NOIDA INSTITUTE OF ENGINEERING AND TECHNOLOGY, GREATER NOIDA, GAUTAM BUDDH NAGAR
(An Autonomous Institute)

Affiliated to

DR. A.P.J. ABDUL KALAM TECHNICAL UNIVERSITY, UTTAR PRADESH LUCKNOW

Evaluation Scheme & Syllabus

For

B.Tech in Computer Science & Engineering-Regional (CSE-R)

Second Year

(Effective from the Session: 2026-27)

NOIDA INSTITUTE OF ENGINEERING & TECHNOLOGY, GREATER NOIDA
(An Autonomous Institute)
B. TECH (CSE-R)
Evaluation Scheme
SEMESTER III

Sl. No.	Subject Codes	Subject Name	Type of Subject	Periods			Evaluation Schemes				End Semester		Total	Credit
				L	T	P	CT	TA	TOTAL	PS	TE	PE		
1	CCSCCH0301	Employability Skill Development - I	Mandatory	2	0	0	60	40	100				100	2
2	CASLH0301	Technical Communication	Mandatory	2	0	0	30	20	50		50		100	2
3	CCSEH0303A	Operating Systems	Mandatory	2	0	0	30	20	50		50		100	2
4	CCSEH0301	Data Structures and Algorithm-II	Mandatory	3	0	0	30	20	50		100		150	3
5	CCSAIH0301	Artificial Intelligence	Mandatory	2	0	0	30	20	50		50		100	2
6	CCSEH0304	Computer Architecture & Parallel Processing	Mandatory	3	0	0	30	20	50		100		150	3
7	CCSEH0353A	Operating Systems Lab	Mandatory	0	0	4				50		50	100	2
8	CCSEH0351	Data Structures and Algorithm-II Lab	Mandatory	0	0	4				50		50	100	2
9	CCSAIH0351	Artificial Intelligence lab	Mandatory	0	0	2				25		25	50	1
10	CCSEH0355	Object Oriented Techniques using Java	Mandatory	0	0	6				50		100	150	3
11	CCSEH359	Internship-I	Mandatory	0	0	2				50			50	1
12	CNC0301/ CNC0302	Artificial Intelligence and Cyber Ethics / Environmental Science	Compulsory Audit	2	0	0	30	20	50				50	NA
13		MOOCs (For B.Tech. Hons. Degree)	*MOOCs											
		TOTAL		**16**	**0**	**18**	**240**	**160**	**350**	**225**	**350**	**225**	**1150**	**23**

*** List of MOOCs Based Recommended Courses for Second year B. Tech Students**

S. No.	Subject Code	Course Name	University/ Industry Partner Name	N. of Hours	Credits
1.	CMC0035	Data Structures and Algorithms using Python - Part 2	Infosys Wingspan (Infosys Springboard)	34h 41m	2.5
2.	CMC0027	Object Oriented Programming Using Python	Infosys Wingspan (Infosys Springboard)	46h 13m	3.5
3.	CMC0036	RH294 - Red Hat Enterprise Linux Automation with Ansible	RedHat	96 h	4
4.	CMC0037	Operating Systems & Shell Scripting	NASSCOM	6h	0.5

PLEASE NOTE:

A 3-4 weeks Internship shall be conducted during summer break after semester-II and will be assessed during semester-III

Compulsory Audit (CA) Courses (Non-Credit - CNC0301/CNC0302)

- ➢ All Compulsory Audit Courses (a qualifying exam) do not require any credit.
- ➢ The total and obtained marks are not added in the grand total.

Abbreviation Used:

L: Lecture, T: Tutorial, P: Practical, CT: Class Test, TA: Teacher Assessment, PS: Practical Sessional, TE: Theory End Semester Exam. CE: Core Elective, OE: Open Elective, DE: Departmental Elective, PE: Practical End Semester Exam, CA: Compulsory Audit, MOOCs: Massive Open Online Courses.

NOIDA INSTITUTE OF ENGINEERING & TECHNOLOGY, GREATER NOIDA
(An Autonomous Institute)
B. TECH (CSE-R)
Evaluation Scheme
SEMESTER IV

Sl. No.	Subject Codes	Subject Name	Types of Subject	Periods			Evaluation Schemes				End Semester		Total	Credit
				L	T	P	CT	TA	TOTAL	PS	TE	PE		
1	CASCCH0401	Employability Skill Development - II	Mandatory	2	0	0	60	40	100				100	2
2	CCSEH0402	Software Engineering and Design	Mandatory	3	0	0	30	20	50		100		150	3
3	CCSEH0401	Database Management Systems	Mandatory	2	0	0	30	20	50		50		100	2
4	CCSEH0403	Theory of Computation	Mandatory	3	0	0	30	20	50		100		150	3
5		Department Elective - I	Deprtmental Elective	3	0	0	30	20	50		100		150	3
6	CASH0401	Statistics and Probability	Mandatory	3	1	0	30	20	50		100		150	4
7	CCSEH0452	Software Engineering & Design lab	Mandatory	0	0	2				25		25	50	1
8	CCSEH0451	Database Management Systems Lab	Mandatory	0	0	4				50		50	100	2
9	CCSE0455	Web Technology	Mandatory	0	0	6				50		100	150	3
10	CCSEH0459	Mini Project	Mandatory	0	0	2				50			50	1
11	CCSCCH0452	Problem Solving Approaches	Mandatory	0	0	2				50			50	1
12	CNC0402/ CNC0401	Environmental Science / Artificial Intelligence and Cyber Ethics	Compulsory Audit	2	0	0	30	20	50				50	NA
		MOOCs (For B.Tech. Hons. Degree)	*MOOCs											
		TOTAL		**18**	**1**	**16**	**240**	**160**	**350**	**225**	**450**	**175**	**1200**	**25**

*** List of MOOCs Based Recommended Courses for Second year B. Tech Students**

S. No.	Subject Code	Course Name	University/ Industry Partner Name	N. of Hours	Credits
1.	CMC0058	Agile Scrum Certification	Infosys Wingspan (Infosys Springboard)	32h 45 m	2.5
2.	CMC0059	Database Management System – Part 1	Infosys Wingspan (Infosys Springboard)	63h 50m	4
3.	CMC0060	Twitter Bootstrap	Infosys Wingspan (Infosys Springboard)	23h	1.5
4.	CMC0057	SQL Fundamentals	NASSCOM	8h	0.5

PLEASE NOTE:
A 3-4 weeks Internship shall be conducted during summer break after semester-II and will be assessed during semester-III
Compulsory Audit (CA) Courses (Non-Credit - CNC0402/CNC0401)

- All Compulsory Audit Courses (a qualifying exam) do not require any credit.
- The total and obtained marks are not added in the grand total.

Abbreviation Used:

L: Lecture, T: Tutorial, P: Practical, CT: Class Test, TA: Teacher Assessment, PS: Practical Sessional, TE: Theory End Semester Exam.
CE: Core Elective, OE: Open Elective, DE: Departmental Elective, PE: Practical End Semester Exam, CA: Compulsory Audit,
MOOCs: Massive Open Online Courses.

NOIDA INSTITUTE OF ENGINEERING & TECHNOLOGY, GREATER NOIDA
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List of Department Elective :-

S.No.	Subject Code	Subject Name	Bucket Name	Semester
1	CCSEH0411	Python Web Development with Django	Fullstack	4
2	CCSEH0412	Soft Computing	AIML	4
3	CCSH0411	Introduction to Cloud Computing	Cloud Computing	4

NOIDA INSTITUTE OF ENGINEERING & TECHNOLOGY, GREATER NOIDA
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AICTE Guidelines in Model Curriculum:

A student will be eligible to get Under Graduate degree with Honours only, if he/she completes the additional MOOCs courses such as Infosys Springboard/NASSCOM/CISCO (as applicable) certifications, or any other online courses recommended by the Institute (Equivalent to 20 credits). During Complete B.Tech. Program Guidelines for credit calculations are as follows.

1. For 6 to 12 Hours =0.5 Credit
2. For 13 to18 =1 Credit
3. For 19 to 24 =1.5 Credit
4. For 25 to 30 =2 Credit
5. For 31 to 35 =2.5 Credit
6. For 36 to 41 =3 Credit
7. For 42 to 47 =3.5 Credit
8. For 48 and above =4 Credit

For registration to MOOCs Courses, the students shall follow Infosys Springboard/NASSCOM/CISCO (as applicable) registration details as per the assigned login and password by the Institute these courses may be cleared during the B. Tech degree program (as per the list provided). After successful completion of these MOOCs courses, the students shall provide their successful completion status/certificates to the Controller of Examination (COE) of the Institute through their coordinators/Mentors only.

The students shall be awarded Honours Degree as per following criterion.

i. If he / she secures 7.50 as above CGPA.
ii. Passed each subject of that degree program in the single attempt without any grace.
iii. Successful completion of MOOCs based 20 credits

NOIDA INSTITUTE OF ENGINEERING AND TECHNOLOGY

GREATER NOIDA-201306

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School of Computer Science and Information Technology

Course Code: CCSCCH0301	**Course Name:** Employability Skill Development - I	**L**	**T**	**P**	**C**
Course Offered in: B.Tech III Semester **Note:** Section C - offered in B.Tech. III/IV SEM		**2**	**0**	**0**	**2**

Pre-requisite: Students should have successfully completed communication skills courses in the first year.

Course Objectives:

Section A: Develop understanding of computer systems, mathematical foundations, and programming concepts while applying structured problem-solving techniques to design logical solutions effectively.

Section B: Enhance numerical ability and logical reasoning skills through speed mathematics, number systems, and analytical problem-solving techniques for competitive aptitude development.

Section C: To develop the ability to communicate effectively and empathetically in workplace situations while strengthening active listening, adaptability, and cross-cultural awareness for navigating complex professional environments.

	Course Outcome	Bloom's Knowledge Level (KL)
CO1	Apply fundamental concepts of computer systems, mathematical foundations, and programming constructs to analyze and solve basic computational problems.	**K3**
CO2	Design and develop structured solutions for problem statements by applying SDLC principles, logical thinking, and flowchart/pseudocode techniques.	**K6**
CO3	Apply number theory and logical reasoning concepts to solve quantitative and analytical problems efficiently.	**K3**
CO4	Apply spoken English skills to participate effectively in standard workplace routines, including daily stand-ups, reporting, and collaborative problem-solving.	**K3**
CO5	Evaluate and adapt communication styles to suit dynamic workplace communication situations and deliver context-sensitive, and logically structured verbal responses under time constraints.	**K6**

CO-PO Mapping (Scale 1: Low, 2: Medium, 3: High)

CO-PO Mapping	**PO1**	**PO2**	**PO3**	**PO4**	**PO5**	**PO6**	**PO7**	**PO8**	**PO9**	**PO10**	**PO11**	**PSO1**	**PSO2**	**PSO3**	**PSO4**
CO1	3	3	-	2	3	1	-	3	2	2	2	1	1	2	1
CO2	3	3	3	3	3	2	1	3	2	2	2	2	2	2	3

CO3	3	3	2	1	-	-	-	1	2	2	2	3	2	2	3
CO4	-	-	-	-	1	2	-	3	2	2	-	-	-	-	1
CO5	-	2	1	-	1	2	-	3	2	2	1	-	-	-	1

Course Contents / Syllabus

Section-A

Module 1	**Foundations of Computer Systems and Mathematical Concepts**	**8 hours**

Computer System Fundamentals: Introduction to Assembler, Compiler, Interpreter, Role of Loader and Linker in program execution.

Mathematical Foundations for Computing: Sets, Relations, and Functions: definitions and applications, Principle of Mathematical Induction and its use in proofs.

Basic Concepts of Programming Language: Memory model of C/C++ Program, Activation Record of a function, L-Value/ R-Value concept. Operators, Precedence, Order of Evaluation and Associativity. Pointers and Dynamics Memory Concept, Functions (argument passing, concept of scope), Understanding Recursion, Bitwise Operations.

Module 2	**Design and develop structured solutions for problem statements**	**8 hours**

Introduction to Software Development Life Cycle, Step-by-step solution to simple problems, Developing logic/flowchart/pseudocode. Stepwise refinement and Procedural Abstraction.

Case Study*: Understand the problem statement, identify a feasible solution, and develop the logic along with a flowchart for the proposed solution.

Section-B

Module 3:	**Speed Math and Number System**	**16 hours**

Classification of number, Divisibility Rule, Factorization, HCF & LCM, It's Application, Unit digit (Cyclicity), Last two digit, Remainder theorem, Factorial and Number of zeroes, Highest power.

Analytical and Logical Reasoning: Direction and Sense, Blood Relation, Number Series and Letter Series, Coding Decoding

Section-C

Module-4	**Workplace Interaction Essentials**	**12 hours**

- The Professional Shift: Navigating the transition from academic to professional tone. Using appropriate register when addressing peers vs. supervisors.
- Active Listening & The Feedback Loop: Moving beyond passive hearing. Practicing the SBI (Situation-Behaviour-Impact) model for peer feedback and clarifying multi-step technical instructions.
- Structured Micro-Speaking: The art of the concise update. Delivering 1-2 minute "Stand-up" reports (What I did, What I will do, Blockers) and explaining basic technical processes to laymen.
- Guided Interpersonal Simulations: Role-playing everyday scenarios: politely interrupting a meeting, seeking assistance on a delayed task, and confirming understanding of complex briefs using paraphrasing techniques.
- Digital & Hybrid Nuances: Verbal signalling in virtual meetings, managing "overtalk," and translating concise written chat messages into spoken professional updates.

Module-5	**Workplace Communication in Action**	**12 hours**

- Dynamic Problem-Based Communication: Simulating the "War Room." Explaining sudden technical failures, proposing immediate solutions, and negotiating revised deadlines with stakeholders.
- Listening Under Pressure & Global Adaptability: Interpreting fast, accented, or incomplete instructions (incorporating CEFR-level listening benchmarks). Decoding tone, urgency, and indirect cultural communication styles.
- Collaborative Conflict Resolution: Managing disagreements in team settings using "I-statements" and the "Yes, and…" technique to build consensus without escalating tension.
- The Persuasive Professional: Delivering evidence-based arguments using the PREP (Point, Reason, Example, Point) framework to justify a technical choice or resource allocation.
- Real-Time "Crisis" Simulation (Capstone): A comprehensive role-play where student groups are given a sudden project change or client issue. They must conduct an emergency meeting, delegate tasks verbally, and present a united response to the "client."

		Total: 56 Hours

**A list of problem statements will be provided by the mentor; you may choose anyone.*
Note: *Students may choose an alternative problem statement with prior approval from the mentor.*

Reference Books:

S. No.	**Book Title**	**Author**
1.	A Project-Based Introduction to Programming	Access Point Publishing
2.	Programming: Principles and Practice Using C++	Bjarne Stroustrup
3.	Effective Modern C++	Scott Meyers
4.	Quantitative Aptitude	R S Aggarwal
5.	Verbal & Non-Verbal Reasoning	R S Aggarwal
6.	*Crucial Conversations Tools*	Kerry Patterson et al.
7.	*HBR Guide to Persuasive Presentations*	Nancy Duarte

Self-Study Content Links:		**Duration (in Hrs)**
MOOCs	https://swayam-plus.swayam2.ac.in/courses/course-details?id=F_WADHW_042	**105 hours**
Video Lectures	Employability Skills Training Session - YouTube	**1 hour**
Web References	https://dde.manuu.edu.in/sites/default/files/DDE/DDE-Assignments/Diploma-Sem1-2024/Employability-Skills-1.pdf	

Mode of Evaluation

CIE				**ESE**	**Total**
Section-A (ST)	**Section-B (ST)**	**Section-C (ST)**	**Attendance 10**		
30	**30**	**30**	**10**		**100**

NOIDA INSTITUTE OF ENGINEERING AND TECHNOLOGY

GREATER NOIDA-201306

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School of Computer Science and Information Technology

Course Code: CASLH0301	**Course Name: Technical Communication**	**L**	**T**	**P**	**C**
Course Offered in: B. Tech. All branches (except CSBS)		**2**	**0**	**0**	**2**

Pre-requisite: Intermediate level (CEFR) and above

Course Objectives:

Demonstrate effective verbal and non-verbal communication skills in diverse professional settings, including meetings, presentations, and interpersonal interactions.

Develop and apply clear, concise, and audience-appropriate written communication, such as emails, letters, memos, resume', using correct grammar, tone, and format.

Adapt communication style based on cultural, organizational, and situational contexts to foster inclusive and respectful professional relationships.

Employ digital communication tools and platforms (e.g., video conferencing, business messaging apps) responsibly and effectively in remote or hybrid work environments.

