Dependent Loader	Talk	20
	3.1-3.5	Features, Machine Independent Loader Features, Loader		
		Design Options, Implementation Examples.		
<b></b>	0 -			
Links to s	ome useful o	online lectures:		
> ht	tne·//www.vc	outube.com/watch?v=xDmwFIBVTjY		
	<u>ups.//www.yc</u>			

	Text Books			
1.	System Software by Leland. L. Beck, D Manjula, 3rd edition, 2012, ISBN:978-8131764602			
2.	Compilers-Principles, Techniques and Tools by Alfred V Aho, Monica S. Lam, Ravi			
	Sethi, Jeffrey D. Ullman. Pearson, 2nd edition, 2007, ISBN:978-8131797310			
	Reference Books			
9.	Systems programming – Srimanta Pal, Oxford university press, 2016			
10.	System programming and Compiler Design, K C Louden, Cengage Learning			
11.	System software and operating system by D. M. Dhamdhere TMG			
12.	Compiler Design, K Muneeswaran, Oxford University Press 2013.			

Syllabus for Internal Assessment Tests (IAT $^*$ )

IAT #	Syllabus
IAT-1	Class # 01 – 24
IAT-2	Class # 25-44

|--|

\*See calendar of events for IAT schedule.

Course Outcomes			
By the end of this course, students will be able to			
1. Explain system software such as assemblers, loaders, linkers and macroprocessors			
2. Develop lexical analyzers, parsers and code generators			
3. Apply the knowledge of lex tool &yacc tool to devleop a scanner & parser.			
4. Design software system for backend of the compiler for implementation.			
5. Develop program for solution of complex problems in compiler			

\*\*Based on table 01, 02, 03 in appendix, following are the Course outcomes.

	Course Outcomes	Modules covered	P01	P02	P03	P04	P05	P06	P07	PO8	P09	P010	P011	P012	PSO1	PSO2	PSO3	PSO4
CO1	Explain system software such as assemblers, loaders, linkers and macroprocessors	1,2	2	2	2	2	-	2	-	-	1	1	-	1	1	1	1	-
CO2	Develop lexical analyzers, parsers and code generators	3,4,5	2	3	3	3	2	2	1	-	2	1	1	2	1	1	1	-
CO3	Apply the knowledge of lex tool &yacc tool to devleop a scanner & parser.	3,4	2	3	3	3	2	2	1	-	2	1	1	1	1	-	1	-
CO4	Design software system for backend of the compiler for implementation.	5	2	2	3	2	2	2	1	-	1	1	1	1	1	-	1	-
CO5	Develop program for solution of complex problems in compiler	5	2	2	2	2	2	2	1	-	1	1	1	1	1	-	1	-

Note: Assignments, study material, Question bank and other course related content would be posted on site mentioned above.

## Appendix

Table 01: Cognitive Levels

Cognitive Levels			
Cognitive level	Revised Blooms Taxonomy Keywords		
L1	List, define, tell, describe, identify, show, label, collect, examine, tabulate, quote, name, who, when,		
LI	where, etc.		
L2	summarize, describe, interpret, contrast, predict, associate, distinguish, estimate, differentiate, discuss,		
L2	extend		
L3	Apply, demonstrate, calculate, complete, illustrate, show, solve, examine, modify, relate, change,		
L3	classify, experiment, discover.		
L4	Analyze, separate, order, explain, connect, classify, arrange, divide, compare, select, explain, infer.		
L5	Assess, decide, rank, grade, test, measure, recommend, convince, select, judge, explain, discriminate,		
1.5	support, conclude, compare, summarize.		

Table 02: Program Outcomes (PO) and Program Specific Outcomes (PSO)

	Program Outcomes (PO), Program Specific Outcomes (PSO)				
PO1	<b>PO1</b> Engineering knowledge: Apply the knowledge of mathematics, science, engineering fundamentals, and				
	an engineering specialization to the solution of complex engineering problems.				
PO2	Problem analysis: Identify, formulate, review research literature, and analyze complex engineering				

	problems reaching substantiated conclusions using first principles of mathematics, natural sciences, and engineering sciences.
PO3	<b>Design/development of solutions:</b> Design solutions for complex engineering problems and design system components or processes that meet the specified needs with appropriate consideration for the public health and safety, and the cultural, societal, and environmental considerations.
PO4	<b>Conduct investigations of complex problems:</b> Use research-based knowledge and research methods including design of experiments, analysis and interpretation of data, and synthesis of the information to provide valid conclusions.
PO5	<b>Modern tool usage:</b> Create, select, and apply appropriate techniques, resources, and modern engineering and IT tools including prediction and modelling to complex engineering activities with an understanding of the limitations.
PO6	<b>The engineer and society:</b> Apply reasoning informed by the contextual knowledge to assess societal, health, safety, legal and cultural issues and the consequent responsibilities relevant to the professional engineering practice.
PO7	<b>Environment and sustainability:</b> Understand the impact of the professional engineering solutions in societal and environmental contexts, and demonstrate the knowledge of, and need for sustainable development.
PO8	<b>Ethics:</b> Apply ethical principles and commit to professional ethics and responsibilities and norms of the engineering practice.
PO9	<b>Individual and team work:</b> Function effectively as an individual, and as a member or leader in diverse teams, and in multidisciplinary settings.
PO10	<b>Communication:</b> Communicate effectively on complex engineering activities with the engineering community and with society at large, such as, being able to comprehend and write effective reports and design documentation, make effective presentations, and give and receive clear instructions.
PO11	<b>Project management and finance:</b> Demonstrate knowledge and understanding of the engineering and management principles and apply these to one's own work, as a member and leader in a team, to manage projects and in multidisciplinary environments.
PO12	<b>Life-long learning:</b> Recognize the need for, and have the preparation and ability to engage in independent and life-long learning in the broadest context of technological change.
PSO1	Design, implement and maintain business applications in a variety of languages using libraries and frameworks.
PSO2	Develop and simulate wired and wireless network protocols for various network applications using modern tools.
PSO3	Apply the knowledge of software and design of hardware to develop embedded systems for real world applications.
PSO4	Apply knowledge of web programming and design to develop web based applications using database and other technologies

#### Table 03: Correlation Levels

<b>Correlation Levels</b>				
0 No Correlation				
1	Slight/Low			
2	Moderate/ Medium			
3	Substantial/ High			

CMR Institute of Techno			
Department(s): Computer			
Semester: 06	Section(s): C		ACCREDITED WITH A+ GRADE BY NAAC
Operating System		15CS64	Lectures/week: 04
Course Instructor(s): She	ly Noel		
Course duration: 01 Feb.,	2018 – 25 May 2018		

#### **Course Objectives**

- Introduce concepts and terminology used in OS
- Explain threading and multithreaded systems
- Illustrate process synchronization and concept of Deadlock
- > Introduce Memory and Virtual memory management, File system and storage techniques

- Knowledge of Computer system (hardware & Software)
- > Types of operating system and its usage
- Computer Organization concepts
- Elementary data structures and algorithms
- Programming skills (Knowledge of C)

			Portions	coverage
Lectur e #	Book & Sections	Topics	Teaching Aids	% of Syllabus Covered
1-13	TB1: 1.1 – 1.12 2.1 – 2.10 3.1 – 3.4	Introduction to operating systems, System structures: What operating systems do; Computer System organization; Computer System architecture; Operating System structure; Operating System operations; Process management; Memory management; Storage management; Protection and Security; Distributed system; Special-purpose systems; Computing environments. Operating System Services; User - Operating System interface; System calls; Types of system calls; System programs; Operating system design and implementation; Operating System structure; Virtual machines; Operating System generation; System boot. <b>Process Management</b> Process concept; Process scheduling; Operations on processes; Inter process communication	Chalk and Talk Video Lectures for some topics	20
> \	√ideo Lecture	online lectures: :https://www.youtube.com/watch?v=HEjPop-aK_w :https://www.youtube.com/watch?v=bS3QuOQgUu8		
14-23	TB1: 4.1 - 4.4 5.1 - 5.5 6.1 - 6.7	Multi-threadedProgramming:Overview;Multithreading models;Thread Libraries;Threadingissues.ProcessScheduling:Basicconcepts;Scheduling Criteria;Scheduling Algorithms;Multiple-processorscheduling;Threadscheduling.ProcessSynchronization:Synchronization:Thecriticalsection problem;Peterson's solution;Synchronizationhardware;Semaphores;Classicalproblemsofsynchronization;Monitors.Monitors.forfor	Chalk and Talk Video Lectures for some topics	20
> \	√ideo Lecture	online lectures: :https://www.youtube.com/watch?v=Gjfiuj3lm2o :https://www.youtube.com/watch?v=JNYiru0_Hwk		
24-33	TB1 7.1 – 7.7 8.1 – 8.6	<b>Deadlocks :</b> Deadlocks; System model; Deadlock characterization; Methods for handling deadlocks; Deadlock prevention; Deadlock avoidance; Deadlock	Chalk and Talk	20

		detection and recovery from deadlock. <b>Memory</b> <b>Management:</b> Memory management strategies: Background; Swapping; Contiguous memory allocation; Paging; Structure of page table; Segmentation.					
Links to	some useful	online lectures:					
		:https://www.youtube.com/watch?v=8M0o2FH3RUo :https://www.youtube.com/watch?v=TZ7YtIrfAls					
34-43	TB1 9.1 – 9.6 10.1 – 10.6	Virtual Memory Management: Background; Demand paging; Copy-on-write;Page replacement; Allocation of frames; Thrashing. File System, Implementation of File System: File system: File concept; Access methods;Directory structure; File system mounting; File sharing; Protection: Implementing File system: File system structure; File system implementation;Directory implementation; Allocation methods; Free space management.	Chalk and Talk Video Lectures for some topics	20			
Links to	some useful	online lectures:					
		:https://www.youtube.com/watch?v=Ub4VVDGLJx0 :https://www.youtube.com/watch?v=ZJ1LLAB0mJ0					
44-52	TB1 7.1- 7.4 8.1 -8.3	Secondary Storage Structures, Protection: Mass storage structures; Disk structure; Disk attachment; Disk scheduling; Disk management; Swap space management. Protection: Goals of protection, Principles of protection, Domain of protection, Access matrix, Implementation of access matrix, Access control,Revocation of access rights, Capability- Based systems. Case Study: The Linux Operating System: Linux history; Design principles; Kernel modules; Process management; Scheduling; Memory Management; File systems, Input and output; Inter-process communication.	Chalk and Talk Video Lectures for some topics	20			
Links to	some useful	online lectures:					
		:https://www.youtube.com/watch?v=PQ5aK5wLCQE : https://www.youtube.com/watch?v=V2Gxqv3bJCk					
		Text Books					
1.		Silberschatz, Peter Baer Galvin, Greg Gagne, Operating Viley-India, 2006.	System Prin	ciples 7th			
Reference Books           6.         Ann McHoes Ida M Fylnn, Understanding Operating System, Cengage Learning, 6th Edition							
7.		D.M Dhamdhere, Operating Systems: A Concept Based Approach 3rd Ed, McGraw- Hill, 2013.					
8.	P.C.P. Br PHI(EEE	natt, An Introduction to Operating Systems: Concepts and ), 2014.	Practice 4th	Edition,			

9.	William Stallings Operating Systems: Internals and Design Principles, 6th Edition,
	Pearson.

#### **Course Outcomes**

#### By the end of this course, students will be able to

1. Analyze the structure of OS and basic architectural components involved in OS design

2. Explain the working of an OS as a resource manager, file system manager, process manager,

memory manager and I/O manager and methods used to implement the different parts of OS

3. Use processor, memory, storage and file system commands

4.Explain synchronization among concurrently-executing processes and issues/solutions to mutual exclusion

5. Identify potential threats to operating systems and defend the need for protection and security

Course Outcomes			P01	P02	PO3	P04	P05	PO6	P07	PO8	P09	P010	P011	P012	PSO1	PSO2	PSO3	PSO4
CO1	Analyze the structure of OS and basic architectural components involved in OS design		1	0	3	0	1	0	0	0	0	0	1	1	1	1	3	0
CO2	Explain the working of an OS as a resource manager, file system manager, process manager, memory manager and I/O manager and methods used to implement the different parts of OS	1,2,3,4, 5	1	0	2	1	1	0	0	0	0	0	1	1	1	1	3	0
CO3	Use processor, virtual memory, storage and file system commands	2,3,4,5	1	0	2	1	1	0	0	0	0	0	1	1	1	1	3	0
CO4	Explain synchronization among concurrently-executing processes and issues/solutions to mutual exclusion	1,2,3,4	1	2	2	1	1	0	0	0	0	0	1	1	1	1	3	0
CO5	Identify potential threats to operating systems and defend the need for protection and security	1,2,3,4, 5	1	1	2	1	1	0	0	0	0	0	1	1	1	1	3	0

#### Appendix

Table 01: Cognitive Levels

	Cognitive Levels					
Cognitive level	Revised Blooms Taxonomy Keywords					
L1	List, define, tell, describe, identify, show, label, collect, examine, tabulate, quote, name, who, when, where, etc.					
L2	summarize, describe, interpret, contrast, predict, associate, distinguish, estimate, differentiate, discuss, extend					
L3	Apply, demonstrate, calculate, complete, illustrate, show, solve, examine, modify, relate, change, classify, experiment, discover.					
L4	Analyze, separate, order, explain, connect, classify, arrange, divide, compare, select, explain, infer.					
L5	Assess, decide, rank, grade, test, measure, recommend, convince, select, judge, explain, discriminate, support, conclude, compare, summarize.					

Table 02: Program Outcomes (PO) and Program Specific Outcomes (PSO)