Course Outcome: After completion of the course, the student will be able to		**Bloom's Knowledge Level (KL)**
CO1	Comprehend the principles and functions of technical communication.	K2
CO2	Write for specific audience and purpose to fulfil the provided brief	K3
CO3	Recognize and produce different kinds of technical documents.	K3
CO4	Apply effective speaking skills to efficiently carry out official discourses.	K3
CO5	Demonstrate their understanding of communication through digital media.	K3

CO-PO Mapping (Scale 1: Low, 2: Medium, 3: High)

CO-PO Mapping	**PO1**	**PO2**	**PO3**	**PO4**	**PO5**	**PO6**	**PO7**	**PO8**	**PO9**	**PO10**	**PO11**	**PSO1**	**PSO2**	**PSO3**	**PSO4**
CO1	1	1	1	1	1	2	1	2	3	1	1	-	-	-	-
CO2	1	1	1	1	1	1	1	2	3	1	1	1	-	1	1
CO3	1	1	1	1	1	1	1	2	3	1	1	2	1	2	2
CO4	1	1	1	1	1	1	1	2	3	1	1	1	1	2	2
CO5	1	1	1	1	1	1	1	2	3	1	1	1	1	1	2

Course Contents / Syllabus		
Module 1	**Introduction to Technical Communication**	**4 hours**
Technical Communication: Definition, Process, Types, Levels, and Flow; **Barriers to Technical Communication:** emphasis on gender neutral language and cultural sensitivity; **Significance of audience in technical communication**		
Module 2	**Technical Writing 1**	**5 hours**
Technical writing skill: characteristics, examples; **Business letters/emails**: Content organization, Tone and intent; **Agenda & Minutes of Meetings**		
Module 3	**Technical Writing 2**	**5 hours**
Job application, **Resume'**; **Report, proposal**; **Technical paper**: Abstract; **Ethical Writing:** Copy Editing, Referencing and Plagiarism		
Module 4	**Public Speaking**	**6 hours**
Components of effective speaking: Simplicity, order, balance in arranging ideas. Importance of *KOPPACT;* **Appearing for a job interview:** FAQs; **Telephonic & Online Interviews**		
Module 5	**Virtual/Remote Communication**	**4 hours**
Remote work: online platforms; **Video conferencing**; **Virtual etiquette**: email ids, usernames; **Writing Blogs & creating Vlogs**		
		Total: 24 Hours

Textbook:

SNO	**Books Title**	**Author**
1	Technical Communication – Principles and Practices, 4th Edition , Oxford Univ. Press, 2022, New Delhi.	Meenakshi Raman & Sangeeta Sharma

Reference Books:

S.NO	**Books Title**	**Author**
1	Technical Communication, 15th Edition , Pearson, 2021	John M. Lannon & Laura J. Gurak
2	Spoken English- A Manual of Speech and Phonetics (5th Edition) by , 2024, New Delhi.	R K Bansal & J B Harrison, Orient Blackswan
3	Business Correspondence and Report Writing (6 Edition), Tata McGraw Hill & Co. Ltd., 2020, New Delhi.	Prof. R C Sharma, Krishna Mohan, and Virendra Singh Nirban
4	Intercultural Communication in Virtual Exchange , Cambridge Univ. Press, 2024.	Francesca Helm

Self-Study Content Links:		**Duration (in Hrs)**
MOOCs	https://onlinecourses.nptel.ac.in/noc24_ge37/preview https://archive.nptel.ac.in/courses/109/106/109106094/	4 weeks
Video Lectures	https://www.youtube.com/watch?v=kOJlwMJxEG0&t=8s	2.5 hours

	https://www.youtube.com/watch?v=Sg7Q_dC_fWU&list=PLPuC5CMHiqmuzq_KQ4aw0V9Q7xJY6aezb https://www.youtube.com/watch?v=ymLFJDpjgCk&list=PLPuC5CMHiqmuzq_KQ4aw0V9Q7xJY6aezb&index=6	
Web References	Technical Communication And Soft Skills For Engineers	

Mode of Evaluation

CIE						**ESE**	**Total**
ST1	**ST2**	**ST3**	**TA1 5**	**TA2 5**	**Attendance 10**		
30			**20**			**50**	**100**

NOIDA INSTITUTE OF ENGINEERING AND TECHNOLOGY

GREATER NOIDA-201306

(An Autonomous Institute)

School of Computer Science and Information Technology

Course Code: CCSEH0303A	**Course Name: Operating Systems**	**L**	**T**	**P**	**C**
Course Offered in: CSE/CSE-R/IT/CS/CSE(AI)/CSE(AIML)/ IOT/DS/CYS/M.Tech.Int./ CSE-TWIN/IT-TWIN		**2**	**0**	**0**	**2**

Pre-requisite: Basic knowledge of computer fundamentals, C programming, Data structures and Computer organization**.**

Course Objectives: The objective of the course is to provide a foundational understanding of operating system concepts, including system architecture, process and thread management, concurrency, deadlock, resource management, memory and file systems, Linux shell scripting, and an introduction to virtualization and distributed systems.

Course Outcome: After completion of the course, the student will be able to		**Bloom's Knowledge Level (KL)**
CO1	Understand operating system architecture and types, and use the Linux CLI for basic Operations.	K2
CO2	Implement the CPU scheduling algorithms including uses of multithreading models.	K3
CO3	Implement concurrency control, process synchronization techniques, and deadlock handling techniques.	K3
CO4	Implement memory management strategies to optimize system performance and analyze file systems and configure virtual machines in modern operating systems.	K3
CO5	Analyze file systems and configure distributed systems and virtual machines in modern operating systems.	K4

CO - PO	**PO1**	**PO2**	**PO3**	**PO4**	**PO5**	**PO6**	**PO7**	**PO8**	**PO9**	**PO10**	**PO11**	**PSO1**	**PSO2**	**PSO3**	**PSO4**
CO1	3	2	2	1	2	-	-	-	-	1	1	2	1	2	2
CO2	3	3	3	2	2	-	-	-	-	1	1	2	2	1	2
CO3	3	3	3	2	2	-	-	-	-	1	1	2	3	3	2
CO4	3	3	3	2	2	-	-	-	-	1	2	2	2	2	2
CO5	3	3	2	3	3	2	1	-	2	2	2	3	3	3	2

Course Contents / Syllabus

Unit 1	**Fundamentals & Shell scripting**	**7 hours**

Fundamentals of Operating Systems: Overview of Operating Systems, Generations of OS, Operating system architecture, Interrupt handling, System call and kernel, Types of Operating System: Batch OS, Multi-programming OS, Multitasking OS, Multiprocessor OS, Real time OS. **Shell Scripting in Linux:** Introduction to Linux Operating System & Architecture, Basic Command Line Interface (CLI) Operations in Linux, Shell Scripting Basics: Variables, Control Structures, Functions. **Case study:** Automating system administration tasks using shell scripts in Linux.		
Unit 2	**Process & Thread Management**	**7 hours**
Process Management: Process, Transition Diagram, Process Control Block (PCB), Types of Schedulers: Long Term, Mid Term, Short Term Scheduler, **CPU Scheduling:** Pre-emptive and Non-Pre-emptive Algorithm (FCFS, SJF, SRTF, Non-Pre-emptive Priority, Pre-emptive Priority, Round Robin, Multilevel Queue Scheduling and Multilevel Feedback Queue Scheduling) **Thread:** Processes Vs Threads, Thread states, Benefits of threads, Types of threads, Multithreading Models, Concept of Hyper-Threading **Case study:** Analyse and implement CPU Scheduling in Real-Time Embedded Systems and RTOS.		
Unit 3	**Concurrency and Deadlock Management**	**8 hours**
Concurrency: Introduction of Concurrency, Types of Process, Race Condition, Critical Section, Inter Process Communication, Producer consumer problem. **Process Synchronization**: Lock variable, Peterson's Solution, Strict alternation, Lamport Bakery Solution, Test and set lock, Semaphore- counting, binary and monitor, **Classical Problem of Synchronization:** Bound Buffer, Dinning Philosopher, Reader writer, Sleeping barber. **Deadlock:** Deadlock, Deadlock characterization, Deadlock Prevention, Deadlock Avoidance: Bankers Algorithms, Deadlock Detection, Recovery from Deadlock. **Case study:** Deadlock avoidance in database transaction management systems like Oracle or MySQL.		
Unit 4	**Memory Management**	**8 hours**
Memory Management: Memory Management function, Loading and linking Address Binding, Memory management techniques, Contiguous technique- Fixed Partitions, variable partitions, Memory Allocation: Allocation Strategies (First Fit, Best Fit, and Worst Fit), Non-contiguous, Paging, Segmentation, Segmented paging, **Virtual Memory:** Virtual Memory Concepts, Demand Paging, Performance of Demand Paging, Page Replacement Algorithms: FIFO, LRU, Optimal and LFU, Belady's Anomaly, Thrashing **File and Disk Management:** File Access Mechanism, File Allocation Method, Disk Scheduling Algorithms **Modern Operating System:** Virtual machines – hypervisor, Introduction to GPU. Introduction of CUDA Programming. **Case study:** Virtual memory management in modern OS like Windows 10 and how paging impacts performance.		
Total Lecture Hours		**30 hours**
Textbook:		

S.No	Book Title	Author
1.	” Operating System Concepts Essentials” , Willey Publication,10th Edition,2018.	Abraham Silberschatz, Peter Baer Galvin and Greg Gagne
2.	“A practical guide to Linux: Commands, Editors and Shell Programming”, CreateSpace Independent Publishing Platform, 4th Edition,2017.	Marks G. Sobell
3.	“LINUX for beginners”, 1stEdtion,2014.	Jason Cannon

Reference Books:

S.No	Book Title	Author
1.	“Operating Systems: Internals and Design Principles”, Pearson Education , 9th Edition, 2019.	William Stallings
2.	“Operating System: A Design-oriented Approach” , McGraw Hill Education,2017.	Charles Patrick Crowley
3.	“Learning Linux Shell Scripting”, Packt Publishing ,2nd Edition 2018.	Ganesh Naik

Self-Study Contents Links:		Duration (in hours)
MOOCs	https://infyspringboard.onwingspan.com/web/en/app/toc/lex_auth_0138432580479877123444 3_shared/overview	**29 hours**
Video Lectures	https://www.youtube.com/watch?v=dTl9QkH4j8o&list=PL6CdojO56mZ3SeRfpzMBMObSnTziA0gfE https://www.youtube.com/watch?v=Q35sMYHaIvQ https://www.youtube.com/watch?v=rnGVincwk30 https://www.youtube.com/watch?v=akU1Ji8Vzdk&list=PLbMVogVj5nJRa3VKt_eyZdJ_DitCz1cvQ https://www.youtube.com/watch?v=pPAKs7tT8sw https://www.youtube.com/watch?v=hBPYP0ZEvS8 https://www.youtube.com/watch?v=UeVQxzlgd10 https://www.youtube.com/watch?v=9cuwgiHQyoI https://www.youtube.com/watch?v=-NONm-Jq34Y&t=25s https://www.youtube.com/watch?v=5uyGn147rr0 https://www.youtube.com/watch?v=utYC2tKDdoQ https://www.youtube.com/watch?v=Cuo8GTklgoE https://www.youtube.com/watch?v=YHQxp-XduS0 https://www.youtube.com/watch?v=yB8sm-pwvZo https://www.youtube.com/watch?v=Y14b7_T3AEw https://www.youtube.com/watch?v=bK-VhQA512c https://www.youtube.com/watch?v=o2_iCzS9-ZQ https://www.youtube.com/watch?v=SnKgEuUfV4k https://www.youtube.com/watch?v=86FAWCzIe_4	**30 hours**
Web References	https://www.geeksforgeeks.org/operating-systems/operating-systems/ https://studyhubzone.com/operating-systems-notes/	**4 hours**

Mode of Evaluation

CIE							ESE	Total
ST1	**ST2**	**ST3**	**TA1** **10**	**TA2** 10	**TA3** **10**	**Attendance** **10**		
30			**20**				50	**100**

NOIDA INSTITUTE OF ENGINEERING AND TECHNOLOGY

GREATER NOIDA-201306

(An Autonomous Institute)

School of Computer Science and Information Technology

Course Code: CCSEH0301	**Course Name: DATA STRUCTURES AND ALGORITHMS-II**	**L**	**T**	**P**	**C**
Course Offered in: CSE/CSE-R/CS/IT/CSE(AI)/CSE(AIML)/CSE(DS)/CS/CSE(IOT)/M.tech.Int/ CSE-TWIN/IT-TWIN/CYS		**3**	**0**	**0**	**3**

Pre-requisite: C, Python

Course Objectives: The objective of the course is to learn the basic concepts of algorithm analysis, along with the implementation of non-linear data structures.

Course Outcome: After completion of the course, the student will be able to

S.No	Course Outcome	Bloom's Level
CO 1	Apply tree structures to solve specific problems using various tree operations and algorithms.	K3
CO 2	Analyse the graph data structure and evaluate the efficiency of its operations for problem solving.	K4
CO 3	Evaluate dynamic programming solutions for efficient problem-solving across diverse contexts.	K4
CO 4	Apply efficient backtracking and branch –and –bound techniques across diverse problem-solving scenarios.	K3
CO 5	Understand principles of advanced data structures, including their implementation and applications.	K2

CO-PO Mapping (Scale: 1: Low, 2: Medium, 3: High)

CO-PO Mapping	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PSO1	PSO2	PSO3	PSO4
CO1	3	3	2	1	1	2	1	1	2	1	-	2	1	2	1
CO2	3	3	2	1	1	2	1	1	2	1	-	2	1	2	1
CO3	3	3	2	2	2	2	1	1	2	2	-	2	1	2	1
CO4	3	3	3	2	2	2	1	1	2	1	-	2	1	2	1
CO5	3	3	3	2	2	2	1	1	2	2	-	2	1	2	1

Course Contents / Syllabus

Unit 1	Design and Analysis of Algorithms: Tree	9 hours

Trees: Terminology used with Trees, Binary Tree, Memory representation of Tree, Traversal Algorithms: In-order, Pre-order, and post-order. Constructing Binary Tree from given Tree Traversal, Operation of Insertion, Deletion, Searching & Modification of data in Binary Search tree, Binary Heaps, Threaded Binary trees, Traversing Threaded Binary trees, AVL Tree.

Application of Trees: Priority Queue, Heap Sort

Unit 2	Design and Analysis of Algorithms: Graphs	9 hours

Graphs: Terminology used with Graph, Data Structure for Graph Representations: Adjacency matrices, Adjacency List. **Graph Traversal:** Depth First Search and Breadth First Search. Connected Component, Spanning Trees. **Algorithms on Graphs:** Minimum Cost Spanning **Trees:** Prim' s and Kruskal's algorithm , Transitive Closure and Shortest Path algorithms: Dijkstra Algorithm, Bellman Ford Algorithm, Floyd Warshall's Algorithm.		
Unit 3	**Dynamic Programming**	**9 hours**
Dynamic Programming: Dynamic Programming concepts 0/1 Knapsack, Longest Common Sub Sequence, Matrix Chain Multiplication, Resource Allocation Problem.		
Unit 4	**Backtracking, Branch and Bound**	**9 hours**
Backtracking: Backtracking, Branch, and Bound with Examples Such as Travelling Salesman Problem, Graph Colouring, n-Queen Problem, Hamiltonian Cycles, and Sum of Subsets.		
Unit 5	**Advanced- Data Structures**	**9 hours**
Red-Black Trees, B – Trees, B+ Trees, Binomial Heaps, Fibonacci Heaps		
		Total Lecture Hours: 45 hours

Textbook:

S.No.	Book Details	Author
1	"Data Structures and Algorithms in Python: An Indian Adaptation", 1st Edition, 2021	Michael T. Goodrich, Roberto Tamassia
2	"Data Structures" Schaum's Outline Series, Tata McGraw-hill Education (India) Pvt. Ltd, 2nd Edition, 2017.	Lipschutz
3	"Introduction to Algorithms", Printice Hall of India, 4th Edition, 2022	Thomas H. Coreman, Charles E. Leiserson and Ronald L. Rivest,

Reference Books:

S.No.	Book Details	Author
1	"Data Structure Using C", Oxford University Press, 2nd Edition, 2014.	Reema Thareja
2	"Data Structure Using C", Pearson Education India, 2nd Edition,2011.	AK Sharma
3	"C and Data structure", Wiley Dreamtech Publication, 1st Edition, 2004.	P. S. Deshpandey

Self-Study Content Links:		Duration (in Hrs)
MOOCs	https://infyspringboard.onwingspan.com/web/en/app/toc/lex_auth_01384203240484864010470_shared/overview	**18 hours**

	https://infyspringboard.onwingspan.com/web/en/app/toc/lex_auth_013094439914094592258 4_shared/overview	**3 hours**
Video Links	https://www.youtube.com/watch?v=zWg7U0OEAoE&list=PLBF3763AF2E1C572F https://www.youtube.com/watch?v=LQx9E2--p5c&pp=ygUMYXJyYXlzIG5wdGVs https://www.youtube.com/watch?v=K7VIKlUdo20&pp=ygUPbGluayBsaXN0IG5wdGVs https://www.youtube.com/watch?v=g1USSZVWDsY&list=PLB3CD0BBB95C1BF09&index=2&pp=iAQB https://www.youtube.com/watch?v=THMyk2_p530&pp=ygUccXVldWUgZGF0YSBzdHJ1Y3R1cmUgICBucHRlbA%3D%3D https://www.youtube.com/watch?v=_VV9v41FIq0&pp=ygUZZGl2aWRlIGFuZCBjb25xdWVyICBucHRlbA%3D%3D https://www.youtube.com/watch?v=ARvQcqJ_-NY&list=PLfFeAJ-vQopt_S5XlayyvDFL_mi2pGJE3	**40 Hours**
Web References	https://www.msajce-edu.in/academics/it/LectureNote/CD3291-LN.pdf	-

Mode of Evaluation

CIE							ESE	Total
ST1	**ST2**	**ST3**	**TA1 10**	**TA2 10**	**TA3 10**	**Attendance 10**		
30			**20**				**100**	**150**

NOIDA INSTITUTE OF ENGINEERING AND TECHNOLOGY

GREATER NOIDA-201306

(An Autonomous Institute)

School of Computer Science and Information Technology

Course Code: CCSAIH0301	**Course Name: Artificial Intelligence**	**L**	**T**	**P**	**C**
Course Offered in: CSE/IT/CSE-TWIN/IT-TWIN/AI/AIML/CSE-R/M.Tech.Int		**2**	**0**	**0**	**2**

Pre-requisite: Fundamentals of AI, Basic Python, Problem Solving Approach

Course Objectives: The objective of this course is to equip students with a foundational understanding of Artificial Intelligence. The course emphasizes intelligent agent design, search strategies, knowledge representation, planning, and expert systems, fostering analytical thinking and enabling students to model and solve real-world AI problems effectively.

Course Outcome: After completion of the course, the student will be able to		**Bloom's Knowledge Level (KL)**
CO1	Apply uninformed and informed search techniques to solve real world problems.	K3
CO2	Analyze the performance of adversarial search algorithms in solving competitive problems.	K4
CO3	Demonstrate knowledge representation techniques.	K3
CO4	Model statistical reasoning to create solutions.	K4
CO5	Analyze and evaluate search strategies, knowledge representation models, and expert system approaches for solving complex AI problems	K4

CO-PO Mapping (Scale 1: Low, 2: Medium, 3: High)

CO-PO Mapping	**PO1**	**PO2**	**PO3**	**PO4**	**PO5**	**PO6**	**PO7**	**PO8**	**PO9**	**PO10**	**PO11**	**PSO1**	**PSO2**	**PSO3**	**PSO4**
CO1	3	3	2	2	3	-	-	1	-	-	-	3	1	2	2
CO2	3	3	2	2	3	-	-	1	-	-	-	3	1	2	1
CO3	2	2	-	1	2	-	-	-	-	-	-	3	1	3	2
CO4	3	3	-	2	3	-	-	-	-	-	-	3	1	3	2
CO5	3	3	-	2	2	3	-	2	2	-	-	2	1	2	2

Course Contents / Syllabus

Module 1	**Problem Solving Methodologies**	**8 hours**

Solving Problems by Searching, Uninformed search: BFS, DFS, Iterative deepening, Bi-directional search, Informed search techniques: heuristic, Greedy Best First Search, A^* search, AO^*

search, Constraint satisfaction problems		
Module 2	**Adversarial Search**	**8 hours**
Game Playing: minimax, alpha-beta pruning		
Solving Problem: Water-Jug problem, Queens Problem, Travelling Salesperson Problem, Missionaries Cannibals problem, tiles problem.		
Module 3	**Knowledge Representation and Reasoning**	**8 hours**
Building a Knowledge Base: Propositional logic, first order logic, Semantic Net, Frame. Expert System: Expert System, Architecture of Expert System,		
Module 4	**Statistical Reasoning**	**6 hours**
Probability and Bayes Theorem, Certainty factors and Rule Based systems, Bayesian Networks, Dempster-Shafer Theory, Fuzzy Logic.		
Total Lecture Hours		**30 hours**

Textbook:

S.No	**Book Title**	**Author**
1	*Artificial Intelligence: A Modern Approach* , Pearson Education, 4th Edition, 2020	Stuart Russell & Peter Norvig
2	*Artificial Intelligence* , McGraw-Hill Education, 3rd Edition, 2009	Elaine Rich, Kevin Knight, Shivashankar B. Nair

Reference Books:

S.No	**Book Title**	**Author**
1	*Artificial Intelligence and Machine Learning* , Dreamtech Press, 1st Edition, 2020	P. S. Deshpande
2	*Introduction to Artificial Intelligence* , Springer, 2nd Revised Edition (English Translation), 2017	Wolfgang Ertel,

Self-Study Contents Links:		**Duration (in Hrs)**
MOOCs	https://infyspringboard.onwingspan.com/web/en/app/toc/lex_auth_01384279663126937623575_shared/overview https://infyspringboard.onwingspan.com/web/en/app/toc/lex_8840337130015322000_shared/overview	7 hours 6 hours
Video Link:	https://www.youtube.com/watch?v=qHhwkV00KJ8&ab_channel=URBS-LabwithRyanUrbanowicz https://www.youtube.com/watch?v=-IO4fPO0rxk&ab_channel=StanfordOnline https://www.youtube.com/watch?v=l-hh51ncgDI https://www.youtube.com/watch?v=adx04dTgJsw&ab_channel=MuhammadUmarFarooq	20 hours
Web References	https://www.cet.edu.in/noticefiles/271_AI%20Lect%20Notes.pdf	

Mode of Evaluation

CIE	**ESE**	**Total**

ST1	ST2	ST3	TA1 5	TA2 5	Attendance 10		
30			20			50	100

NOIDA INSTITUTE OF ENGINEERING AND TECHNOLOGY

GREATER NOIDA-201306

(An Autonomous Institute)

School of Computer Science and Information Technology

Course Code: CCSEH0304	**Course Name:** Computer Architecture & Parallel Processing	**L**	**T**	**P**	**C**
Course Offered in: CSE/CSE-R/IT/ CSE-TWIN/IT-TWIN /M.TECH.INT/DS/CYS		**3**	**0**	**0**	**3**

Pre-requisite: Basic knowledge of computer systems, Logic gates and their operations.

Course Objectives: This course aims to provide a comprehensive understanding of computer organization and architecture, covering processor design, memory systems, and control units. It explores advanced topics such as cache coherence, parallel architectures, and scalable shared memory systems. Students will gain insight into system performance through instruction execution, arithmetic operations, synchronization, and interconnect strategies.

Course Outcome: After completion of the course, the student will be able to		**Bloom's Knowledge Level (KL)**
CO1	Explain the basic structure and operation of a digital computer system.	K2
CO2	Analyze the design of arithmetic & logic unit and understand the fixed point and floating-point arithmetic operations.	K4
CO3	Implement control unit techniques and the concept of pipelining.	K3
CO4	Analyze parallel architectures and coherence protocols by exploring memory hierarchy, cache coherence mechanisms, and multiprocessor design techniques to ensure correctness and performance in parallel systems.	K4
CO5	Analyze scalable shared memory systems by evaluating directory coherence protocols, memory consistency models, synchronization mechanisms, and interconnect strategies to ensure system.	K4

CO-PO Mapping (Scale 1: Low, 2: Medium, 3: High)

CO-PO Mapping	**PO1**	**PO2**	**PO3**	**PO4**	**PO5**	**PO6**	**PO7**	**PO8**	**PO9**	**PO10**	**PO11**	**PSO1**	**PSO2**	**PSO3**	**PSO4**
CO1	1	1	1	-	-	-	-	-	-	-	-	1	1	2	-
CO2	2	2	2	-	-	-	-	-	-	-	-	1	2	2	-
CO3	2	2	2	-	-	-	-	-	-	-	-	1	2	2	-
CO4	2	2	2	-	-	-	-	-	-	-	-	1	2	2	-
CO5	2	2	2	-	-	-	-	-	-	-	-	1	2	2	-

Course Contents / Syllabus

Unit 1	**Introduction**	**9 hours**
Computer Organization and Architecture, Functional units of digital system and their interconnections, buses, bus architecture, types of buses and bus arbitration and its types. Register, bus and memory transfer. Processor organization, general registers organization, stack organization and addressing modes.		
Unit 2	**ALU Unit**	**9 hours**
Arithmetic and logic unit: Multiplication: Signed operand multiplication, Booth's algorithm and array multiplier. Division and logic operations. Floating point arithmetic operation, Arithmetic &logic unit design. IEEE Standard for Floating Point Numbers.		
Unit 3	**Control Unit**	**9 hours**
Control Unit: Instruction types, formats, instruction cycles and sub cycles (fetch and execute etc.), micro- operations, execution of a complete instruction. Program Control, Reduced Instruction Set Computer, Complex Instruction Set Computer, Pipelining. Hardwire and microprogrammed control, Concept of horizontal and vertical microprogramming, Flynn's classification.		
Unit 4	**Introduction to Parallel Architectures**	**9 hours**
Introduction to Parallel Architectures, Parallel Programming models and Architectures, Memory Hierarchy-Cache and Virtual memory, Overview of Cache coherence, Coherence Protocols-Snooping, Directory based protocols, VI protocol, MSI, MESI, Dragon protocol and Correctness of coherence protocols- Types of cache misses, update vs invalidate protocol, Snoop based multiprocessor design, Single and multi-level cache with atomic and bus split transaction bus		
Unit 5	**Parallel Systems**	**9 hours**
Scalable shared memory systems: Directory coherence protocols- Memory based, cache based, correctness, Case study: Origin- Architecture, protocol, correctness; Sequent NUMA Q-Architecture, protocol, correctness, Memory consistency models- Sequential, Relaxed consistency models, Synchronization-LL-SC, point to point, barrier synchronization, Interconnects-Introduction, Topologies, routing, flow control		
	Total Lecture Hours	**45 hours**

Textbook:

SNO	**Book Title**	**Author**
1	Computer System Architecture", 3rd Edition, Pearson Publication, 2007.	M. Mano
2	Computer Architecture and Organization, Tata McGraw Hill, Third Edition, 1998.	John P. Hayes
3	Computer Organization and Architecture-Designing for Performance, Pearson Education, Seventh edition, 2006.	William Stallings
4	Parallel Computer Architecture. Morgan- Kaufmann publishers.	D. E. Culler and J. P. Singh with A. Gupta
5	Computer Architecture: A Quantitative Approach. Morgan- Kaufmann publishers.	J.L. Hennessy and D. A. Patterson
6	Parallel Computer Organization and Design. Cambridge University Press.	M. Dubois, M. Annavaram, Per Stenstrom,

Reference Books:

SNO	**Book Title**	**Author**
1	Computer Organization, McGraw-Hill, Fifth Edition, Reprint 2012	Carl Hamacher, ZvonkoVranesic, SafwatZaky
2	Advanced Microprocessors and Peripherals, TM	Ray A K, Bhurchandi K M

3	"Computer Architecture & Parallel Processing" Mcgraw Hill Education	Kai Hwang

Self-Study Content Links:		**Duration (in Hrs)**
MOOCs	https://onlinecourses.nptel.ac.in/e-learning/preview/noc26_cs168 https://nptel.ac.in/courses/106104024	12 weeks 12 weeks
Video Lectures	https://www.youtube.com/watch?v=L9X7XXfHYdU&list=PLxCzCOWd7aiHMonh3G6QNKq53C6oNXGrX https://www.youtube.com/watch?v=WLgXUPOjKEc https://www.youtube.com/watch?v=BPhWlFIU1rc https://www.youtube.com/watch? v=6R7JDkpG1Wk&list=PLrjkTql3jnm8HbdMwBYIMAd3UdstWChFH https://www.youtube.com/watch?v=nxryfWg5Hm4 https://www.youtube.com/watch?v=txAyA_UozmM	2 hours
Web References	https://media.geeksforgeeks.org/courses/syllabus/db29b4a6e537cb1a4c4a9119e1ca565f.pdf	-

Mode of Evaluation

CIE						**ESE**	**Total**
ST1	**ST2**	**ST3**	**TA 1 5**	**TA 25**	**Attendance 10**		
30			**20**			**100**	**150**

NOIDA INSTITUTE OF ENGINEERING AND TECHNOLOGY

GREATER NOIDA-201306

(An Autonomous Institute)

School of Computer Science and Information Technology

LAB Course Code: CCSEH0353A	LAB Course Name: Operating Systems Lab	L	T	P	C
Course Offered in:CSE/CSE-R/IT/ CSE-TWIN/IT-TWIN/M.TECH.INT/CS/AI/AIML/ IOT/DS/CYS		**0**	**0**	**4**	**2**

Pre-requisite: Basic knowledge of computer fundamentals, C programming, Data structures and Computer organization.

Course Objectives: The course aims to provide hands-on experience with Linux and shell programming, while the lab focuses on implementing and analyzing key OS algorithms and simulating modern operating systems.

Course Outcome: After completion of the course, the student will be able to		**Bloom's Knowledge Level (KL)**
CO1	Execute basic Linux commands and shell scripts to automate file management and system administration tasks.	K3
CO2	Implement and compare various CPU scheduling algorithms, process synchronization solutions using semaphores and deadlock handling algorithms.	K4
CO3	Simulate memory allocation techniques and page replacement algorithms, disk management strategies and explore modern OS features including virtualization and distributed computing.	K5

CO-PO Mapping (Scale 1: Low, 2: Medium, 3: High)

CO-PO	PO 1	PO2	PO3	PO 4	PO5	PO6	PO 7	PO8	PO9	PO10	PO11	PSO1	PSO2	PSO3	PSO4
CO1	2	1	1	1	3	-	-	2	2	-	3	2	1	2	2
CO2	3	3	3	2	2	-	-	2	2	-	2	2	2	3	3
CO3	3	2	3	2	3	-	-	2	2	-	3	2	3	3	3

List Of Practical's (Indicative & Not Limited To)		**CO**
S.No	**Experiment**	**CO Mapping**
1	Installation of Linux Operating system.	CO1
2	**Implementation of Linux Commands** i. Display system information using uname, hostname, and date etc. ii. File operations using cat, touch, cp, mv, rm, and chmod ,umask etc. iii. Create, view, and navigate directories using mkdir, rmdir, cd, pwd, ls etc. iv. Disk Commands df,du,mount,unmount,mkfs,fsck etc.	CO1

3	**Implementation of Linux Commands (continued)** v. Use redirection and piping in commands. vi. File compression and archiving using tar, gzip, zip, unzip etc. vii. Process commands ps,kill, killall,nice, pgrep, top,htop etc. viii. Network commands ifconfig, ping, netstat, host,ip route etc. ix. Administrator Commands Adduser,Passwd, deluser, usermod, groupadd etc	CO1
4	**Shell Scripting Programming** i. Write a shell script to ask your name, program name and enrollment number and print it on the screen. ii. Write a shell script to find the sum, the average and the product of the four integers entered. iii. write shell script to find average of numbers given at command line iv. Write a shell program to exchange the values of two variables. v. Write a shell program to Print Numbers 1 to 10 using while & do while loop. vi. Write a shell program to Print Numbers 1 to 10 using for loop.	CO1
5	**Shell Scripting Programming (continued)** vii. Write a shell script to display the digits which are in odd position in a given 5-digit number**.** viii. Write a shell program to search for a given number from the list of numbers provided using binary search method. ix. Write a shell program to concatenate two strings and find the length of the resultant string. x. Write a shell script to find the smallest of three numbers. xi. Write a shell program to count number of words, characters, white spaces and special symbols in a given text.	CO1
6	Implement FCFS CPU Scheduling algorithm.	CO2
7	Implement the SJF CPU Scheduling algorithm (For both Pre-emptive and non-pre-emptive).	CO2
8	Implement PRIORITY CPU Scheduling Algorithm (For both Pre-emptive and non-pre-emptive).	CO2
9	Implement Round-Robin CPU Scheduling Algorithm.	CO2
10	Implement Multi-Level Queue CPU Scheduling algorithm.	CO2
11	Implement Multilevel Feedback Queue CPU Scheduling Algorithm.	CO2
12	Execute the RACE Condition of Process Synchronization.	CO3
13	Implement the Producer–consumer problem using semaphores.	CO3
14	Design a code and implement the Dinning Philosopher problem.	CO3
15	Implement Banker's algorithm of Deadlock Avoidance.	CO3
16	Execute an algorithm for Deadlock Detection.	CO3
17	Implement Contiguous memory variable size partition scheme.	CO3
18	Simulate the First-Fit contiguous memory allocation technique.	CO3
19	Simulate the Best-Fit contiguous memory allocation technique.	CO3
20	Simulate the Worst-Fit contiguous memory allocation technique.	CO3
21	Implement the Non-contiguous Memory Allocation by using Paging.	CO3

22	Implement Contiguous memory variable size partition scheme.	CO3
23	Write a Program to simulate the FIFO page replacement algorithm.	CO3
24	Write a Program to simulate the LRU page replacement Algorithm.	CO3
25	Write a Program to simulate the Optimal page replacement Algorithm.	CO3
26	Write a program to simulate FCFS Disk Scheduling Algorithm.	CO3
27	Write a Program to simulate the SSTF Disk Scheduling Algorithm	CO3
28	Write a program to simulate SCAN Disk Scheduling Algorithm.	CO3
29	Write a Program to simulate the C SCAN Disk Scheduling Algorithm.	CO3
30	Write a Program to simulate the LOOK Disk Scheduling Algorithm.	CO3
		Total Hours: 60 hrs