**Program Outcomes (PO), Program Specific Outcomes (PSO)** 

PO1	<b>Engineering knowledge:</b> Apply the knowledge of mathematics, science, engineering fundamentals, and
	an engineering specialization to the solution of complex engineering problems.
PO2	Problem analysis: Identify, formulate, review research literature, and analyze complex engineering
	problems reaching substantiated conclusions using first principles of mathematics, natural sciences, and
	engineering sciences.
PO3	<b>Design/development of solutions:</b> Design solutions for complex engineering problems and design system
	components or processes that meet the specified needs with appropriate consideration for the public health
PO4	and safety, and the cultural, societal, and environmental considerations. Conduct investigations of complex problems: Use research-based knowledge and research methods
PU4	including design of experiments, analysis and interpretation of data, and synthesis of the information to
	provide valid conclusions.
PO5	Modern tool usage: Create, select, and apply appropriate techniques, resources, and modern engineering
100	and IT tools including prediction and modelling to complex engineering activities with an understanding
	of the limitations.
PO6	The engineer and society: Apply reasoning informed by the contextual knowledge to assess societal,
	health, safety, legal and cultural issues and the consequent responsibilities relevant to the professional
	engineering practice.
PO7	Environment and sustainability: Understand the impact of the professional engineering solutions in
	societal and environmental contexts, and demonstrate the knowledge of, and need for sustainable
DOO	development.
<b>PO8</b>	<b>Ethics:</b> Apply ethical principles and commit to professional ethics and responsibilities and norms of the
PO9	<ul><li>engineering practice.</li><li>Individual and team work: Function effectively as an individual, and as a member or leader in diverse</li></ul>
109	teams, and in multidisciplinary settings.
PO10	<b>Communication:</b> Communicate effectively on complex engineering activities with the engineering
	community and with society at large, such as, being able to comprehend and write effective reports and
	design documentation, make effective presentations, and give and receive clear instructions.
PO11	Project management and finance: Demonstrate knowledge and understanding of the engineering and
	management principles and apply these to one's own work, as a member and leader in a team, to manage
<b>DO10</b>	projects and in multidisciplinary environments.
PO12	Life-long learning: Recognize the need for, and have the preparation and ability to engage in
	independent and life-long learning in the broadest context of technological change.
PSO1	Design, implement and maintain business applications in a variety of languages using libraries and
	frameworks.
PSO2	Develop and simulate wired and wireless network protocols for various network applications using
1502	modern tools.
PSO3	Apply the knowledge of software and design of hardware to develop embedded systems for real world
	applications.
PSO4	Apply knowledge of web programming and design to develop web based applications using database and
	other technologies

#### Table 03: Correlation Levels

<b>Correlation Levels</b>				
0	No Correlation			
1	Slight/Low			
2	Moderate/ Medium			
3	Substantial/ High			

Note : From time to time, assignments will be posted on

https://sites.google.com/a/cmrit.ac.in/operating-system-6-sem-c/

CMR Institute of Technolog	S25 YEARS *					
Department(s): Information	Science & Engineering		AND OF YEARS ***			
Semester: 06	Section(s): CS- A,B,C&ISE-A,B	Lectures/week: 04	* CMR INSTITUTE OF TECHNOLOGY, BENGALURU.			
Subject: Mobile Application de	velopment	Code: 15CS661	ACCREDITED WITH AY GRADE BY MAAC			
Course Instructor(s): Anu Jo	ose					
Course duration: 05 Jan 2018 – 23May 2018						
Course Site: <u>https://sites.go</u>						

#### **Course Objectives**

- > Learn to setup Android application development environment
- > Illustrate user interfaces for interacting with apps and triggering actions
- Interpret tasks used in handling multiple activities
- Identify options to save persistent application data
- > Appraise the role of security and performance in Android applications.

- Java Programming Language
- Object-oriented programming
- > XML properties / attributes

Lesson Plan						
			Portions of	coverage		
Lecture #	Book & Sections	Topics	Teaching Aids	% of Syllabus Covered		
1-10	TB1: - 1.0- 1.4 2.1- 2.3 3.1-3.3	<b>UNIT1</b> -Introduction to Android, Create Your First Android App, Layouts Views and Resources, Text and Scrolling Views, Understanding Activities and Intents, The Activity Lifecycle and Managing State, Activities and Implicit Intents, The Android Studio Debugger, Testing your App,The Android Support Library	Chalk and Talk PowerPoint Video Lectures for some topics	20		
$\succ \frac{Ne}{htt}$	en_SvXIzxGI	utube.com/watch?v=1vFO7fE2w&list=PLlyCyjh2pUe9wv-hU4				
10-20TB1 4.1 - 4.4 5.1 - 5.3 6.1UNIT2-User Input Controls, Menus, Screen Navigation, RecyclerView, Drawables, Styles and Themes, Material Design, Providing Resources for Adaptive Layouts, Testing the User InterfaceChalk and Talk PowerPoint Video Lectures for some topics20						
Links to some useful online lectures:						
https://www.youtube.com/watch?v=MjthkVD2cbc&list=PLlyCyjh2pUe9wv-hU4my-						

>	https://wwv	xGB&index=36 v.youtube.com/watch?v=XaLvo7veY7Q&list=PLlyCyjh2pUe9wv xGB&index=35	<u>-hU4my-</u>	
20-30	TB1 7.1 - 7.4 8.1-8.3	<b>UNIT3-</b> AsyncTask and AsyncTaskLoader, Broadcast Receivers, Services, Notifications, Scheduling Alarms, Transferring Data Efficiently, Connect to the Internet	Chalk and Talk	20
Links to s	some useful o	nline lectures:		
$\succ \frac{N}{ht}$	en_SvXIzxGI	utube.com/watch?v=Tyj1irY3SMk&index=51&list=PL1yCyjh2pU		
30-39	TB1 9.0: -9.2 10.0-10.1 11.1 12.1	<b>UNIT 4-</b> Storing Data, Shared Preferences, App Settings, SQLite Primer, SQLite Database, Share Data Through Content Providers Loaders	Chalk and Talk PowerPoint Video Lectures for some topics	20
≻ <u>ht</u>	tps://www.yo en SvXIzxGI	nline lectures: utube.com/watch?v=GhzAnjrPQYU&list=PLlyCyjh2pUe9wv-hU 3&index=52	<u>4my-</u>	
40-46	TB1 13.1 14.1 15.1	<b>UNIT 5-</b> Permissions, Performance and Security,Firebase and AdMob,Publish!	Video Lectures	20
Links to s	some useful o	nline lectures:		
$ \begin{array}{c} \underline{N} \\ \underline$	en_SvXIzxGI tps://www.yo en_SvXIzxGI	_ utube.com/watch?v=jtIsg7QW-Lo&index=67&list=PLlyCyjh2pU <u>3</u> utube.com/watch?v=P8-q01rLbxA&index=65&list=PLlyCyjh2pU	e9wv-hU4my-	

	Text Books			
1.	Google Developer Training, "Android Developer Fundamentals Course – Concept			
	Reference", Google Developer Training Team, 2017.			
	Reference Books			
1.	Erik Hellman, "Android Programming – Pushing the Limits", 1st Edition, Wiley India			
	Pvt Ltd, 2014.			
2.	2. Dawn Griffiths and David Griffiths, "Head First Android Development", 1st Edition,			
	O'Reilly SPD Publishers, 2015.			

3.	J F DiMarzio, "Beginning Android Programming with Android Studio", 4th Edition,
	Wiley India Pvt Ltd, 2016. ISBN-13: 978-8126565580
4.	Anubhav Pradhan, Anil V Deshpande, "Composing Mobile Apps" using Android,
	Wiley 2014, ISBN: 978-81-265-4660-2

#### Syllabus for Internal Assessment Tests $(IAT^*)$

IAT #	Syllabus
IAT-1	Class # 01 – 18
IAT-2	Class # 19– 37
IAT-3	Class # 38– 52

\*See calendar of events for IAT schedule.

#### **Course Outcomes**

#### By the end of this course, students will be able to

Create, test and debug Android application by setting up Android development environment

Implement adaptive, responsive user interfaces that work across a wide range of devices.

Infer long running tasks and background work in Android applications

Demonstrate methods in storing, sharing and retrieving data in Android applications

Analyze performance of android applications and understand the role of permissions and security

Describe the steps involved in publishing Android application to share with the world

\*\*Based on table 01, 02, 03 in appendix, following are the Course outcomes.