NOIDA INSTITUTE OF ENGINEERING AND TECHNOLOGY

GREATER NOIDA-201306

(An Autonomous Institute)

School of Computer Science and Information Technology

LAB Course Code: CCSEH0351	**LAB Course Name:** Data structure and algorithms lab-II	**L**	**T**	**P**	**C**
Course Offered in: CSE/CS/CSR-R/M.TECH(INT)/ CSE-TWIN/IT-TWIN /IT//CSE(AI)/CSE(AIML)/CSE(DS)/CSE(CS)/CYS		**0**	**0**	**4**	**2**

Pre-requisite: C, Python

Course Objectives:. Learn to implement linear data structures

Course Outcome: After completion of the course, the student will be able to

SNO	**Course Outcome**	**Bloom's Level**
1.	Implementation of tree data structures for basic operations like insertion, deletion, searching and traversal	K3
2	Implementation of algorithms based on graph data structures for solving real world problems.	K3
3	Implementing Dynamic Programming, Backtracking, Branch and Bound algorithms to solve complex data efficiently and effectively.	K3

CO-PO Mapping (Scale 1: Low, 2: Medium, 3: High)

CO-PO Mapping	**PO1**	**PO2**	**PO3**	**PO4**	**PO5**	**PO6**	**PO7**	**PO8**	**PO9**	**PO10**	**PO11**	**PSO1**	**PSO2**	**PSO3**	**PSO 4**	
CO1	3	3	2	1	1	2	1	1	2	1	-	2	1	2	1	
CO2	3	3	2	1	1	2	1	1	2	1	-	2	1	2	1	
CO3	3	3	2	2	2	2	1	1	2	2	-	2	1	2	1	

List Of Practical's (Indicative & Not Limited To)	**Mapped CO**
1. Write a program to implement an in-order traversal of a binary tree and print the nodes.	CO1
2. Write a program to implement a pre-order traversal of a binary tree and print the nodes.	CO1
3. Write a program to implement a post-order traversal of a binary tree and print the nodes.	CO1
4. Write a program to count the number of nodes in a binary tree.	CO1
5. Write a program to find the height of the tree.	CO1
6. Write a program to check if the binary tree is balanced or not.	CO1
7. Write a program to search a number in a Binary Search Tree (BST).	CO1
8. Write a program to insert a node in a Binary Search Tree (BST).	CO1

9. Write a program to delete a node from a Binary Search Tree (BST).	CO1
10. Write a program to implement a max-heap and perform heap sort on an array of integers.	CO1
11. Write a program to implement a priority queue using a max heap.	CO1
12. Write a program to create a graph using an adjacency matrix.	CO2
13. Write a program to create a graph using an adjacency list.	CO2
14. Write a program to perform Depth-First Search (DFS) on a graph.	CO2
15. Write a program to perform Breadth-First Search (BFS) on a graph.	CO2
16. Write a program to check if there is a path between two nodes in a graph using DFS.	CO2
17. Write a program to find all the vertices reachable from a given vertex in a graph.	CO2
18. Write a program to detect a cycle in an undirected graph using DFS.	CO2
19. Write a program to detect a cycle in a directed graph using DFS.	CO2
20. Write a program to find the degree of each vertex in an undirected graph.	CO2
21. Write a program to count the number of connected components in an undirected graph.	CO2
22. Write a program to implement Dijkstra's Algorithm.	CO3
23. Write a program to implement Prim's Algorithm.	CO3
24. Write a program to implement Kruskal's Algorithm.	CO3
25. Write a program to implement Floyd–Warshall's all-pairs shortest path algorithm.	CO3
26. Write a program to implement Bellman–Ford Algorithm.	CO3
27. Write a program to implement Longest Common Subsequence (LCS) using Dynamic Programming..	CO3
28. Write a program to implement 0/1 Knapsack using Dynamic Programming.	CO3
29. Write a program for Matrix Chain Multiplication using Dynamic Programming.	CO3
30. Write a program to implement Sum of Subsets problem using backtracking.	CO3
Total Hours:	**60 hrs**

NOIDA INSTITUTE OF ENGINEERING AND TECHNOLOGY

GREATER NOIDA-201306

(An Autonomous Institute)

School of Computer Science and Information Technology

LAB Course Code: CCSAIH0351	**LAB Course Name: Artificial Intelligence Lab**	**L**	**T**	**P**	**C**
Course Offered in: CSE/CSE-R/IT/CSE-TWIN/IT-TWIN/AI/AIML/M.TECH.INT		**0**	**0**	**2**	**1**

Pre-requisite: Basic knowledge of Python programming, statistics, linear algebra, and data analysis using libraries like NumPy and Pandas

Course Objectives:

This course aims to equip students with practical skills in fundamental AI algorithms, including search techniques, adversarial games, knowledge representation, and reasoning. It also develops proficiency in statistical methods such as Bayesian inference and fuzzy logic, enabling effective problem-solving and decision-making under uncertainty.

Course Outcome: After completion of the course, the student will be able to		**Bloom's Knowledge Level (KL)**
CO1	Implement BFS, DFS, A* search, and backtracking techniques to solve graph and constraint satisfaction problems	K3
CO2	Develop adversarial search algorithms like Minimax and Alpha-Beta Pruning for games and heuristic problem solving.	K3
CO3	Apply knowledge representation and uncertainty handling methods to support decision-making in AI systems	K3

CO-PO Mapping (Scale 1: Low, 2: Medium, 3: High)

CO-PO Mapping	**PO1**	**PO2**	**PO3**	**PO4**	**PO5**	**PO6**	**PO7**	**PO8**	**PO9**	**PO10**	**PO11**	**PSO1**	**PSO2**	**PSO3**	**PSO4**
CO1	3	3	2	2	3	-	-	1	-	-	-	3	1	2	2
CO2	3	3	2	2	3	-	-	1	-	-	-	3	1	2	1
CO3	2	2	-	1	2	-	-	-	-	-	-	3	1	3	2

List Of Practical's (Indicative & Not Limited To)

SNO	**List of Prcticals**	**COS**
	Problem Solving Methodologies	

1.	Implement Breadth First Search (BFS) for a given graph using Python	**CO1**
2.	Implement Depth First Search (DFS) for a graph represented using an adjacency list.	**CO1**
3.	Write a program to implement A Search algorithm using a given heuristic function.	**CO1**
4.	Solve the Map Coloring Problem using Backtracking for 4 colors (Constraint Satisfaction Problem)	**CO1**
	Adversarial Search	
5.	Implement the Minimax algorithm for a two-player game like Tic-Tac-Toe.	**CO2**
6.	Implement Alpha-Beta Pruning to optimize the Minimax algorithm in a game tree	**CO2**
7.	Develop a program to solve the 8-puzzle (tiles problem) using the A search algorithm	**CO2**
8.	Implement Iterative Deepening Search to solve the Water Jug Problem.	**CO2**
	Knowledge Representation and Reasoning	
9.	Implement a Propositional Logic Evaluator that takes logical expressions and returns their truth values.	**CO3**
10.	Develop a First Order Logic (FOL) knowledge base and implement unification and inference using Python	**CO3**
11.	Create a Semantic Network representation of a small domain (e.g., animal hierarchy) and allow querying relationships.Simulate a simple Rule-Based Expert System (e.g., medical diagnosis or career advisor) with forward chaining.	**CO3**
	Statistical Reasoning	
12.	Implement a program to calculate conditional probabilities using Bayes' Theorem.	**CO3**
13.	Create a basic Bayesian Network for a small problem (e.g., disease diagnosis) and perform probabilistic inference	**CO3**
14.	Implement a Fuzzy Logic controller for a temperature control system with fuzzy sets and rules.Implement Dempster-Shafer Theory to combine evidence from multiple sources and calculate belief and plausibility	**CO3**
		Total Hours: 30 hrs.

NOIDA INSTITUTE OF ENGINEERING AND TECHNOLOGY

GREATER NOIDA-201306

(An Autonomous Institute)

School of Computer Science and Information Technology

Course Code:CCSEH0355	**Course Name: Object Oriented Techniques using Java**	**L**	**T**	**P**	**C**
Course Offered in: CSE/CS/IT/CSE(AI)/CSE(AIML)/CSE(IOT)/CSE(AI)/CSE(DS)/CSE-R/M.Tech int/ CSE-TWIN/IT-TWIN/CYS		**0**	**0**	**6**	**3**

Pre-requisite: Basic Programming Knowledge,Knowledge of any programming language (e.g., C, C++, Python)

Course Objectives:

The objective of this course is to understand the object-oriented methodology, and its techniques to design stand alone and GUI applications using hands-on engaging activities.

Course Outcome: After completion of the course, the student will be able to		Bloom's Knowledge Level (KL)
CO1	Understand the concepts of object-oriented programming and relationships among them needed in modeling.	K2
CO2	Demonstrate the Java programs using OOP principles and also implement the concepts of lambda expressions	K3
CO3	Analyze packages with different protection level resolving namespace collision and implement the error handling concepts for uninterrupted execution of Java program.	K4
CO4	Analyze Concurrency control, I/O Streams and Java Socket Programming Concepts.	K4
CO5	Design and develop the GUI based application, Generics and Collections in Java programming language to solve the real-world problem	K6

CO-PO Mapping (Scale 1: Low, 2: Medium, 3: High)

CO-PO Mapping	**PO1**	**PO2**	**PO3**	**PO4**	**PO5**	**PO6**	**PO7**	**PO8**	**PO9**	**PO10**	**PO11**	**PSO1**	**PSO2**	**PSO3**	**PSO4**	**PSO4**
CO1	3	3	3	3	2	2	1	-	1	-	2	3	3	2	2	2
CO2	3	3	3	3	2	2	1	-	1	1	2	3	2	2	2	2
CO3	3	3	3	3	3	2	2	-	2	1	2	3	3	1	2	2
CO4	3	3	3	3	3	2	2	1	2	1	2	3	2	2	1	1
CO5	3	3	3	3	3	2	2	1	2	1	2	3	3	2	2	2

Course Contents / Syllabus

Unit 1	**Basics of Java Programming**	**16 hours**

Object Oriented Programming: Introduction and Pillars of OOP with real life example, jvm architecture and its components

Modelling Concepts: Introduction, Class Diagram and Object Diagram, UML concepts: Association, Composition, aggregation, realization, and Generalization.

Control Statements: Decision Making, Looping and Branching, Argument Passing Mechanism: Command Line Argument, Console Input. **Class and Object:** Object Reference, Constructor, Abstraction: Abstract Class, Interface and its uses, Defining Methods, Use of "this" and "super" keyword, Garbage Collection and finalize () Method etc.		
Unit 2	**OOPs features, arrays and lambda expressions**	**16 hours**
Inheritance: Introduction and Types of Inheritance in Java, Access Modifiers, Constructors and super constructor in Inheritance. **Polymorphism:** Introduction and Types, Overloading and Overriding. **Lambda expression:** Introduction and Working with Lambda Variables. **Arrays:** Introduction and its Types. Jagged Array with example		
Unit 3	**Packages, Exception Handling and String Handling**	**16 hours**
Packages: Introduction and Types, Access Protection in Packages, Import and Execution of Packages. E**xception Handling, Assertions and Localizations:** Introduction and Types, Exceptions vs. Errors, Handling of Exception. Finally, Throws and Throw keyword, Multiple Catch Block, Nested Try and Finally Block, Customized Exceptions, Tokenizer. Assertions and Localizations Concepts and its working. **String Handling:** Introduction and Types, Operations, Immutable String, Method of String class, String Buffer and String Builder class.		
Unit 4	**Concurrency in Java and I/O Stream**	**16 hours**
Threads: Introduction and Types, Creating Threads, Thread Life-Cycle, Thread Priorities, Daemon Thread,Runnable Class, Synchronizing Threads etc. **I/O Stream:** Introduction and Types, Common I/O Stream Operations, Interaction with I/O Streams Classes. character and byte oriented stream classes with example **Java Socket Programming**: Introduction and types(TCP, UDP), java socket program with server-side and client-side by using connection.		
Unit 5	**GUI Programming, Generics and Collections**	**16 hours**
GUI Programming: Introduction and Types, Swing, AWT, Components and Containers, Layout Managersand User-Defined Layout and Event Handling. **Generics:** Introduction to Generic Classes, types of generic defined in brief, bounded type parameter(Upper and Lower bound), Initializing a Generic Object, Classes, Methods and Interfaces Use enumerated type. **Collections:** Introduction, main interfaces of collections(Collection, List Set, Map, Queue), classes of collections(ArrayList,Linked list, HashSet, HashMap and TreeSet) and methods(List, Set Map) Collection using Iterators		
	Total Lecture Hours	**80 hours**
Textbook:		
S.NO	**Book Title**	**Author**
1.	" Java: A Beginner's Guide", McGraw-Hill Education 2nd edition	Herbert Schildt
2.	"Programming with Java A Primer", TMH, 4th edition.	E Balagurusamy,
Reference Books:		

S.NO	Book Title	Author
1.	"Core Java Volume I – Fundamentals", Prentice Hall	Cay S. Horstmann
2.	" Effective Java", Addison Wesley	Joshua Bloch
3.	Java - The Complete Reference", McGraw Hill Education 12th edition	Herbert Schildt
Self-Study Content Links:		**Duration (in Hrs)**
MOOCs	https://infyspringboard.onwingspan.com/web/en/app/toc/lex_auth_01254097227492556810 63_shared/overview	46h 13m
Video Lectures	https://www.youtube.com/watch?v=iw1Xf_33YM0&list=PLQEaRBV9gAFujcBWJhBT2XXsuMlIfETBy	30 h
Web References	1. https://www.geeksforgeeks.org/dsa/introduction-of-object-oriented-programming/ 2. https://en.wikipedia.org/wiki/Object-oriented_programming	20 m 58 m

Mode of Evaluation

CIE							ESE	Total
ST1	ST2	ST3	TA1 10	TA2 10	TA3 10	Attendance 10		
30			20				100	150

S.N.	List Of Practical's (Indicative & Not Limited To)	CO
1	Understanding Text Editors to Write Programs Compile and run first java file Byte Code and class file	CO1
2	Sketch a class and object diagram describing the sales order system of restaurant	CO1
3	Sketch a class diagram describing the circle and rectangle class	CO1
4	Sketch a class diagram for a college platform including, classroom, playground, chair, table, smart board, teaching staff etc.	CO1
5	Sketch a class diagram containing class called Employee, which models an employee with an ID, name and salary. Add method raiseSalary(percent) that increases the salary by the given percentage.	CO1
6	Program to display default value of all Primitive data types	CO1
7	Implement the code using main() method to calculate and print the Total and Average marks scored by a student from the input given through the command line arguments. Assume that four command line arguments name, marks1, marks2, marks3 will be passed to the main() method in the below class with name TotalAndAvgMarks.	CO1

8	Write code which uses if-then-else statement to check if a given account balance is greater or lesser than the minimum balance. Write a class BalanceCheck with public method checkBalance that takes one parameter balance of type double. Use if-then-else statement and print Balance is low if balance is less than 1000. Otherwise, print Sufficient balance.	CO1
9	A class NumberPalindrome with a public method isNumberPalindrome that takes one parameter number of type int. Write a code to check whether the given number is palindrome or not. For example Cmd Args : 333 333 is a palindrome	CO1
10	Write a class FibonacciSeries with a main method. The method receives one command line argument. Write a program to display fibonacci series i.e. 0 1 1 2 3 5 8 13 21	CO1
11	Write a Java Program to find the Factorial of a given number.	CO1
12	Java Program to create a class, methods and invoke them inside main method.	CO1
13	Write a Java program to illustrate the abstract class concept. Create an abstract class Shape, which contains an empty method numberOfSides(). Define three classes named Trapezoid, Triangle and Hexagon extends the class Shape, such that each one of the classes contains only the method numberOfSides(), that contains the number of sides in the given geometrical figure. Write a class AbstractExample with the main() method, declare an object to the class Shape, create instances of each class and call numberOfSides() methods of each class.	CO1
14	Java program to illustrate the static field in the class.	CO1
15	Java Program to illustrate static class.	CO1
16	Write a java program to access the class members using super keyword	CO1
17	Java program to access the class members using this keyword	CO1
18	Implement an interface named MountainParts that has a constant named TERRAIN that will store the String value “off_road”. The interface will define two methods that accept a String argument name newValue and two that will return the current value of an instance field. The methods are to be named: getSuspension, setSuspension, getType , setType.	CO1
19	Java program to demonstrate nested interface inside a interface.	CO1
20	Java program to demonstrate nested interface inside a class.	CO1
21	Java program to explicit implementation of garbage collection by using finalize() method	CO1
22	Java program to implement Single Inheritance	CO1
23	Java program to implement multi- level Inheritance	CO1
24	Java program to implement constructor and constructor overloading.	CO1
25	Java program implement method overloading.	CO1
26	Java program to implement method overriding.	CO1
27	.Java program to implement lambda expression without parameter.	CO1
28	Java program to implement lambda expression with single parameter.	CO1
29	Java program to implement lambda expression with multi parameter.	CO1
30	Java program to implement lambda expression that iterate list of objects	CO2
31	.Java program to define lambda expressions as method parameters	CO2
32	Write a class CountOfTwoNumbers with a **public** method compareCountOf that takes three parameters one is arr of type int[] and other two are arg1 and arg2 are of type int and returns true if count of arg1 is greater than arg2 in arr. The return type of compareCountOf should be boolean.	CO2

	Assummptions: • arr is never null arg1 and arg2 may be same	
33	Java program to show the multiplication of two matrices using arrays.	CO2
34	Java Program to search an element using Linear Search	CO2
35	.Java program to search an element using Binary Search	CO2
36	Java Program to sort element using Insertion Sort	CO2
37	Java Program to sort element using Selection Sort– Largest element Method	CO2
38	Java program to Sort elements using Bubble Sort	CO2
39	Java program to create user defined package.	CO3
40	Java Program to create a sub- classing of package	CO3
41	Implement the following: 1. Import package.*; 2. import package.classname; Using fully qualified name.	CO3
42	Implement and demonstrate package names collision in java	CO3
43	Java program to handle and Arithmetic Exception Divided by zero	CO3
44	.Java Program to implement User Defined Exception in Java	CO3
45	Java program to illustrate finally block	CO3
46	Java program to illustrate Multiple catch blocks	CO3
47	Java program for creation of illustrating throw in exception handling.	CO3
48	Implement the concept of Assertion in Java Programming Language	CO3
49	Implement the concept of Localization in Java Programming Language.	CO3
50	Java program to print the output by appending all the capital letters in the input string.	CO3
51	Java program that prints the duplicate characters from the string with its count.	CO3
52	Java program to check if two strings are anagrams of each other	CO3
53	Java Program to count the total number of characters in a string	CO3
54	.Java Program to count the total number of punctuation characters exists in a String	CO3
55	Java Program to count the total number of vowels and consonants in a string	CO3
56	Java Program to show .equals method and == in java	CO3
57	Given a string, return a new string made of n copies of the first 2 chars of the original string where n is the length of the string. The string may be any length. If there are fewer than 2 chars, use whatever is there. If input is "Wipped" then output should be "WiWiWiWiWi".	CO3
58	Given two strings, a and b, create a bigger string made of the first char of a, the first char of b, the second char of a, the second char of b, and so on. Any leftover chars go at the end of the result. If the inputs are "Hello" and "World", then the output is "HWeolrllod".	CO3
59	Java program to show the usage of string builder.	CO3
60	Java program to show the usage of string buffer.	CO3
61	Creating and Running a Thread	CO3
62	Implementing Runnable Interface	CO3

63	Synchronizing Threads with lock	CO3
64	Synchronizing Threads without lock	CO3
65	Java program to implement even and odd threads by using Thread class .	CO4
66	Java program to implement even and odd threads by using Runnable interface.	CO4
67	Java program to synchronize the threads by using Synchronize statements and Synchronize block.	CO4
68	.Write a program where the client sends a message to the server, and the server prints it by using TCP	CO4
69	Implement a server that can handle multiple clients simultaneously using UDP	CO4
70	Write a client-server application where the client uploads a file and the server saves it by using TCP/UDP.	CO4
71	Java program to implement that read a character stream from input file and print it into output file.	CO4
72	.Java program to implement that merge the content of two files (file1.txt, file2.txt) into file3.txt.	CO4
73	Write a Java program that reads the contents of one file and copies them toanother file.	CO4
74	Write a Java program that reads a text file and counts the number of words in it.	CO4
75	Write a Java program that reads a text file and counts the frequency of each word in it.	CO4
76	Write a Java program that reads a text file and adds line numbers to each line. The program should create a new file with the line numbers added to the beginning of each line.	CO4
77	Write a Java program that reads two binary files and compares them byte by byte to determine if they are identical. Display a message indicating whether the files are the same or different.	CO4
78	Program to create a frame with three button in AWT and swing	CO4
79	Program to display message with radio buttons in swing	CO4
80	Program to display "All The Best" in 5 different colors on screen. (Using AWT/Swing)	CO5
81	Program to implement handling in a button “OK”	CO5
82	Java Program to implement BorderLayout	CO5
83	.Java Program to implement GridLayout	CO5
84	Java Program to implement BoxLayout	CO5
85	Java Program to implement CardLayout	CO5
86	Java program to implement Generic class	CO5
87	Java program to illustrate Generic methods	CO5
88	Java program to implement wildcard in generics	CO5
89	Java program to implement of methods of HashSet	CO5
90	Java Program to implement methods available in HashMap class	CO5
91	Program to add, retrieve, and remove element from ArrayList	CO5
92	Create a method which can accept a collection of country names and add it to ArrayList with generic defined as String and return the List.	CO5
93	Create a method which can create a HashSet containing values 1-10.The Set should be declared with the generic type Integer.The method should return the Set.	CO5
94	ava program to implement autoboxing	CO5
95	Java program to implement unboxing	CO5
96	Develop a java class with a method *storeEvenNumbers(int N)* using ArrayList to store even numbers from 2 to N, where N is a integer which is	CO5

	passed as a parameter to the method *storeEvenNumbers().* The method should return the ArrayList (A1) created.	
97	Create a method that accepts the names of five countries and loads them to an array list and returns the list.	CO5
98	Create a method which can accept a collection of country names and add it to ArrayList with generic defined as String and return the List.	CO5

NIET Greater Noida	**NOIDA INSTITUTE OF ENGINEERING AND TECHNOLOGY** **GREATER NOIDA-201306** **(An Autonomous Institute)** **School of Computer Science and Information Technology**

Course Code: CASCCH0401	**Course Name:** Employability Skill Development - II	**L**	**T**	**P**	**C**
Course Offered in: IV Semester **Note:** Section C - offered in B.Tech. III/IV SEM		**2**	**0**	**0**	**2**

Pre-requisite: Students should have successfully completed communication skills courses in the first year.

Course Objectives:

Section A: Develop proficiency in C++ programming, data management, and project development by applying concepts, teamwork, and problem-solving to build practical applications.

Section B: Enhance quantitative aptitude skills through business mathematics concepts, enabling accurate problem-solving in financial calculations, ratios, and real-world numerical applications.

Section C: To develop the ability to communicate effectively and empathetically in workplace situations while strengthening active listening, adaptability, and cross-cultural awareness for navigating complex professional environments.

	Course Outcome	Bloom's Knowledge Level (KL)
CO1	Apply C++ programming concepts, file handling, and STL techniques to develop efficient programs for data storage and manipulation.	**K3**
CO2	Design and implement a C++ -based project by applying planning, teamwork, and problem-solving skills.	**K6**
CO3	Solve real-life business math problems involving percentages, profit and loss, discounts, interest, averages, mixtures, and ratios using appropriate mathematical methods.	**K3**
CO4	Apply spoken English skills to participate effectively in standard workplace routines, including daily stand-ups, reporting, and collaborative problem-solving.	**K3**
CO5	Evaluate and adapt communication styles to suit dynamic workplace communication situations and deliver context-sensitive, and logically structured verbal responses under time constraints.	**K6**

CO-PO Mapping (Scale 1: Low, 2: Medium, 3: High)

C I O-PO Mapping	**PO1**	**PO2**	**PO3**	**PO4**	**PO5**	**PO6**	**PO7**	**PO8**	**PO9**	**PO10**	**PO11**	**PSO1**	**PSO2**	**PSO3**	**PSO4**
CO1	3	3	-	2	3	1	-	3	2	2	2	-	-	-	-
CO2	3	3	3	3	3	2	1	3	2	2	2	-	-	-	-
CO3	3	3	2	1	-	-	-	1	2	2	2	-	-	-	-

CO4	-	-	-	-	1	2	-	3	2	2	-	-	-	-	-
CO5	-	2	1	-	1	2	-	3	2	2	1	-	-	-	-

Course Contents / Syllabus

Section-A

Module 1:	**Foundations of C++ Programming and Data Management Techniques**	**8 hours**

Core Fundamentals of C++, Functions & Program Structure, Arrays & Strings, File **Handling:** File streams (ifstream, ofstream, fstream), Reading/writing text files, saving user data (scores, records, logs) **STL Basics:** vector, array, map, unordered_map set Algorithms (sort, find)

Module 2	**Project/Game Development**	**8 hours**

Project Planning & Development (Teams, roles, idea pitching and implement in C++), Mini Project, Project Demonstration and Review

Section-B

Module 3	**Business Math I**	**16 hours**

Percentage, Profit and Loss, Discount, Simple Interest and Compound Interest, Average, Ratio & Proportion, Partnership, Mixture & Allegation, Clock , Calendar.

Section-C

Module-4	**Workplace Interaction Essentials**	**12 hours**

- The Professional Shift: Navigating the transition from academic to professional tone. Using appropriate register when addressing peers vs. supervisors.
- Active Listening & The Feedback Loop: Moving beyond passive hearing. Practicing the SBI (Situation-Behaviour-Impact) model for peer feedback and clarifying multi-step technical instructions.
- Structured Micro-Speaking: The art of the concise update. Delivering 1-2 minute “Stand-up” reports (What I did, What I will do, Blockers) and explaining basic technical processes to laymen.
- Guided Interpersonal Simulations: Role-playing everyday scenarios: politely interrupting a meeting, seeking assistance on a delayed task, and confirming understanding of complex briefs using paraphrasing techniques.
- Digital & Hybrid Nuances: Verbal signalling in virtual meetings, managing “overtalk,” and translating concise written chat messages into spoken professional updates.

Module-5	**Workplace Communication in Action**	**12 hours**

- Dynamic Problem-Based Communication: Simulating the “War Room.” Explaining sudden technical failures, proposing immediate solutions, and negotiating revised deadlines with stakeholders.
- Listening Under Pressure & Global Adaptability: Interpreting fast, accented, or incomplete instructions (incorporating CEFR-level listening benchmarks). Decoding tone, urgency, and indirect cultural communication styles.
- Collaborative Conflict Resolution: Managing disagreements in team settings using “I-statements” and the “Yes, and…” technique to build consensus without escalating tension.
- The Persuasive Professional: Delivering evidence-based arguments using the PREP (Point, Reason, Example, Point) framework to justify a technical choice or resource allocation.
- Real-Time “Crisis” Simulation (Capstone): A comprehensive role-play where student groups are given a sudden project change or client issue. They must conduct an emergency meeting, delegate tasks verbally, and present a united response to the “client.”

Total: 56 Hours

Reference Books:

S. No.	Book Title	Author
1.	A Project-Based Introduction to Programming	Access Point Publishing
2.	Programming: Principles and Practice Using C++	Bjarne Stroustrup
3.	Effective Modern C++	Scott Meyers
4.	Quantitative Aptitude	R S Aggarwal
5.	Verbal & Non-Verbal Reasoning	R S Aggarwal
6.	*Crucial Conversations Tools*	Kerry Patterson et al.
7.	*HBR Guide to Persuasive Presentations*	Nancy Duarte
Self Study Content Link:		Duration(in hours)
MOOCs	nptel.ac.in/courses/109104107	8 weeks
Video Lectures	Employability skills - YouTube	33 m
Web Reference	Employability Skills Self-Management Guide | PDF | Goal | Self Esteem	-

Mode of Evaluation

CIE				ESE	Total
Section-A (ST)	**Section-B (ST)**	**Section-C (ST)**	**Attendance 10**		
30	**30**	**30**	**10**		**100**

NOIDA INSTITUTE OF ENGINEERING AND TECHNOLOGY

GREATER NOIDA-201306

(An Autonomous Institute)

School of Computer Science and Information Technology

Course Code: CCSEH0402	**Course Name: Software Engineering and Design**	**L**	**T**	**P**	C
Course Offered in: CSE /CSE-R/IT/CYS/ CSE-TWIN/IT-TWIN/M.TECH.INT		3	**0**	**0**	3

Pre-requisite: Fundamental knowledge of programming concepts, data structures, object-oriented concepts

Course Objectives: To help students understand all phases of the Software Development Life Cycle (SDLC) both theoretically and practically, enabling them to systematically apply principles of analysis, design, development, testing, and maintenance to build cost-effective software solutions and become competent software engineering professionals.

Course Outcome: After completion of the course, the student will be able to		Bloom's Knowledge Level (KL)
CO1	Understand software engineering principles, software process models, and Agile methodologies for effective software project development and management.	K2
CO2	Demonstrate SRS documentation and software quality assurance practices to ensure software design and development meet applicable standards.	K3
CO3	Compare and contrast various design concepts to develop effective software design solutions.	K4
CO4	Analyze software testing techniques along with test management practices to ensure and improve software quality.	K4
CO5	Analyze software maintenance, project management, estimation techniques, software metrics, risk management, and configuration management concepts in software development.	K4

CO-PO Mapping	**PO1**	**PO2**	**PO3**	**PO4**	**PO5**	**PO6**	**PO7**	**PO8**	**PO9**	**PO10**	**PO11**	**PSO1**	**PSO2**	**PSO3**	**PSO4**
CO1	3	3	2	-	-	-	-	-	-	-	1	2	-	2	-
CO2	2	2	2	-	2	-	2	-	-	1	1	3	2	-	2
CO3	2	2	3	-	2	-	-	-	-	-	-	2	1	3	-
CO4	-	2	2	2	3	-	-	-	-	-	1	2	2	-	3
CO5	-	-	1	-	2	-	-	-	-	2	3	1	3	2	2

Course Contents / Syllabus

Module 1	**Introduction to Software Engineering and Development models**	**9 hours**

Evolving role of software, Software Characteristics, Software crisis, silver bullet, Software myths, Software Engineering Phases, Team Software Process (TSP), Emergence of software engineering, Software process, project and product, Software Process Models: Waterfall Model, Prototype Model, Spiral Model, Iterative Model, Incremental Model, Agile Methodology: Scrum Sprint, Scrum Team, Scrum Master, Product Owner, Kanban framework, detailed Case study on Agile methodology.

Module 2	**Software Requirement and Quality Assurance**	**9 hours**

Software Requirement Specifications (SRS): Functional and non – functional requirements, Requirement Engineering Process: Elicitation, Analysis, Documentation, Review and Management of User Needs, Feasibility Study, Information Modelling, Use Case Diagram, Data Flow Diagrams, Entity Relationship Diagrams, Decision Tables, SRS Document, IEEE Standards for SRS. Software Quality Assurance (SQA): Quality concepts, SQA activities, Formal approaches to SQA; Statistical software quality assurance; CMM, The ISO standard.		
Module 3	**Software Design**	**9 hours**
Design principles, the design process; Design concepts: refinement, modularity: Cohesion, Coupling, Effective modular design: Functional independence, Design Heuristics for effective modularity, Software architecture: Function Oriented Design, Object Oriented Design: OOPs concepts-Abstraction, object, classification, inheritance, encapsulation, UML Diagrams-Class Diagram, Interaction diagram, Activity Diagram, control hierarchy: Top-Down and Bottom-Up Design, structural partitioning, software procedure.		
Module 4	**Software Testing**	**9 hours**
Software Testing: Testing Objectives, 7 Principals of Testing, Levels of Testing: Unit Testing, System Testing, Integration Testing, User Acceptance Testing, Regression Testing, testing for Functionality and Testing for Performance, Top Down and Bottom-Up Testing Strategies: Test Drivers and Test Stubs, Structural (White Box Testing Testing), Functional Testing (Black Box Testing), Test Data Suit Preparation, Alpha, and Beta Testing of Products. Static Testing Strategies: Formal Technical Reviews (Peer Reviews), Walk Through, Code Inspection, Compliance with Design and Coding Standards, Test Management, Test Planning and Estimation, Test Monitoring and Control, Configuration Management, Risks and Testing, Defect Management, Tool Support for Testing, Effective Use of Tools.		
Module 5	**Project Maintenance and Management Concepts**	**9 hours**
Software Maintenance: Preventive, Corrective and Perfective Maintenance, Cost of Maintenance, Need of Maintenance. Project management concepts, Planning the software project, Estimation: Software Measurement and Metrics, Various Size Oriented Measures-LOC based, FP based, Halestead's Software Science, Cyclomatic Complexity Measures: Control Flow Graphs, Use-case based empirical estimation COCOMO- A Heuristic estimation technique, staffing level estimation, team structures, risk analysis and management. Configuration Management, Software reengineering, reverse engineering, restructuring forward engineering, Clean Room software engineering. Case Tools.		
		Total Lecture: 45 Hours

Textbook:

S.No	**Book Title**	**Author**
1	Software Engineering	KK Aggarwal and Yogesh Singh
2	Software Engineering: A Practitioner's Approach	RS Pressman
3	Fundamentals of Software Engineering	Rajib Mall

Reference Books:

S.No	**Book Title**	
1	Software Engineering	Pankaj Jalote
2	Fundamentals of Software Engineering	Ghezzi, M. Jarayeri, D. Manodrioli
3	Software Engineering	Kassem Saleh
4	Software Engineering	Ian Sommerville

Self-Study Contents Links:	Duration

Moocs	https://onlinecourses.nptel.ac.in/e-learning/preview/noc20_cs68	18(hr)
Video Lectures	https://www.youtube.com/playlist?list=PLh11ucJN276JGE-oNKj2DDcBQmRKV_SQB	13(hr)
	https://www.youtube.com/watch?v=NlLM3sVF8wY&t=20969s	6(hr)
	https://www.youtube.com/playlist?list=PLZ2ps__7DhBYt5yvXrYAjjWtf5O399Xea	17(hr)
Web References	Software Engineering Tutorial - GeeksforGeeks	

Mode of Evaluation

CIE							ESE	Total
ST1	**ST2**	**ST3**	**TA1** **10**	**TA2** 10	**TA3** **10**	**Attendance** **10**		
30			**20**				**100**	**150**

NOIDA INSTITUTE OF ENGINEERING AND TECHNOLOGY

GREATER NOIDA-201306

(An Autonomous Institute)

School of Computer Science and Information Technology

Course Code: CCSEH0401	**Course Name: Database Management Systems**	**L**	**T**	**P**	**C**
Course Offered in: CSE/CSE-R/IT/M.Tech Int./CSE (Twin)/IT (Twin)/CSE(Prof)/IT (Prof)/M&C/AI/AI (TWIN)/AIML/AIML (TWIN)/CS/CYS/DS/IOT		**2**	**0**	**0**	**2**

Pre-requisite: Basic understanding of computer fundamentals such as architecture, storage and hardware. In addition, familiarity with data structures, algorithms, and basic programming concepts will be beneficial.