Course Outcomes		Modules covered	104	P02	P03	P04	SUA	P06	P07	804	404	PUIU	POII	P012	PSOI	PS02	PSU3	PS04
CO1	Create, test and debug Android application by setting up Android development environment	1	1	1	2	-	2	-	-	-	1	1	-	-	2	-	-	-
CO2	Implement adaptive, responsive user interfaces that work across a wide range of devices.	1,2	1	1	2	2	2	-	-	-	1	1	-	1	2	-	-	-
CO3	Infer long running tasks and background work in Android applications	1,3	1	2	-	1	1	-	-	-	1	1	-	-	1	_	_	-
CO4	Demonstrate methods in storing, sharing and retrieving data in Android applications	4	1	1	1	1	-	-	-	-	1	2	-	1	1	_	_	-
CO5	Analyze performance of android applications and understand the role of permissions and security	5	1	1	1	1	1	1	-	2	1	-	-	1	1	-	-	-

	Describe the steps involved in																
CO6	publishing Android application to share with the world	5	1	-	1	1	1	-	-	-	1	2	-	1	1	-	-

Note: Assignments, study material, Question bank and other course related content would be posted on site mentioned above.

# Appendix

Table 01: Cognitive Levels

	Cognitive Levels					
Cognitive level	Revised Blooms Taxonomy Keywords					
L1	List, define, tell, describe, identify, show, label, collect, examine, tabulate, quote, name, who, when,					
L2	where, etc. summarize, describe, interpret, contrast, predict, associate, distinguish, estimate, differentiate, discuss,					
L2	extend					
L3	Apply, demonstrate, calculate, complete, illustrate, show, solve, examine, modify, relate, change, classify, experiment, discover.					
L4	Analyze, separate, order, explain, connect, classify, arrange, divide, compare, select, explain, infer.					
L5	Assess, decide, rank, grade, test, measure, recommend, convince, select, judge, explain, discriminate, support, conclude, compare, summarize.					

Table 02: Program Outcomes (PO) and Program Specific Outcomes (PSO)

	Program Outcomes (PO), Program Specific Outcomes (PSO)
DO1	
PO1	Engineering knowledge: Apply the knowledge of mathematics, science, engineering fundamentals, and
	an engineering specialization to the solution of complex engineering problems.
PO2	Problem analysis: Identify, formulate, review research literature, and analyze complex engineering
	problems reaching substantiated conclusions using first principles of mathematics, natural sciences, and
	engineering sciences.
PO3	Design/development of solutions: Design solutions for complex engineering problems and design system
	components or processes that meet the specified needs with appropriate consideration for the public health
	and safety, and the cultural, societal, and environmental considerations.
PO4	Conduct investigations of complex problems: Use research-based knowledge and research methods
	including design of experiments, analysis and interpretation of data, and synthesis of the information to
	provide valid conclusions.
PO5	Modern tool usage: Create, select, and apply appropriate techniques, resources, and modern engineering
	and IT tools including prediction and modelling to complex engineering activities with an understanding
	of the limitations.
PO6	The engineer and society: Apply reasoning informed by the contextual knowledge to assess societal,
	health, safety, legal and cultural issues and the consequent responsibilities relevant to the professional
	engineering practice.
<b>PO7</b>	Environment and sustainability: Understand the impact of the professional engineering solutions in
	societal and environmental contexts, and demonstrate the knowledge of, and need for sustainable
	development.
PO8	Ethics: Apply ethical principles and commit to professional ethics and responsibilities and norms of the
	engineering practice.
PO9	Individual and team work: Function effectively as an individual, and as a member or leader in diverse
	teams, and in multidisciplinary settings.
PO10	<b>Communication:</b> Communicate effectively on complex engineering activities with the engineering
	community and with society at large, such as, being able to comprehend and write effective reports and
	design documentation, make effective presentations, and give and receive clear instructions.
PO11	Project management and finance: Demonstrate knowledge and understanding of the engineering and
	management principles and apply these to one's own work, as a member and leader in a team, to manage
	projects and in multidisciplinary environments.
PO12	Life-long learning: Recognize the need for, and have the preparation and ability to engage in
	independent and life-long learning in the broadest context of technological change.

PSO1	Design, implement and maintain business applications in a variety of languages using libraries and frameworks.
PSO2	Develop and simulate wired and wireless network protocols for various network applications using modern tools.
PSO3	Apply the knowledge of software and design of hardware to develop embedded systems for real world applications.
PSO4	Apply knowledge of web programming and design to develop web based applications using database and other technologies

#### Table 03: Correlation Levels

	<b>Correlation Levels</b>					
0	No Correlation					
1	Slight/Low					
2	Moderate/ Medium					
3	Substantial/ High					

CMR Institute of Tech	Store Stars ***				
Department(s): Comp	· ·				
Semester: 06	Section(s): A,B&C	Lectures/week: 04	CMRIT		
Subject: Data Mining	and Data warehousing	Code: 15CS651	* CMR INSTITUTE OF TECHNOLOGY, BENGALURU. ACCREDITED WITH A+ GRADE BY NAAC		
Course Instructor(s): S	Shilpa Pande/Aiswarya Lakshn	ni K			
Course duration: 01 Jan 2018 – 25 May 2018					
Course Site: https://sites.google.com/a/cmrit.ac.in/shilpapande5487/					

#### **Course Objectives**

- Define multi-dimensional data models
- > Explain rules related to association, classification and clustering analysis
- > Compare and contrast between different classification and clustering algorithms

- Basic DBMA concepts
- Basic mathematical concepts

	Lesson Plan					
			Portions coverage			
Lecture	Book &	Topics	Teaching	% of		
#	Sections		Aids	Syllabus		
				Covered		
		Module 1:Data Warehousing & modeling: Basic Concepts:	Chalk and			
		Data Warehousing: A multitier Architecture, Data warehouse	Talk			
1-8	TB2: -	models: Enterprise warehouse, Data mart		20		
1-0	4.1,4.2	and virtual warehouse, Extraction, Transformation and	Video	20		
		loading, Data Cube: A multidimensional data model, Stars,	Lectures for			
		Snowflakes and Fact constellations: Schemas for	some topics			

		multidimensional Data models, Dimensions: The role o concept Hierarchies, Measures: Their Categorization and		
		computation, Typical OLAP Operations.		
Links to so	ome useful o	nline lectures:		
	•	utube.com/watch?v=HV81wTjzs1w&t=231s utube.com/watch?v=O7JYornSvjI&t=142s		
9-18	TB2 4.3,4.4 TB1: 2.1-2.4	Module 2: Data warehouse implementation Data mining: Efficient Data Cube computation: An overview, Indexing OLAP Data: Bitmap index and join index, Efficient processing of OLAP Queries, OLAP server Architecture ROLAP versus MOLAP Versus HOLAP. : Introduction: What is data mining, Challenges, Data Mining Tasks, Data: Types of Data, Data Quality, Data Preprocessing, Measures of Similarity and Dissimilarity,	Chalk and Talk Video Lectures for some topics	20
Links to so	ome useful o	nline lectures:		
		utube.com/watch?v=LzmAbi5ZOhE utube.com/watch?v=FBtQNhK_U58		
19-28	TB1 6.1-6.7	<b>Module 3: Association Analysis:</b> Association Analysis: Problem Definition, Frequent Item set Generation, Rule generation. Alternative Methods for Generating Frequent Item sets, FP-Growth Algorithm, Evaluation of Association Patterns	Chalk and Talk Video Lectures for some topics	20
≻ <u>htt</u>	ps://www.you	nline lectures: utube.com/watch?v=WGlMlS_Yydk utube.com/watch?v=gq6nKbye648		
29-38	TB1 4.1-4.3,4.6 5.1-5.3	<b>Module 4: Classification :</b> Decision Trees Induction, Method for Comparing Classifiers, Rule Based Classifiers, Nearest Neighbor Classifiers, Bayesian Classifiers	Chalk and Talk Video Lectures for some topics	20
Links to so	ome useful o	nline lectures:	II	
≻ <u>htt</u>	ps://www.you	utube.com/watch?v=ivBSZZyaRHY		
39-52	TB1 8.1 -8.5 9.3-9.5	<b>Module 5: Clustering Analysis:</b> Overview, K-Means, Agglomerative Hierarchical Clustering, DBSCAN, Cluster Evaluation, Density-Based Clustering, Graph- Based Clustering, Scalable Clustering Algorithms.	Chalk and Talk Video Lectures for some topics	20
Links to so	ome useful o	nline lectures:	<u> </u>	
		utube.com/watch?v=JXaJZAtTq6M utube.com/watch?v=b9gPL6NvsnA&list=PLBv09BD7ez_6lYVoZ	<u>IRzVcOPIT5L</u>	.fjo0Y
		Text Books		

1.	Pang-Ning Tan, Michael Steinbach, Vipin Kumar: Introduction to Data Mining, Pearson					
	Education, 2005. 978-81-317-5904-2					
2.	Jiawei Han, Micheline Kamber, Jian Pei: Data mining-Concepts and Techniques, 3rd edition,					
	Morgan Kaufmann Publisher,2012 978-0-12-381479-1					
Reference Books						
10.	Sam Anahory, Dennis Murray :Data warehousing in the real world, Pearson, Tenth Impression ,2012					
10.	Sam Anahory, Dennis Murray :Data warehousing in the real world, Pearson, Tenth Impression ,2012					
10. 11.	Sam Anahory, Dennis Murray :Data warehousing in the real world, Pearson, Tenth Impression ,2012         Michael J. Berry, Gordon s. Linoff : Mastering Data Mining, Wiley Edition, Second edition ,2012					

#### Syllabus for Internal Assessment Tests $(\mathbf{IAT}^{*})$

IAT #	Syllabus
IAT-1	Class # 01 – 18
IAT-2	Class # 19–37
IAT-3	Class # 38–52

\*See calendar of events for IAT schedule.

Course Outcomes						
By the end of this course, students will be able to						
5. Identify data mining problems and implement the data warehouse.						
6. Write association rules for a given data pattern.						
7. Choose between classification and clustering solution.						

#### \*\*Based on table 01, 02, 03 in appendix, following are the Course outcomes.

	Course Outcomes	Modules covered	IOI	P02	P03	PU4	cUA	P06	P07	P08	PU9	PUIU	POII	2104	PSOI	502	PSU3	PS04
CO1	Apply the basic concepts of data warehousing and data mining	Unit 1,2	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	1
CO2	To describe and develop various data mining techniques for solving real world problems	2,3	-	1	2	-	-	-	-	-	-	-	-	-	-	-	-	2
CO3	Analyse various patterns to estimate the accuracy of algoritham	4,5	-	2	1	-	-	-	-	-	-	-	-	-	-	-	-	1
CO4	Apply preprocessing steps of data for data minig	2,3	3	-	-	1		-	-	-	-	-	-	-	-	-	-	1

# Note: Assignments, study material, Question bank and other course related content would be posted on site mentioned above.

## Appendix

Table 01: Cognitive Levels

Cognitive Levels						
Cognitive level	Revised Blooms Taxonomy Keywords					
L1	List, define, tell, describe, identify, show, label, collect, examine, tabulate, quote, name, who, when, where, etc.					
L2	summarize, describe, interpret, contrast, predict, associate, distinguish, estimate, differentiate, discuss, extend					

L3	Apply, demonstrate, calculate, complete, illustrate, show, solve, examine, modify, relate, change, classify, experiment, discover.
L4	Analyze, separate, order, explain, connect, classify, arrange, divide, compare, select, explain, infer.
L5	Assess, decide, rank, grade, test, measure, recommend, convince, select, judge, explain, discriminate, support, conclude, compare, summarize.

Table 02: Program Outcomes (PO) and Program Specific Outcomes (PSO)

0211	
	Program Outcomes (PO), Program Specific Outcomes (PSO)
PO1	Engineering knowledge: Apply the knowledge of mathematics, science, engineering fundamentals, and
	an engineering specialization to the solution of complex engineering problems.
PO2	Problem analysis: Identify, formulate, review research literature, and analyze complex engineering
	problems reaching substantiated conclusions using first principles of mathematics, natural sciences, and
	engineering sciences.
PO3	Design/development of solutions: Design solutions for complex engineering problems and design system
	components or processes that meet the specified needs with appropriate consideration for the public health
	and safety, and the cultural, societal, and environmental considerations.
PO4	Conduct investigations of complex problems: Use research-based knowledge and research methods
	including design of experiments, analysis and interpretation of data, and synthesis of the information to
	provide valid conclusions.
PO5	Modern tool usage: Create, select, and apply appropriate techniques, resources, and modern engineering
	and IT tools including prediction and modelling to complex engineering activities with an understanding
	of the limitations.
PO6	The engineer and society: Apply reasoning informed by the contextual knowledge to assess societal,
	health, safety, legal and cultural issues and the consequent responsibilities relevant to the professional
	engineering practice.
<b>PO7</b>	Environment and sustainability: Understand the impact of the professional engineering solutions in
	societal and environmental contexts, and demonstrate the knowledge of, and need for sustainable
	development.
PO8	Ethics: Apply ethical principles and commit to professional ethics and responsibilities and norms of the
	engineering practice.
PO9	Individual and team work: Function effectively as an individual, and as a member or leader in diverse
	teams, and in multidisciplinary settings.
PO10	<b>Communication:</b> Communicate effectively on complex engineering activities with the engineering
	community and with society at large, such as, being able to comprehend and write effective reports and
	design documentation, make effective presentations, and give and receive clear instructions.
PO11	Project management and finance: Demonstrate knowledge and understanding of the engineering and
	management principles and apply these to one's own work, as a member and leader in a team, to manage
	projects and in multidisciplinary environments.
PO12	Life-long learning: Recognize the need for, and have the preparation and ability to engage in
	independent and life-long learning in the broadest context of technological change.
PSO1	Design, implement and maintain business applications in a variety of languages using libraries and
<b>F501</b>	frameworks.
	Develop and simulate wired and wireless network protocols for various network applications using
PSO2	modern tools.
	Apply the knowledge of software and design of hardware to develop embedded systems for real world
PSO3	applications.
PSO4	Apply knowledge of web programming and design to develop web based applications using database and
	other technologies

#### Table 03: Correlation Levels

	<b>Correlation Levels</b>				
0	No Correlation				
1	Slight/Low				
2	Moderate/ Medium				
3	Substantial/ High				

CMR Institute of Technology, H				
Department(s): Computer Scient				
Semester: 06	Section(s): A,B&C		ACCREDITED WITH A+ GRADE BY NAAC	
Big Data Analytics	15CS662	Lectures/week: 04		
Course Instructor(s): Dr Hanumantha Ravi P V N				
Course duration: 05 Feb., 2018 – 25 May 2018				