Course Objectives: The objective of the course is to introduce about database management systems, with an emphasis on how to organize, maintain and retrieve - efficiently, and effectively - information in relational & non-relational databases.

Course Outcome: After completion of the course, the student will be able to		Bloom's Knowledge Level (KL)
CO1	Apply ER model for conceptual design of the database.	K3
CO2	Execute SQL and apply the normalization to improve the database design.	K3
CO3	Understand transaction and concurrency control and execute the concept of PL/SQL.	K3
CO4	Analyze and implement effective Relational and Non-Relational database for real-world problems.	K4
CO5	Analyze and implement effective Relational and Non-Relational database for real-world problems.	K4

CO \ PO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PSO1	PSO2	PSO3	PSO4
CO1	3	3	3	3	2	1	1	1	2	1	2	3	1	2	1
CO2	3	2	3	3	2	2	1	2	1	2	2	3	2	2	1
CO3	3	2	2	2	2	2	1	-	1	1	1	3	3	2	2
CO4	2	2	2	2	3	2	1	-	1	2	2	3	3	2	2
CO5	2	2	2	2	3	2	1	-	1	2	2	3	3	2	2

Course Contents / Syllabus

Module 1	**Introduction about the Database Conceptual Designing**	**7 hours**

Basic Concept: Database system concept, architecture, History of Database, Data Independence, Database system Vs File system, Data models & Types of Data Models, schema and instances. **Data Modelling using the Entity Relationship Model:** ER model concepts, Degree of relationship, Notation for ER diagram, mapping constraints, Generalization, Aggregation, Reduction of an ER diagrams to tables. Extended ER Diagram & reduction of EER. Codd Rules. **Introduction on SQL:** Types of SQL commands: -DDL, DML, DCL, TCL. Basic of Relation Algebra & Operations, Query Optimization.		
Module 2	**Basic of SQL & Normalization**	**7 hours**
Keys & Types of Keys: Super key, Candidate Key, Primary Key, Alternative Key, Foreign Key, unique. Constraints and Types of Constraints. **Use of Functions and Clause:** Aggregate Functions, Scalar Functions, Where, Group by, Having and Order by. **Use of Predicates:** SQL Operators. Like, Between, Aliases, distinct, limit. Functional Dependencies, attribute Closure, Normalization & Types of Normalization, Candidate Key, FD Preservation, Lossy and Lossless decomposition, Canonical Cover of FD's, Denormalization.		
Module 3	**Transaction and Concurrency Control**	**8 hours**
Transaction system: Life cycle of transaction, ACID Properties Schedule & Types of Schedule, Serializability, Recoverability, Deadlock Handling. **Concurrency Control Techniques:** Concurrency Control, Concurrency control Techniques: Locking Techniques, Timestamping, Validation Based Protocol, Transaction & Data Control: -Grant, Revoke, commit & Rollback.		
Module 4	**Introduction of NoSQL With MongoDB**	**8 hours**
Introduction to NoSQL: NoSQL Data Models, Overview of NoSQL Databases with their Types, Uses & Features of NoSQL Document Databases, CAP theorem, BASE Vs ACID, Comparison of relational databases to NoSQL stores, uses and deployment: MongoDB, Cassandra, HBASE, Neo4j, Redis and Riak. **Introduction to MongoDB:** Introduction and Features of MongoDB, MongoDB Operators, MongoDB Collection & Document, MongoDB Shell & their commands, CRUD operations. Introduction of Cloud Database. MongoDB Cloud product : Stitch, Atlas & Cloud Manager.		
Total Lecture Hours		**30 hours**

Textbook:	
S.No	**Book Title**
1.	Database Concepts, McGraw Hill, 7th Edition, 2020
2.	Fundamentals of Database Systems, Addision Wesley, 7th edition, 2016
Reference Books:	
S.No	**Book Title**

1.	Database Systems: A practical Approach to Design, Implementation and Management. Pearson Education,3rd Edition, 2007.
2.	NoSQL and SQL Data Modeling: Bringing Together Data, Semantics, and Software, Ted Hills, 1st Edition,2016.

Self-Study Contents Links:		Duration
MOOCs	nptel.ac.in/courses/106105175	8Weeks
Video Lectures	DBMS L1 Inauguration & Introduction DBMS L2 Introduction to Relational Model DBMS L8C Entity Relationship Model DBMS L8D Entity Relationship Model (Problem Solving and Discussion) DBMS L4A Joins, Set Operations and Aggregate Functions DBMS L4B Joins, Set Operations and Aggregate Functions DBMS L9B Relational Database Design DBMS L9C Relational Database Design DBMS L5A Nested Subqueris DBMS L15 Transactions DBMS L16A Concurrency Control DBMS L16B Concurrency Control DBMS L16C Concurrency Control L64: Non-relational database management systems | nosql & cap theorem DBMS L19 Distributed Data Stores and NoSQL Databases	30h

NOIDA INSTITUTE OF ENGINEERING AND TECHNOLOGY
GREATER NOIDA-201306
(An Autonomous Institute)
School of Computer Science and Information Technology

Course Code: CCSEH0403	Course Name: Theory of Computation	L	T	P	C
Course Offered in:CSE/IT/CSE R/CSE(Twin)/IT(Twin)/CSE(AI)/CSE(AI Twin)/CSE(AIML)/CSE(AIML TWIN)		**3**	**0**	**0**	**3**

Pre-requisite: Mathematical Foundations , Fundamentals of Computer System

Course Objectives: The primary objective of this course is to provide a foundational understanding of Automata Theory and its role in the language, processing systems, also explores their application in fields like Natural Language Processing (NLP), speech recognition,

Course Outcome: After completion of the course, the student will be able to		Bloom's Knowledge Level (KL)
CO1	Identify the fundamental concepts of automata theory, formal languages and compiler components.	K2
CO2	Understand the role of finite automata, regular expressions, and grammar rules in language processing.	K2
CO3	Demonstrate context-free grammars, pushdown automata, and syntax-directed translation to construct intermediate code for language processors.	K3
CO4	Analyze various parsing strategies, code translation methods, and intermediate representations in compiler phases.	K4
CO5	Analyze the functioning of Turing machine models and optimization techniques in code generation for performance improvement.	K4

CO-PO Mapping (Scale 1: Low, 2: Medium, 3: High)

CO-PO Mapping	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PSO1	PSO2	PSO3	PSO4
CO1	3	2	2	2	-	-	-	-	-	-	2	3	2	3	2
CO2	3	3	3	2	1	-	-	-	-	-	2	3	2	3	2
CO3	3	3	3	3	1	-	-	-	-	-	2	3	2	3	2
CO4	3	3	3	3	1	-	-	-	-	-	2	3	2	3	2
CO5	3	3	3	3	1	-	-	-	-	-	2	3	2	3	2

Course Contents / Syllabus

Module 1	**Introduction to Finite Automata and Compiler**	**9 hours**

Introduction: Role of Automata and Formal languages, Alphabet, String, Grammar, Language, Chomsky Hierarchy of languages.
Introduction to Finite State Machine: Deterministic Finite Automaton (DFA) and Non-Deterministic Finite Automaton (NFA), NFA with ∈-Transition, Equivalence of NFA and DFA,
Introduction to Compiler: Translators, Language Processing System, Phases and passes of compilation

Use Case 1 : Role of Finite Automata in NLP and Speech Recognition.		
Module 2	**Regular Expression and Tokenization**	**9 hours**
Regular Expression: Regular Expression, Regular Sets, Properties of Regular Expression, Finite Automata and Regular Expression, Arden's Theorem, Regular Grammars-Right Linear and Left Linear grammars. **Lexical Analyzer**: Role of lexical Analyzer, Specifications and Recognition of tokens, Lex,		
Module 3	**Context free grammar and Push Down Automata**	**9 hours**
Context Free Grammar (CFG): Definition and Language, Derivations, Parse Trees and Ambiguity, Simplification of CFG, **Push Down Automata:** Definition of the Pushdown Automata, Languages of PDA		
Module 4	**Parser and Intermediate Representation**	**9 hours**
Parser: Role of parser, Top down Parsing-LL (1) parser, Bottom up parsing- shift reduce parser and LR (0), SLR parser, Introduction to Syntax directed Translation, **Intermediate-Code Generation:** Three-Address Code- Quadruples, Triples, Indirect triples **Use Case-2**:Role of CFG and parsing in Voice Assistant		
Module 5	**Turing machine and Optimization**	**9 hours**
Turing Machine: Basic Concept of Turing Machine, Variants of Turing Machine, Universal Turing Machine **Code optimization and generation:** Basic Block, Flow graph, DAG, Optimization Techniques		
	Total Lecture Hours	**45 hours**

Textbook:

S.No	Book Title	Author
1	Theory of Computer Science-Automata, Languages and Computation	K.L.P. Mishra, and N. Chandrasekharan ,
2	Compilers: Principles, Techniques and Tools	Alfred V. Aho, Jeffrey D Ullman

Reference Books:

S.No	Book Title	Author
1	Introduction to languages and the theory of computation	J Martin
2	Compiler Design in C	Allen I. Holub

Self-Study Content Links:	**Duration (in Hrs)**

MOOCs	https://archive.nptel.ac.in/courses/106/106/106106049/ https://archive.nptel.ac.in/courses/106/108/106108113/ https://archive.nptel.ac.in/courses/106/108/106108113/ https://archive.nptel.ac.in/courses/106/106/106106049/ https://archive.nptel.ac.in/courses/106/106/106106049/ https://archive.nptel.ac.in/courses/106/108/106108113/									**18 HOURS**
Video Lectures	https://www.youtube.com/watch?v=539Bk9fFOyo https://www.youtube.com/watch?v=6b40kKe2SFg https://www.youtube.com/watch?v=1qOMlqE6LhU https://www.youtube.com/watch?v=1qOMlqE6LhU https://www.youtube.com/watch?v=BR6fHjKFqa0									**42 HOURS**
Web References	Last Minute Notes - Theory of Computation - GeeksforGeeks									**-**
	CIE								**ESE**	**Total**
	ST1	**ST2**	**ST3**	**TA1 10**	**TA2 10**	**TA3 10**	**Attendance 10**			
	30			**20**					**100**	**150**

Course Code: CASH0401	**Course Name:** Statistics and Probability	**L**	**T**	**P**	**C**
Course Offered in: B. Tech. Second Year: Semester-III/IV **AI/AIML/AI (TWIN)/AIML(TWIN)/CYS/DS/CS/CSE/CSE(TWIN)/CSE R/IT/ IT- Twin/ M. Tech. (Int.)/MCT**		**3**	**1**	**0**	**4**

Pre-requisite: B. Tech. First Year Syllabus

Course Objectives:

1. The objective of this course is to familiarize the students with concepts of Probability and statistical techniques.
2. It aims to equip the students with adequate Knowledge of statistics that will enable them in formulating Problems and solving problems analytically

Course Outcome: After completion of the course, the student will be able to		Bloom's Knowledge Level (KL)
CO1	Apply the concept of moments, skewness and kurtosis in relevant field.	K3
CO2	Apply the concept of correlation, regression and curve fitting with real world problems.	K3
CO3	Apply the concept of probability and random variable.	K3
CO4	Apply the concept of Mathematical Expectations and Probability Distribution in real life problems.	K3
CO5	Apply the concept of hypothesis testing and statistical quality control to create control charts.	K3

CO-PO Mapping (Scale 1: Low, 2: Medium, 3: High)

CO-PO Mapping	**PO1**	**PO2**	**PO3**	**PO4**	**PO5**	**PO6**	**PO7**	**PO8**	**PO9**	**PO10**	**PO11**	**PSO1**	**PSO2**	**PSO3**
CO1	3	2	2	3	1	1	-	1	2	2	2	3	1	1
CO2	3	2	2	3	1	1	-	1	2	2	2	3	2	2
CO3	3	2	1	2	-	-	-	-	1	2	2	2	1	1
CO4	3	2	2	3	1	1	-	1	2	2	2	3	2	2
CO5	3	2	2	3	1	1	-	1	2	2	2	3	2	2

Course Contents / Syllabus

Module 1	Statistical Techniques-I	**9 hours**

Introduction: Measures of central tendency: Mean, Median, Mode, Standard deviation, Quartile deviation, Moments, Skewness, Kurtosis.

Module 2	Statistical Techniques-II	**9 hours**

Curve Fitting: Straight line, Second-degree parabola, Exponential curve by method of least squares, Correlation and Rank correlation, Linear regression, nonlinear regression and multiple linear regression.

Module 3	Probability and Random Variable	**9 hours**
Random Variable: Definition of a Random Variable, Discrete Random Variable, Continuous Random Variable, Probability mass function, Probability Density Function, Distribution functions. Bivariate Random Variables: Joint probability mass function, joint density and distribution Function, Properties of Joint Distribution function, Marginal Probability mass function, Marginal density Functions, Conditional Distribution for Bivariate Random Variables, Statistical Independence, Central Limit Theorem (Proof not expected)		
Module 4	Expectation and Probability Distributions	**9 hours**
Expectations of single Random Variable, Mean, Variance, Moment Generating Function, Binomial, Poisson, Normal, Exponential distribution.		
Module 5	Hypothesis Testing and Control Charts	**9 hours**
Testing a Hypothesis, Null hypothesis, Alternative hypothesis, Level of significance, Confidence limits, Test of significance of means by Z-test and t-test, Chi-square test, F-test, One way ANOVA. Statistical Quality Control (SQC), Control Charts, Control Charts for variables (Mean and Range Charts), Control Charts (p, np and C charts)		
	Total Lecture Hours	**45hours**

Textbook:

1. Textbook of Engineering Mathematics- IV Bali, N.P.
2. Advanced engineering mathematics Jain, R.K.
3. Higher engineering mathematics Grewal, B.S.
4. Statistical methods Gupta, S.P.
5. Advanced engineering mathematics ZILL, DENNIS G.

Reference Books:

1. Introduction to Probability Models Ross, Sheldon M
2. Probability, Random Variables and Stochastic Processes Papoulis, Athanasios
3. Advanced engineering mathematics Kreyszig, E

Self-Study Content Links:		Duration (in Hrs)
MOOCs	https://www.futureskillsprime.in/course/probability-and-statistics/	30 hrs
Video Lectures	https://onlinecourses.nptel.ac.in/e-learning/preview/noc21_ma74 https://onlinecourses.nptel.ac.in/e-learning/preview/noc23_ma77	13 hrs

	https://onlinecourses.nptel.ac.in/e-learning/preview/noc23_mg10	
Web Reference	https://www.geeksforgeeks.org/maths/probability-and-statistics/	3 hrs
	https://www.geeksforgeeks.org/machine-learning/statistics-for-machine-learning/	2 hrs

NOIDA INSTITUTE OF ENGINEERING AND TECHNOLOGY

GREATER NOIDA-201306

(An Autonomous Institute)

School of Computer Science and Information Technology

LAB Course Code: CCSEH0452	LAB Course Name: Software Engineering and Design Lab	L	T	P	C
Course Offered in:CSE /CSE R/IT/M.TechInt		**0**	**0**	**2**	**1**

Pre-requisite: Fundamental knowledge of programming concepts, data structures, object-oriented concepts

Course Objectives:

The course develops students' skills in software development across different phases of the Software Development Life Cycle (SDLC). It emphasizes software quality assurance, software development models, UML-based design, and test case generation. Students gain practical knowledge of structural, behavioral, and architectural modeling using StarUML along with software testing techniques and test suite design.