# **Course Objectives**

- Interpret the data in the context of the business.
- > Identify an appropriate method to analyse the data
- > Show analytical model of a system

- Elementary Statistics
- Microsoft Excel (Desirable)

LESSON PLAN						
			Portions coverage			
Lectur e #	Book & Sections	Topics	Teaching Aids	% of Syllabus Covered		
1-10	TB 1.1- 2.6; 3.1-3.5	MODULE 1:-Introduction to Data Analytics and Decision Making: Introduction, The Methods, The Software, Modeling and Models, GraphicalModels, Algebraic Models, Spreadsheet Models, Seven-Step ModelingProcess Describing the Distribution of a Single Variable:Introduction,BasicConcepts, Populations and Samples, Data Sets,Variables,and Observations,Types of Data, Descriptive Measures for Categorical Variables, DescriptiveMeasures for Numerical Variables, Numerical Summary Measures,NumericalSummary Measures with StatTools,Charts for Numerical Variables, Time SeriesData, Outliers and Missing Values,Outliers,Missing Values, Excel Tables forFiltering, Sorting and Summarizing. Finding Relationships among Variables: Introduction, Relationships amongCategorical Variables, Relationships among Categorical Variables and aNumerical Variable,Stacked and Unstacked Formats, Relationships among Numerical Variables, Correlation and Covariance, Pivot Tables.	Chalk and Talk Video Lectures for some topics	20		
11-25	TB 4.1 – 5.6	MODULE 2:-Probability and Probability Distributions:Introduction,Probability Essentials,Rule of Complements, Addition Rule, Conditional Probability and theMultiplication Rule, ProbabilisticIndependence, Equally Likely Events,Subjective Versus Objective Probabilities, ProbabilityDistribution of a SingleRandom Variable,	Chalk and Talk Video Lectures for some topics	20		

		Summary Measures of a Probability Distribution, Conditional Mean and Variance, Introduction to Simulation. Normal, Binomial, Poisson and Exponential Distributions:Introduction, TheNormal Distribution, Continuous Distributions and Density Functions, The Normal Density, Standardizing Z-Values,Normal Tables and Z-Values, NormalCalculations in Excel, Empirical Rules Revisited, Weighted Sums of Normal Random Variables, Applications of the NormalRandom Distribution, TheBinomial Distribution, Mean and Standard Deviation of the Binomial Distribution, The Binomial Distribution in the Context of Sampling, The NormalApproximation to the Binomial, Applications of the Binomial Distribution, ThePoisson and Exponential Distributions, The Poisson Distribution, TheExponential Distribution.		
26-37	TB 6.1 - 6.5; 7.1-7.4	MODULE 3:-Decision Making under Uncertainty:Introduction,Elements of DecisionAnalysis, Payoff Tables, Possible Decision Criteria, Expected MonetaryValue(EMY),Sensitivity Analysis, Decision Trees, Risk Profiles, The PrecisionTree Add-In,Bayes' Rule, Multistage Decision Problems and the Value ofInformation, The Value of Information, Risk Aversion and Expected Utility,Utility Functions, Exponential Utility, Certainty Equivalents, Is Expected UtilityMaximization Used? Sampling and Sampling Distributions: Introduction, Sampling Terminology,Methods for Selecting Random Samples, Simple Random Sampling, SystematicSampling, Stratified Sampling, Cluster Sampling, Multistage Sampling Schemes,Introduction to Estimation, Sources of Estimation Error, Key Terms in Sampling,Sampling Distribution of the Sample Mean, The Central Limit Theorem, SampleSize Selection, Summary of Key Ideas for Simple Random Sampling.	Chalk and Talk	20
38-50	TB 8.1-8.9; 9.1-9.6	<ul> <li>MODULE 4:-Confidence Interval Estimation: Introduction, Sampling Distributions, The tDistribution, Other Sampling Distributions, Confidence Interval for a Mean,Confidence Interval for a Total, Confidence Interval for a Proportion, ConfidenceInterval for a Standard Deviation, Confidence Interval for the Difference betweenMeans, Independent Samples, Paired Samples, Confidence Interval for theDifference between Proportions, Sample Size Selection, Sample Size Selectionfor Estimation of the Mean, Sample Size Selection for Estimation of OtherParameters.</li> <li>Hypothesis Testing:Introduction,Concepts in Hypothesis Testing, Null andAlternative Hypothesis, One-Tailed Versus Two-Tailed Tests, Types of Errors,Significance Level and Rejection Region, Significance from p-values, Type IIErrors and Power, Hypothesis Tests and Confidence Intervals, Practical versusStatistical Significance, Hypothesis Tests for a Population Mean, HypothesisTests for Other Parameters, Hypothesis Tests for a Population Proportion,Hypothesis Tests for Differences between Population Means, Hypothesis Tests for Differences between Population Means, Hypothesis Tests for Differences between Population Proportions, Tests for Normality, Chi-Square Test for Independence.</li> </ul>	Chalk and Talk	20

51-60	TB 10.1 - 10.7; 11.1-11.9	MODULE 5:-Regression Analysis: Estimating Relationships: Introduction, Scatterplots:Graphing Relationships, Linear versus Nonlinear Relationships,Outliers,UnequalVariance, No Relationship,Correlations:Indications of Linear Relationships,Simple Linear Regression, Least Squares Estimation, Standard Error of Estimate,The Percentage of Variation Explained:R-Square,Multiple Regression,Interpretation of Regression Coefficients, Interpretation of Standard Error ofEstimate and R-Square, Modeling Possibilities, Dummy Variables, InteractionVariables, Nonlinear Transformations, Validation of the Fit. Regression Analysis: Statistical Inference:Introduction,The Statistical Model,Inferences About the Regression Coefficients, Sampling Distribution of theRegression Coefficients, Hypothesis Tests for the Regression Coefficients and p-Values, A Test for the Overall Fit: The ANOVAT able,Multicollinearity,Include/Exclude Decisions, Stepwise Regression,Outliers,Violations of Regression Assumptions,Nonconstant Error Variance,Nonnormality of Residuals,Autocorrelated Residuals,Prediction.	Chalk and Talk	20		
Links to	some useful	online lectures:				
<ul> <li><u>https://www.youtube.com/watch?v=THODdNXOjRw</u></li> <li><u>https://www.youtube.com/watch?v=R0GjjPvswlQ&amp;t=20s</u></li> <li><u>https://www.youtube.com/playlist?list=PLm5jvBcjgJBUmtV_GSwbrsH4MwbACAkDH</u></li> <li><u>https://www.youtube.com/watch?v=GiWqKE-yznE</u></li> </ul>						
		Text Books				

Reference Books						
	making, 5/e Cenage Learning (TB)					
1.	S C Albright and W L Winston, Business analytics: data analysis and decision					

# Syllabus for Internal Assessment Tests (IAT)\*

IAT #	Syllabus
IAT-1	1-25 Lectures
IAT-2	26-50 Lectures
IAT-3	51-60 Lectures

\* See calendar of events for the schedules of IATs.

Course Outcomes
By the end of this course, students will be able to
1. Explain the importance of data and data analysis.
2. Interpret the probabilistic models for data
12. Define hypothesis, uncertainty principle

	COGNITIVE LEVELS				
Cognitive level	REVISED BLOOMS TAXONOMY KEYWORDS				
L1	List, define, tell, describe, identify, show, label, collect, examine, tabulate, quote, name, who, when, where, etc.				
L2	summarize, describe, interpret, contrast, predict, associate, distinguish, estimate, differentiate, discuss, extend				
L3	Apply, demonstrate, calculate, complete, illustrate, show, solve, examine, modify, relate, change, classify, experiment, discover.				
L4	Analyze, separate, order, explain, connect, classify, arrange, divide, compare, select, explain, infer.				
L5	Assess, decide, rank, grade, test, measure, recommend, convince, select, judge, explain, discriminate, support, conclude, compare, summarize.				

	PROGRAM OUTCOMES (PO), PROGRAM SPECIFIC OUTCOMES (PSO)
PO1	<b>Engineering knowledge:</b> Apply the knowledge of mathematics, science, engineering fundamentals, and an engineering specialization to the solution of complex engineering problems.
PO2	<b>Problem analysis:</b> Identify, formulate, review research literature, and analyze complexengineering problems reaching substantiated conclusions using first principles of mathematics, natural sciences, and engineering sciences.
PO3	<b>Design/development of solutions:</b> Design solutions for complex engineering problems and design system components or processes that meet the specified needs with appropriate consideration for the public health and safety, and the cultural, societal, and environmental considerations.
PO4	<b>Conduct investigations of complex problems:</b> Use research-based knowledge and research methods including design of experiments, analysis and interpretation of data, and synthesis of the information to provide valid conclusions.
PO5	<b>Modern tool usage:</b> Create, select, and apply appropriate techniques, resources, and modern engineering and IT tools including prediction and modelling to complex engineering activities with an understanding of the limitations.
PO6	<b>The engineer and society:</b> Apply reasoning informed by the contextual knowledge to assess societal, health, safety, legal and cultural issues and the consequent responsibilities relevant to the professional engineering practice.
PO7	<b>Environment and sustainability:</b> Understand the impact of the professional engineering solutions in societal and environmental contexts, and demonstrate the knowledge of, and need for sustainable development.
PO8	<b>Ethics:</b> Apply ethical principles and commit to professional ethics and responsibilities and norms of the engineering practice.
PO9	<b>Individual and team work:</b> Function effectively as an individual, and as a member or leader in diverse teams, and in multidisciplinary settings.
PO10	<b>Communication:</b> Communicate effectively on complex engineering activities with the engineering community and with society at large, such as, being able to comprehend and write effective reports and design documentation, make effective presentations, and give and receive clear instructions.

PO11	<b>Project management and finance:</b> Demonstrate knowledge and understanding of the engineering and management principles and apply these to one's own work, as a member and leader in a team, to manage projects and in multidisciplinary environments.
PO12	<b>Life-long learning:</b> Recognize the need for, and have the preparation and ability to engage in independent and life-long learning in the broadest context of technological change.
PSO1	Design, implement and maintain business applications in a variety of languages using libraries and frameworks.
PSO2	Develop and simulate wired and wireless network protocols for various network applications using modern tools.
PSO3	Apply the knowledge of software and design of hardware to develop embedded systems for real world applications.
PSO4	Apply knowledge of web programming and design to develop web based applications using database and other technologies

	CORRELATION LEVELS						
0	No Correlation						
1	Slight/Low						
2	2 Moderate/ Medium						
3	Substantial/ High						

Course Outcomes		Modules covered	PUI	P02	PU3	P04	cUA	P06	P0/	PUS	PUY	PUIU	FUII	PUIZ	PSUI	<b>FSU2</b>	cuer	F304
CO1	Explain the importance of data and data analysis.	1,4,5	2	2	3	2	1	3	2	2	2	-	-	-	3	-	1	-
CO2	Interpret the probabilistic models for data	1,2,3	2	1	3	1	1	2	2	2	2	-	-	-	2	-	1	-
CO3	Define hypothesis, uncertainty principle	4,5	2	2	2	2	2	2	2	2	2	-	-	-	3	-	1	-
CO4	Evaluate regression analysis	5	2	1	2	2	2	2	2	2	2	-	-	-	2	-	1	-

Note:- From time to time, assignments will be posted on https://sites.google.com/a/cmrit.ac.in/hanumantha-ravi/

CMR Institute of Technol	ogy, Bangalore		String 25 YEARS
Department(s): Computer			
Semester: 06	Section(s): C		ACCREDITED WITH A+ GRADE BY NAAC
OPERATION RESEARC	Н	15CS653	Lectures/week: 04
Course Instructor(s): Dr H	Ianumantha Ravi P V N		-
Course duration: 05 Feb (	2018 – 25 May 2018		

#### **Course Objectives**

- > Formulate optimization problem as a linear programming problem.
- > Solve optimization problems using simplex method.
- ▶ Formulate and solve transportation and assignment problems.
- > Apply game theory for decision making problems..

#### Prerequisites

Solving system of linear equations

		LESSON PLAN						
			Portions	Portions coverage				
Lectur e #	Book & Sections	Topics	Teaching Aids	% of Syllabus Covered				
1-10	TB: - 1.1- 1.21; 2.1-	<b>MODULE 1:</b> Introduction, Linear Programming:Introduction: The origin, nature andimpact of OR; Defining the problem and gathering data; Formulating amathematical model; Deriving solutions from the model; Testing the model;Preparing to apply the	Chalk and Talk Video	20				
1-10	2.8	<ul> <li>model;Implementation .</li> <li>Introduction to Linear Programming Problem</li> <li>(LPP):Prototype example,Assumptions of LPP, Formulation</li> <li>of LPP and Graphical method variousexamples.</li> </ul>	Lectures for some topics	20				
Links to some useful online lectures:								
https://w	/ww.youtube	.com/watch?v=FdKgeeb4q3whttps://www.youtube.com/watc .com/watch?v=xY6AInGZ1bwhttps://www.youtube.com/watc .com/watch?v=cvRWORxDAY8						
<u>, , , , , , , , , , , , , , , , , , , </u>	TB	<b>MODULE 2:</b> Simplex Method–1:The essence of the simplex method; Setting up the simplexmethod; Types	Chalk and Talk					
11-20	2.9 – 2.18	of variables, Algebra of the simplex method; the simplex methodin tabular form; Tie breaking in the simplex method, Big M method, Two phasemethod.	Video Lectures for some topics	20				
Links to	some useful	online lectures:						
		.com/watch?v=reswxUMC0iMhttps://www.youtube.com/wat						
		.com/watch?v=kh2qKN1jEAAhttps://www.youtube.com/watc .com/watch?v=kvlp2CfFDUQhttps://www.youtube.com/watcl						
21-32	TB 6.1 - 6.6	MODULE 3:-Simplex Method–2: Duality Theory - The essence of duality theory, Primaldual relationship,conversionof primal to dual problem and vice versa. The dualsimplex method.	Chalk and Talk	20				