Course Outcome: After completion of the course, the student will be able to

CO1	Apply Software Engineering principles and appropriate software development life cycle models in software projects to develop IEEE standard SRS documents.	K3
CO2	Design and represent software projects using different UML diagrams based on software design concepts.	K3
CO3	Perform software testing using various testing techniques and generate test cases to ensure software quality.	K4

CO-PO Mapping (Scale 1: Low, 2: Medium, 3: High)

CO-PO Mapping	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PSO1	PSO2	PSO3	PSO4	PSO4
CO1	3	3	2	-	2	-	2	-	-	1	2	2	-	2	1	1
CO2	2	2	3	-	2	-	-	-	-	-	-	1	2	2	-	-
CO3	2	3	2	2	3	-	-	-	-	1	2	3	2	-	3	3

List Of Practical's (Indicative & Not Limited To)

S.No	Experiment (Case Study Based Question)	CO Mapping
1	Team formation and allotment of Mini project: Problem statement, Literature survey, Requirement. Analysis. OR Case Study : (Airline/Railway Reservation System, College ERP System, Banking System, Food Delivery Application, ATM Management System, Online Ticket Booking System, Mobile Recharge Application, Vehicle Rental System etc.	CO1
2	To draw the Use Case Diagram for the selected mini project or case study identified in Experiment 1 using UML modelling techniques	CO2
3	To draw the Data Flow Diagram (DFD) at different levels for the mini project or case study identified in Experiment 1	CO2
4	To design an Entity Relationship (ER) Diagram with multiplicity for the mini project or case study identified in Experiment 1.	CO2

5	To prepare a Software Requirement Specification (SRS) document based on IEEE recommended standards for the mini project or case study identified in Experiment 1.	CO2
6	To draw the State Chart Diagram for the mini project or case study identified in Experiment 1 using UML modelling techniques.	CO3
7	To design Object and Class Diagrams for the mini project or case study identified in Experiment 1.	CO3
8	To create a Sequence Diagram for Software Design Description (SDD) of the mini project or case study identified in Experiment 1	CO3
9	To create a Collaboration Diagram for Software Design Description (SDD) of the mini project or case study identified in Experiment 1	CO3
10	To draw the Activity Diagram for the mini project or case study identified in Experiment 1	CO3
11	To create the Component Diagram for the mini project or case study identified in Experiment 1	CO3
12	To design the Deployment Diagram for the mini project or case study identified in Experiment 1	CO3
13	Create a test plan document for any application (e.g., Library Management System, identified in Experiment 1)	CO3
14	To Create Test Scenario for any application(e.g. Google pay login module)	CO3
15	To Design test cases for Gmail inbox, Google Search page.	CO3
16	To design test cases for a banking application or Login System using the Boundary Value Analysis (BVA) testing technique.	CO3
17	To Design Test Cases for Social Media Application Using Regression Testing.	CO3
18	To Design Test Cases Using Equivalence Class Partitioning for Login Authentication System.	CO3
19	To design test cases for an Online Payment Gateway using the Decision Table testing technique.	CO3
20	Create test cases for a program which determine whether an integer is prime or not by using path testing.	CO3
21	Create test cases for a program which determine whether an integer is prime or not by using Cyclomatic complexity.	CO3
22	To generate independent execution paths and test cases for a factorial program using Cyclomatic Complexity	CO3
23	Consider the code to arrange the nos. in ascending order. Generate the test cases for loop coverage and path testing. Check the adequacy of the test cases through mutation testing and compute the mutation score for each.	CO3
24	To Estimation of Test Coverage Metrics and Structural Complexity.	CO3
25	Perform Analysis and comparisons of at least 3 testing tools (eg. Qtp,winrunner, postman)	CO3
26	Perform Analysis and comparisons bug tracking tool (e.g., Bugzilla, Bug bit)	CO3
27	Perform Analysis of any web testing tool (e.g., Selenium)	CO3
28	Perform Analysis of any open source-Testing tool (e.g., Test link, Test Rail)	CO3
29	To estimate software size, development effort, development time, and project cost using LOC (Lines of Code) based estimation techniques.(refer Experiment-1)	CO3
30	To estimate the effort, development time, staffing requirement, and cost of a mini project or Case study identified in experiment 1 using the Basic COCOMO Model.	CO3
		Total Hours: 30 hrs.

NOIDA INSTITUTE OF ENGINEERING AND TECHNOLOGY

GREATER NOIDA-201306

(An Autonomous Institute)

School of Computer Science and Information Technology

LAB Course Code: CCSEH0451	LAB Course Name: Database Management Systems Lab	L	T	P	C
Course Offered in: CSE/CSE-R/IT/M.Tech Int./CSE (Twin)/IT (Twin)/M&C/AI/AI (TWIN)/AIML/AIML (TWIN)/CS/CYS/DS/IOT		0	0	4	2

Pre-requisite: Basic knowledge of computer fundamentals, programming, data structures, relational database concepts.

Course Objectives: To familiarize the students to the basics of database design and implementation.

Course Outcome: After completion of the course, the student will be able to		**Bloom's Knowledge Level (KL)**
CO1	Design and implement ER/EER models to solve real-world problems and transform them into relational schemas using appropriate database tools.	K3
CO2	Apply SQL and PL/SQL to create complex data queries, and procedural operations including triggers and functions, along with database connectivity.	K3
CO3	Analyze and ensure database integrity using constraints, and implement unstructured databases using MongoDB with appropriate query operations.	K4

CO-PO Mapping (Scale 1: Low, 2: Medium, 3: High)

COs	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO 10	PO11	PSO1	PSO2	PSO3	PSO4
CO1	3	3	3	3	2	1	-	1	2	1	2	3	1	2	1
CO2	3	3	3	3	2	2	-	2	1	2	2	3	3	2	1
CO3	2	2	2	2	3	2	-	-	1	2	2	3	3	2	2

List Of Practical's (Indicative & Not Limited To) | **CO**

S.No	Experiment	CO Mapping
1	Understand and implement the different ER diagram notation with their relationship and cardinalities.	CO1
2	Choose a case study on different domains I. E-commerce Platform II. Inventory Management III. Railway System	CO1

	IV. Hospital Data Management V. Company System VI. Banking System	
3	Create an ER diagram for the above chosen case-study (Program-2). Identify the suitable entities and find the relationship and cardinalities between the entities with their relevant attributes.	CO1
4	Implement DDL, DML, DCL & TCL commands.	CO2
5	Implementation of I/O Constraints: Primary Key, Composite primary Key, Foreign Key, Unique Key.	CO2
6	Implementation of Business Constraints: Null, Not Null, Default, Check.	CO2
7	Practicing Queries using Like, Between, Aliases, distinct Operator & Predicate and Implement Aggregate functions.	CO2
8	Implementation of Queries using Where, Group by, Having and Order by Clause.	CO2
9	Create a table EMPLOYEE with following schema:-(Emp_no, E_name, E_address, E_ph_no, Dept_no, Dept_name,Job_id, Designation, Salary) Write SQL statements for the following query. i. List the E_no, E name, Salary of all employees working for MANAGER. ii. Display all the details of the employee whose salary is more than the Sal of any IT PROFF. iii. List the employees in the ascending order of Designations of those joined after 1981. iv. List the employees along with their Experience and daily. v. List the employee who are either 'CLERK' or 'ANALYST'. vi. List the employees who joined on 1-MAY-81, 3-DEC-81, 17-DEC-81. vii. List the e_name those are starting with 'S'. viii. Display total salary spent for each job category. ix. Display lowest paid employee details under each manager. x. Display number of employees working in each department and their department name. xi. Display the details of employees sorting the salary in increasing order. xii. Show the record of employee earning salary	CO2

	greater than 16000 in each department. xiii. Add constraints to check, while entering the empno value (i.e) empno> 100. xiv. Define the field DEPTNO as unique.Create a primary key constraint for the colum(EMPNO).	
10	Implementation of Queries using set theory operators UNION, INTERSECT, MINUS.	CO2
11	Implementation of Queries using Inner Join and Outer Join along with their types.	CO2
12	Implementation of Queries ,nested Queries or Sub Queries: IN, NOT IN, Exists, Not Exists, All and Any.	CO2
13	Apply the set theory operators, joins and nested queries on the chosen above case-study(Program-2)	CO2
14	Understand & implement the Database Connectivity with any programming language.	CO2
15	Implementation of Indexing, Views and sequence.	CO2
16	I. Write a PL/SQL Program to Add Two Numbers II. Write PL/SQL Program for Fibonacci Series with exception handling III. Write PL/SQL Program to Find Greatest of Three Numbers	CO2
17	Write a PL/SQL code block to calculate the area of a circle for a value of radius varying from 3 to 7. Store the radius and the corresponding values of calculated area in an empty table named Areas, consisting of two columns Radius and Area.	CO2
18	Write a PL/SQL code block that will accept an account number from the user, check if the users balance is less than the minimum balance, only then deduct Rs.100/- from the balance.	CO2
19	Create an implicit cursor for the customers table to update the salary of all customers whose age is less than or equal to 25 by ₹500 and determine whether any rows are affected or not.	CO2
20	Create a row level trigger for the customers table that would fire for INSERT or UPDATE or DELETE operations performed on the CUSTOMERS table. This trigger will display the salary difference between the old values and new values.	CO2
21	Implementation of commit and rollback statement with amount transfer example.	CO2
22	Study of Open Source NOSQL Database and installation of MongoDB.	CO3
23	Implementation of the MongoDB Shell commands.	CO3
24	Implementation of the CRUD Operations in MongoDB.	CO3
25	Implementation of Aggregate Functions in MongoDB.	CO3
		Total Hours: 60 hrs.

NOIDA INSTITUTE OF ENGINEERING AND TECHNOLOGY

GREATER NOIDA-201306

(An Autonomous Institute)

School of Computer Science and Information Technology

Course Code: CCSEH0455	Course Name: Web Technology	L	T	P	C
Course Offered in: CSE/CS/IT/CSE(AI)/CSE(AIML)/CSE(IOT)/CSE(AI)/CSE(DS)/CYS/CSE-TWIN/IT-TWIN/CSE-R/M.TECH.INT		**0**	**0**	**6**	**3**

Pre-requisite: Basic Programming Knowledge, Knowledge of any programming language (e.g., C, C++, Python/Java), Familiarity with basic concepts of Internet.

Course Objectives: This course covers different aspect of web technology such as HTML, CSS, Java Script and provide fundamental concepts of Internet, Web Technology and Web Programming. Students will be able to build a proper responsive website.

Course Outcome: After completion of the course, the student will be able to

S.No	Course Outcome	Bloom' s Level
CO 1	Identify the basic facts and explaining the basic ideas of Web technology and internet.	K2
CO 2	Applying and creating various HTML5 semantic elements and application with working on HTML forms for user input.	K6
CO 3	Understanding and applying the concepts of Creating Style Sheet CSS3 and bootstrap.	K3
CO 4	Analysing and implementing concept of JavaScript and its applications.	K6
CO 5	Creating and evaluating dynamic web pages using the concept of PHP.	K6

CO-PO Mapping (Scale 1: Low, 2: Medium, 3: High)

CO-PO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PSO1	PSO2	PSO3	PSO 4
CO1	3	3	2	-	2	-	-	-	2	2	-	3	1	1	1
CO2	3	2	3	2	3	-	-	-	2	1	2	1	2	3	1
CO3	3	2	3	-	3	-	-	-	2	2	2	2	3	2	1
CO4	3	3	3	2	3	-	1	-	2	2	2	3	2	3	2
CO5	3	3	3	2	3	-	-	-	2	2	2	2	1	2	3

Course Contents / Syllabus		
Unit 1	**Basics of Web Technology & Testing**	**16 hours**
Introduction: Introduction to Web Technology, History of Web and Internet, Connecting to Internet, Introduction to Internet services and tools, Client-Server Computing, Protocols Governing Web, Basic principles involved in developing a web site, Planning process, Types of Websites, Web Standards and W3C recommendations. Web Hosting: Web Hosting Basics, Types of Hosting Packages, Registering domains, Defining Name Servers, Using Control Panel, Creating Emails in Cpanel, Using FTP Client, Maintaining a Website.		
Unit 2	**Introduction to HTML & XML**	**16 hours**
HTML: What is HTML, DOM- Introduction to Document Object Model, Basic structure of an HTML document, Mark up Tags, Heading-Paragraphs , Line Breaks, Understand the structure of HTML tables. Lists, Working with Hyperlinks, Image Handling, Understanding Frames and their needs, HTML forms for User inputs. New form Elements- date, number, range, email, search and data list, Understanding audio, video and article tags. XML: Introduction, Tree, Syntax, Elements, Attributes, Namespaces, Display, HTTP request, Parser, DOM, XPath, XSLT, XQuerry, XLink, Validator, DTD, Schema, Server.		
Unit 3	**Concepts of CSS3 & Bootstrap**	**16 hours**
Concept of CSS 3: Creating Style Sheet, CSS Properties , CSS Styling(Background, Text Format, Controlling Fonts) , Working with block elements and objects , Working with Lists and Tables , CSS Id and Class, Box Model(Introduction, Border properties, Padding Properties, Margin properties) CSS Advanced(Grouping, Dimension, Display, Positioning, Floating, Align, Pseudo class, Navigation Bar, Image Sprites, Attribute sector) , CSS Color, Creating page Layout and Site. Bootstrap: Introduction, Bootstrap grid system, Bootstrap Components.		
Unit 4	**JavaScript and ES6**	**16 hours**
JavaScript Essentials: Introduction to Java Script , Javascript Types , Var, Let and Const Keywords, Operators in JS , Conditions Statements , Java Script Loops, JS Popup Boxes , JS Events , JS Arrays, Working with Arrays, JS Objects ,JS Functions , Using Java Script in Real time , Validation of Forms, Arrow functions and default arguments, Template Strings, Strings methods, Callback functions, Object de-structuring, Spread and Rest		
Operator, Typescript fundamentals, Typescript OOPs- Classes, Interfaces, Constructor etc. Decorator and Spread Operator Difference == & ===, Asynchronous Programming in ES6, Promise Constructor, Promise with Chain, Promise Race.		
Unit 5	**JavaScript and ES6**	**16 hours**
Introduction to PHP, Basic Syntax, Variables & Constants, Data Type, Operator & Expressions, Control flow and Decision making statements, Functions, Strings, Arrays. Working with files and directories: Understanding file& directory, Opening and closing, a file, Coping, renaming and deleting a file, working with directories, Creating and deleting folder, File Uploading & Downloading. Session & Cookies: Introduction to Session Control, Session Functionality What is a Cookie, Setting Cookies with PHP. Using Cookies with Sessions, Deleting Cookies, Registering Session variables, Destroying the variables and Session.		
	Total Lecture Hours	**80 hours**

Textbook:

S.No.	**Book Details**	**Author**

1	"Web Technology and Design", 1nd Edition 2003, New Age International.	C Xavier
2	"Internet and Web Technologies", 2nd Edition 2017,Mc Graw Hill Education.	Raj Kamal
3	"Beginning PHP Laravel",2nd Edition 2020, kindle Publication.	Oluwafemi Alofe,
Reference Books:		
S.No.	**Book Details**	**Author**
1	"Collaborative Web Development" 5th Edition 1999, Addison Wesley Publication.	Burdman, Jessica
2	"Fundamentals of Web Development",3rd Edition 2016	Randy Connolly
3	" HTML, DHTML, Java Script, Perl & CGI", 4th Edition 2010 BPB Publication	Ivan Bayross
Self-Study Content Links:		**Duration (in Hrs)**
MOOCs	**https://onlinecourses.swayam2.ac.in/e-learning/preview/nou24_cs09**	**12 Weeks**

Video Lectures	https://youtu.be/96xF9phMsWA https://youtu.be/Zopo5C79m2k https://youtu.be/ZliIs7jHi1s https://youtu.be/htbY9-yggB0 https://youtu.be/vHmUVQKXlVo https://youtu.be/qz0aGYrrlhU https://youtu.be/a8W952NBZUE https://youtu.be/BsDoLVMnmZs https://youtu.be/1Rs2ND1ryYc https://youtu.be/vpAJ0s5S2t0 https://youtu.be/GBOK1-nvdU4 https://youtu.be/Eu7G0jV0ImY https://youtu.be/-qfEOE4vtxE https://youtu.be/PkZNo7MFNFg https://youtu.be/W6NZfCO5SIk https://youtu.be/DqaTKBU9TZk https://youtu.be/_GMEqhUyyFM https://youtu.be/ImtZ5yENzgE https://youtu.be/xIApzP4mWyA https://youtu.be/qKR5V9rdht0	**17m** **8.50m**
Web References	**Web Development Technologies - GeeksforGeeks**	**-**

Mode of Evaluation

CIE							ESE	Total
ST1	**ST2**	**ST3**	**TA1** **10**	**TA2** 10	**TA3** **10**	**Attendance** **10**		
30			**20**				**100**	**150**

List Of Practical's (Indicative & Not Limited To)

Sr. No.	Program Title	CO
1	A.Overview and Installation of various code editors.	CO1
2	B. Overview and Installation of various servers	CO1