Links to	some useful	online lectures:				
Links to	some userui	omme rectures.				
https://w	ww.youtube	.com/watch?v=0TRxEvMRE7shttps://www.youtube.com/wat	ch?v=ly26wUs	E1Kc		
https://w	ww.youtube	.com/watch?v=qS5DCpfivQYhttps://www.youtube.com/watc	<u>h?v=o1pznRt</u>	<u>-y0</u>		
https://w	ww.youtube	.com/watch?v=FfXFWYf8wsshttps://www.youtube.com/watc	<u>h?v=qkRKEFX</u>	MrPs		
https://w	ww.youtube	.com/watch?v=ImIaGnC_Xrohttps://www.youtube.com/watc	h?v=Ndt2gp6	<u>CO6s</u>		
		MODULE 4:-Transportation and Assignment Problems: The	Chalk and			
		transportation problem, InitialBasic Feasible Solution (IBFS) by	Talk			
	ТВ	North West Corner Rule method, MatrixMinima Method, Vogel'sApproximation Method. Optimal solution by Modified	Video	20		
33-44	3.1-3.8	Distribution Method (MODI). The Assignment problem; A	Lectures	20		
	4.1 -4.6	Hungarian algorithmfor the assignment problem. Minimization	for some			
		and Maximization varieties intransportation and assignment	topics			
		problems.	topics			
Links to	some useful	online lectures:	<u> </u>			
https://w	ww.youtube	.com/watch?v=ItOuvM2KmD4https://www.youtube.com/wa	tch?v=-w2z3N	<u>1VTcQA</u>		
https://w	ww.youtube	.com/watch?v=rrfFTdO2Z7Ihttps://www.youtube.com/watch	?v=-0DEQmp	7 <u>B9o</u>		
https://w	ww.youtube	.com/watch?v=aPVtIhnwHPEhttps://www.youtube.com/watc	<u>:h?v=qAuzFrn</u>	<u>vGMY</u>		
https://w	<u>ww.youtube</u>	.com/watch?v=sIUnWRtfvzghttps://www.youtube.com/watcl		<u>Pt4</u>		
	DD1	MODULE 5:- Game Theory: Game Theory: The	Chalk and			
	RB1 17.1 - 17.6;	formulation of two persons, zero sum games;saddle point,	Talk			
	18.1:	maxi min and min max principle, Solving simple games- a	V. I.			
45-56	RB3	prototypeexample; Games with mixed strategies; Graphical	Video	20		
	7.1-7.13;	solutionprocedure. Metaheuristics: The nature of	Lectures			
	8.1-8.6	Metaheuristics, Tabu Search, SimulatedAnnealing, Genetic	for some			
		Algorithms.	topics			
Links to	some useful	online lectures:	<u> </u>			
Links to some useful online lectures:						
https://w	<u>ww.youtube</u>	.com/watch?v=fSuqTgnCVRghttps://www.youtube.com/watc	<u>h?v=YJvbxAvx</u>	(kDc		
https://w	ww.youtube	.com/watch?v=KUskbAasVCYhttps://www.youtube.com/watc	h?v=VWQIpw	/LmhGk		
		Text Books				
1.	D.S. Hira	and P.K. Gupta, Operations Research, (Revised Edition), Publ	ished by S.			
Chand & Company Ltd, 2014 (TB)						
	Reference Books					
14.	S Kalava	thy, Operation Research, Vikas Publishing House Pvt Lin	nited, 01-Au	g-2002		
	(RB 1)					
15.	S D Sharn	na, Operation Research, KedarNath Ram Nath Publishers. (RB	2)			

16. Sreenivasa Reddy M, Operations Research, Interline Publishing. (RB 3)

Syllabus for Internal Assessment Tests (IAT) \*

IAT #	Syllabus
IAT-1	Class # 01 – 20
IAT-2	Class # 21–45

	IAT-3	Class # 46–56
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\* : See calendar of events for the schedules of IATs.

# Course Outcomes By the end of this course, students will be able to 2. Select and apply optimization techniques for various problems. 2. Model the given problem as transportation and assignment problem and solve. 17. Apply game theory for decision support system.

	COGNITIVE LEVELS					
Cognitive level	REVISED BLOOMS TAXONOMY KEYWORDS					
L1	List, define, tell, describe, identify, show, label, collect, examine, tabulate, quote, name, who, when, where, etc.					
L2	summarize, describe, interpret, contrast, predict, associate, distinguish, estimate, differentiate, discuss, extend					
L3	Apply, demonstrate, calculate, complete, illustrate, show, solve, examine, modify, relate, change, classify, experiment, discover.					
L4	L4 Analyze, separate, order, explain, connect, classify, arrange, divide, compare, select, explain, infer.					
L5	Assess, decide, rank, grade, test, measure, recommend, convince, select, judge, explain, discriminate, support, conclude, compare, summarize.					

	PROGRAM OUTCOMES (PO), PROGRAM SPECIFIC OUTCOMES (PSO)								
PO1	<b>Engineering knowledge:</b> Apply the knowledge of mathematics, science, engineering fundamentals, and an engineering specialization to the solution of complex engineering problems.								
PO2	<b>Problem analysis:</b> Identify, formulate, review research literature, and analyze complex engineering problems reaching substantiated conclusions using first principles of mathematics, natural sciences, and engineering sciences.								
PO3	<b>Design/development of solutions:</b> Design solutions for complex engineering problems and design system components or processes that meet the specified needs with appropriate consideration for the public health and safety, and the cultural, societal, and environmental considerations.								
PO4	<b>Conduct investigations of complex problems:</b> Use research-based knowledge and research methods including design of experiments, analysis and interpretation of data, and synthesis of the information to provide valid conclusions.								
PO5	<b>Modern tool usage:</b> Create, select, and apply appropriate techniques, resources, and modern engineering and IT tools including prediction and modelling to complex engineering activities with an understanding of the limitations.								
PO6	<b>The engineer and society:</b> Apply reasoning informed by the contextual knowledge to assess societal, health, safety, legal and cultural issues and the consequent responsibilities relevant to the professional engineering practice.								
PO7	<b>Environment and sustainability:</b> Understand the impact of the professional engineering solutions in societal and environmental contexts, and demonstrate the knowledge of, and need for sustainable								

	development.								
PO8	<b>Ethics:</b> Apply ethical principles and commit to professional ethics and responsibilities and norms of the engineering practice.								
PO9	<b>Individual and team work:</b> Function effectively as an individual, and as a member or leader in diverse teams, and in multidisciplinary settings.								
PO10	<b>Communication:</b> Communicate effectively on complex engineering activities with the engineering community and with society at large, such as, being able to comprehend and write effective reports and design documentation, make effective presentations, and give and receive clear instructions.								
PO11	<b>Project management and finance:</b> Demonstrate knowledge and understanding of the engineering and management principles and apply these to one's own work, as a member and leader in a team, to manage projects and in multidisciplinary environments.								
PO12	<b>Life-long learning:</b> Recognize the need for, and have the preparation and ability to engage in independent and life-long learning in the broadest context of technological change.								
PSO1	Design, implement and maintain business applications in a variety of languages using libraries and frameworks.								
PSO2	Develop and simulate wired and wireless network protocols for various network applications using modern tools.								
PSO3	Apply the knowledge of software and design of hardware to develop embedded systems for real world applications.								
PSO4	Apply knowledge of web programming and design to develop web based applications using database and other technologies								

# **CORRELATION LEVELS**

- 0 No Correlation1 Slight/Low2 Moderate/ Medium
- 3 Substantial/ High

	Course Outcomes	Modules covered	IUI	P02	PU3	F04	SUA	P06	FU/	PU8	404	PUIU	FUII	P012	PSUI	7064	roos	F304
CO1	Select and apply optimization techniques for various problems.	1,2,3,4	2	2	2	1	1	1	1	-	-	-	-	-	2	-	- 1	-
CO2	Model the given problem as transportation and assignment problem and solve.	4	2	2	2	1	1	1	1	-	-	-	-	-	2	_	1	-
CO3	Apply game theory for decision support system.	5	2	2	2	1	1	1	1	-	-	-	-	-	2	-	1	-

# Note: From time to time, assignments will be posted on

https://sites.google.com/a/cmrit.ac.in/hanumantha-ravi/