3	Implementing HTML program that represent in the document as a start tag, which gives the name and attributes	CO2
4	Implementing HTML program that represents a document	CO2
5	Implementing HTML program to display your simple CV	CO2
6	Creating html document that represents document object model	CO2
7	To Create a table to show your class time table.	CO2
8	Apply various colors to suitably distinguish keywords , also apply font styling like italics, underline and two other fonts to words you find appropriate , also use header tags.	CO2
9	Create a webpage with HTML describing your department use paragraph and list tags	CO2
10	Implementing HTML program that for Heading	CO2
11	Implementing program that implement paragraph and line-break	CO2
12	Use tables to provide layout to your HTML page describing your college infrastructure.	CO2
13	Use and tags to provide a layout to the above page instead of a table layout	CO2
14	Create links on the words e.g. —Wi-Fi and —LAN to link them to Wikipedia pages	CO2
15	Insert an image and create a link such that clicking on image takes user to other page	CO2
16	Change the background color of the page; At the bottom create a link to take user to the top of the page.	CO2
17	Creating HTML program to implement three articles with independent, self-contained content.	CO2
18	Creating a XML document that defines the self-descriptive tags	CO2
19	Designing XML document that store various book data such as: book category, title, author, year and price	CO2

20	To Describe the various types of XML key components	CO2
21	Design XML DTD to define the structure and legal element and attribute of XML document	CO2
22	To implement internal and external DTD	CO2
23	Use frames such that page is divided into 3 frames 20% on left to show contents of pages, 60% in center to show body of page, remaining on right to show remarks.	CO2
24	Design a HTML registration form that takes user name, user password and mobile number with submit button control	CO2
25	Design a HTML5 document that implement of date, number, range, email, search and data list.	CO2
26	Implementation in HTML5 that include native audio and video support without the need for Flash.	CO2
27	Create a simple form to submit user input like his name, age, address and favourite subject, movie and singer.	CO2
28	Add few form elements such as radio buttons, check boxes and password field. Add a submit button at last.	CO2
29	Design a XML Schema that describes the structure of an XML document.	CO2
30	Design a XML document that describe the well-formed XML document	CO2
31	Design a XML document of CD Catalog through each <CD> element, and displays the values of the <ARTIST> and the <TITLE> elements in an HTML table	CO2
32	Create a XSL document for and taken xml document by you.	CO2
33	Create a XSLT document for and taken xml document by you with all steps	CO2
34	Design a web page by applying CSS grouping and dimensions property.	CO3
35	Demonstrating the CSS Box model with consists of: borders, padding, margins, and the actual content.	CO3
36	Add CSS property assign a style or behavior to an HTML element such as: color, border, margin and font-style.	CO3

37	Add To Style Text Elements with Font, Size, and Color in CSS	CO3
38	Applying a block element in CSS acquires up the full width available for that content.	CO3
39	Design a web page by applying CSS Display and Positioning property.	CO3
40	Design a web page by applying CSS Display and Positioning property .	CO3
41	Design a web page by applying CSS pseudo classes.	CO3
42	Creating a Java Script code to implement all data types.	CO4
43	Design a basic structure of Bootstrap Grid system.	CO4
44	Design All Bootstrap Components with example.	CO4
45	Implementing a program in Java script to implement augmented function.	CO4
46	Implementing a program to implement calculator application as real time.	CO4
47	Design a HTML form validation using Java Script.	CO4
48	Write a program to implement Arrow function with default argument in ES6	CO4
49	Implementing a program in ES6 to implement Template string concepts	CO4
50	Implementing a program in ES6 to implement all string methods.	CO4
51	Creating a Java Script program to implement Dialog, Confirm and Message Popup Boxes.	CO4
52	Implementing a Java Script program to implement onClick and onSubmit event	CO4
53	Creating a java script code to implement ‘let’ keyword	CO4

54	Creating a java script code to implement ‘const’ keyword	CO4
55	Implementing a program to implement call back functions in ES6.	CO4
56	Implementing a program for de-structuring of an array in ES6	CO4
57	Javascript code to implement object and class concepts in Typescript.	CO4
58	Write a Typescript program that implement interface and constructor	CO4
59	Write a code in typescript that implement decorator and spread operator	CO4
60	Create a constant by using define() function with its proper syntax	CO4
61	Creating PHP script that return any data types whatever you use.	CO4
62	Implementing a code in Java Script to implement Spread and rest operator	CO4
63	Javascript code that should compile by Typescript compiler as’tsc’	CO4
64	Write a code in typescript that implement Asynchronous Programming concepts.	CO4
65	Write a program in Typescript that implement promise constructor	CO4
66	Implementing promise and chain concepts in Typescript	CO4
67	Write a code in typescript that implement Promise.race() static method.	CO4
68	Crating a program that implement control flow and decision making statement.	CO4
69	Creating PHP to implements parameterized function	CO4
70	Creating program in PHP to store multiple string and concatenate these string and print it.	CO5

71	Write a PHP script to create and delete directory structure	CO5
72	Program to upload and download a file in PHP	CO5
73	Implements single dimension array in PHP	CO5
74	Write a PHP code to open and close a file in a proper manner	CO5
75	Write a PHP script to copying, renaming and deleting a file.	CO5
76	PHP program to create and destroy a session.	CO5
77	PHP program to set and delete a cookie.	CO5
78	PHP program to manually register the session variable	CO5
79	PHP program to manually destroy the session variable	CO5
80	PHP program to store the session data on one page and would be available on second page.	CO5

NIET Greater Noida	**NOIDA INSTITUTE OF ENGINEERING AND TECHNOLOGY** **GREATER NOIDA-201306** **(An Autonomous Institute)** **School of Computer Science and Information Technology**

LAB Course: CCSCCH0452	**LAB Course Name: Problem Solving Approaches**	**L**	**T**	**P**	**C**
Course Offered in: CSE/IT /CSE-TWIN/IT-TWIN		**0**	**0**	**2**	**1**

Pre-requisite: Programming Language C/C++ or Java or Python

Course Objectives:

Problem-solving in computer programming involves a structured approach to identifying, analyzing, and resolving coding challenges. The process typically includes thoroughly understanding the problem, decomposing it into smaller, manageable parts, designing an appropriate algorithm, implementing the solution through code, and performing testing and debugging to ensure correctness and efficiency

Course Outcome: After completion of the course, the student will be able to		**Bloom's Knowledge Level (KL)**
CO1	Develop logic-based solutions using control statements, recursion and bit manipulation to solve basic and intermediate computational problems.	K6
CO2	Implement and manipulate arrays and strings using fundamental and advanced searching sorting techniques.	K3
CO3	Analyze and debug code for logical errors and improve the efficiency of the solution using appropriate data structures and algorithmic patterns.	K4

CO-PO Mapping (Scale 1: Low, 2: Medium, 3: High)

CO-PO Mapping	**PO1**	**PO2**	**PO3**	**PO4**	**PO5**	**PO6**	**PO7**	**PO8**	**PO9**	**PO10**	**PO11**	**PSO1**	**PSO2**	**PSO3**	**PSO4**
CO1	3	3	3	2	2	1	2	2	-	-	2	3	3	2	2
CO2	3	3	2	2	2	-	2	-	-	-	2	2	2	2	2
CO3	3	3	2	2	3	1	2	2	-	-	3	3	3	2	2

List Of Practical's (Indicative & Not Limited To)

Problem Statements need to be discussed in lab session: Control Statements

1. Secure Password Generator

A company wants to create a secure password generator for their employees. The password must be based on specific numeric properties to enhance its complexity and security. Write a program to validate and generate a secure password according to the following rules:

1. ***Prime Number Validation:***
   - The user must input a 3-digit number. The program should first check if the number is a prime number.
   - If it is not a prime number, the user should be prompted to enter another number until a valid prime number is provided.
2. ***Sum of Digits Check:***
   - Once a valid prime number is entered, calculate the sum of its digits. If the sum of the digits is not divisible by 3, ask the user to enter another prime number until a valid one is found.
3. ***Armstrong Number Check:***
   - Check entered prime number is Armstrong or not? If Armstrong are found, prompt the user to enter another prime number and repeat the process.

Password Generation:

Concatenate the 1 if entered prime number is Armstrong otherwise 2 with the sum of the digits of the valid prime number to form the secure password.

Example Scenario:

Sample Input

Enter a 3-digit prime number: 153 Sum of digits of 153 = 9

The sum is divisible by 3. 153 is Armstrong number ***Sample Output***

Secure Password: 19

2. Write a function to input electricity unit charges and calculate total electricity bill according to the given condition: For first 50 units Rs. 0.50/unit

For next 100 units Rs. 0.75/unit For next 100 units Rs. 1.20/unit For unit above 250 Rs. 1.50/unit

An additional surcharge of 20% is added to the bill

Vrite a method to generate a secure code which the sum of all possible palindrome numbers between given two numbers. For Example:

Input: 10, 80

Output: 308

Explanation: All palindrome numbers between 10 & 80 are: 11,22,33,44,55,66,77 Password= 11+22+33+44+55+66+77 = 308

4. Draw **the following Patterns for N=5**

```
*
**
***
****
*****
```

Right Triangle Star Pattern

```
*
**
* *
*  *
*****
```

Hollow Right Triangle Star Pattern

```
    *
   ***
  *****
 *******
*********
```

Pyramid Star Pattern

```
    *
   * *
  *   *
 *     *
*********
```

Hollow Pyramid Star Pattern

```
    *
   **
  ***
 ****
*****
```

Mirrored Right Triangle Star Pattern

```
    *
   **
  * *
 *  *
*****
```

Hollow Mirrored Right Triangle Star Pattern

```
*********
 *******
  *****
   ***
    *
```

Inverted Pyramid Star Pattern

```
*********
*       *
 *     *
  *   *
   * *
    *
```

Hollow Inverted Pyramid Star Pattern

```
    *
   ***
  *****
 *******
*********
 *******
  *****
   ***
    *
```

Diamond Star Pattern

```
**********
****  ****
***    ***
**      **
*        *
*        *
**      **
***    ***
****  ****
**********
```

Hollow Diamond Star Pattern

```
5 5 5 5 5 5 5 5 5
5 4 4 4 4 4 4 4 5
5 4 3 3 3 3 3 4 5
5 4 3 2 2 2 3 4 5
5 4 3 2 1 2 3 4 5
5 4 3 2 2 2 3 4 5
5 4 3 3 3 3 3 4 5
5 4 4 4 4 4 4 4 5
5 5 5 5 5 5 5 5 5
```

Number pattern 18

```
*
**
***
   *
   **
   ***
      *
      **
      ***
```

For N=3 print above pattern

```
*****
 ****
  ***
   **
    *
   **
  ***
 ****
*****
```

Right Arrow Star Pattern

```
*****
 ****
  ***
   **
    *
   **
  ***
 ****
*****
```

Left Arrow Star Pattern

```
ABCDEFEDCBA
ABCDE EDCBA
ABCD   DCBA
ABC     CBA
AB       BA
A         A
```

Problem Statements need to be discussed in lab session: Recursive Approach (Basic)

1. Write a program that takes an integer n as input and prints the multiplication table of n from n * 1 to n * 10. The output should clearly show each multiplication step.

2. Write a program to calculate the sum of all integers from 1 to a given number N. The program should take N as input and output the total sum using iteration or recursion.

3. **Find the GCD of Two Numbers Using Recursion:**
   Write a recursive function to calculate the Greatest Common Divisor (GCD) of two numbers using Euclid's algorithm. The function should take two integers as input and return their GCD.

4. **Find the LCM of Two Numbers Using Recursion:**
   Write a program to compute the Least Common Multiple (LCM) of two numbers using recursion. You may use the relationship LCM(a, b) = |a * b| / GCD(a, b) and a recursive function for GCD.

Problem Statements need to be discussed in lab session: Bit Manipulation

1. Write a program to count the number of set bits (1s) in the binary representation of a given integer. The program should efficiently use bitwise operations to perform the task without converting the number to a string.
2. Write a program that takes a number and a bit position as input and checks whether the bit at that position is set (1) or clear (0). Use bitwise operators to perform the check

3. Given a number and a position, write a program to toggle (invert) the bit at the given position using bitwise operations. The result should reflect the updated value of the number after flipping the bit.
4. Write a program to compute the XOR of all numbers from 1 to n using a mathematical pattern (not a loop). Use bitwise XOR properties to achieve an efficient solution.
5. Given an array of size n-1 containing unique elements from 1 to n, find the missing number using bit manipulation (preferably XOR approach) without sorting or using extra space.
6. Given an array where all elements repeat twice except two elements that appear only once, write a program to find the two non-repeating elements using bitwise operations in linear time and constant space.
7. Write a program to check if a given number is a power of two using bit manipulation. A number is a power of two if it has exactly one set bit in its binary representation.
8. Given two integers A and B, write a program to count how many bits need to be flipped to convert A to B. Use XOR to find differing bits and count the number of set bits.
9. Write an efficient program to count the total number of set bits in binary representations of all numbers from 1 to n. Optimize the approach using bitwise logic and recursion.
10. Write a program to calculate the square of a number using only bitwise operations and addition. Do not use multiplication, division, or any power functions.

11. Write a function to add two integers using bitwise operations only. Avoid using the + or - operators. Implement logic using XOR and AND operations for binary addition.
12. Write a program to generate the power set (all subsets) of a given set using bitwise representation. Each subset can be represented by a binary number where each bit indicates inclusion of the corresponding element.
Problem Statements need to be discussed in lab session: Arrays (Try to use sliding window, prefix sum, cadence, recursion, bit manipulation, two pointer approaches)

1. Sarah is assisting the "MathMinds Club" in creating passwords for their online platform. They have a list of numbers, some stable and some unstable. Define a function that can help Sarah calculate the password according to the given scenario.

Scenario:

- There are N numbers provided.
- A number is stable if each digit appears the same number of times.
- A number is unstable if the frequency of its digits is not the same.
- The password is computed as the sum of all stable numbers minus the sum of all unstable numbers.
- Consider only those numbers in the list that have more than equal to three digits.

For example:

Input: N=5 List: 12, 1313, 122, 678, 898

Output: Password: 971

2. Given an array of integers, including possible negative values, you are allowed to modify at most one element by doubling its value. The goal is to find the maximum possible sum of any subarray after making this modification.

Input:

arr = [-2, 1, -3, 4, -1, 2, 1, -5, 4]

Expected Output:

- Original Maximum Subarray Sum: 6 (achieved from [4, -1, 2, 1])
- Maximum Sum After Modification: 10(achieved from [8, -1, 2, 1], where the value 4 is doubled to 8).

3. For a given string, generate a pattern based on the following rules:

Input: A string of characters (e.g., "HAT").

Output: Generate patterns by replacing characters with the numeric value 1 and process the patterns as described below:

1. **Replace one character at a time with 1:**
   - For each character in the string, replace it with 1, keeping the other characters unchanged.
   - Example for "HAT": 1AT, H1T, HA1
2. **Replace two characters at a time with 1:**
   - Replace every combination of two characters with 1, keeping the remaining character unchanged.
   - If 1s are consecutive, replace them with their sum (e.g., 11T becomes 2T).
   - Example for "HAT":
     11T → 2T, H11 → H2, 1A1
3. **Replace all characters with 1:**
   - Replace all characters in the string with 1.
   - If there are consecutive 1s, sum them up (e.g., 111 becomes 3).
   - Example for "HAT": 111 → 3

Final Output

For the string "HAT", the output should be: 1AT, H1T, HA1, 2T, H2, 1A1, 3.

4. Given a sorted array arr [] and a target value, the task is to count triplets (i, j, k) of valid indices, such that arr[i] + arr[j] + arr[k] = target and i < j < k.

Examples:

Input: arr[] = [-3, -1, -1, 0, 1, 2], target = -2

Output: 4

ou are given an array prices[] where prices[i] represents the price of a given stock on day i. You want to maximize your profit by choosing a single day to buy one stock and choosing a different day in the future to sell that stock. Write a program to return the maximum profit you can achieve from this transaction. If no profit is possible, return 0.

6. Find **the "Kth" max and min element of an array:**

Given k, find the k-th smallest and k-th largest element in the array. Input: arr = [7, 10, 4, 3, 20, 15], k = 3
Output: Kth Smallest: 7, Kth Largest: 10

7. Sort a binary array with values 0, 1, and 2 using constant space and one pass
Input: [0, 2, 1, 2, 0]
Output: [0, 0, 1, 2, 2]

8. Find **longest consecutive subsequence:**
Return the length of the longest consecutive elements sequence. Input: [1, 9, 3, 10, 4, 20, 2]
Output: 4 (Sequence: 1, 2, 3, 4)

Given a number of bits and a number K. In one flip you can toggle exactly K consecutive bits. With only this flip operation available, convert the string into all 1.
Input String: 0000110000 and K=3
Following are four flip operations by using which all bits converted into 1's. Flip1-1110110000 Flip2-
1110110111
Flip3-1111000111 Flip4- 1111111111
If it is not possible to convert all bits into one's then print "IMPOSSIBLE".

Given a list of non-negative integers, arrange them in such a way that they form the largest possible number. Since the result can be very large, return it as a string in **O(N log N)** time complexity.

Example-1	**Example-2**

Input: N = 5 Arr[] = {3, 30, 34, 5, 9} **Output**: 9534330	**Input**: N = 4 Arr[] = {54, 546, 548, 60} **Output**: 6054854654	

11. Given an array arr[] of size n containing distinct integers within the range [1, n+2], find the two missing numbers from the first n+2 natural numbers.

Constraints:

- The solution must run in **O(N) time** and use **O(1) extra space**.
- The array does not contain duplicate values.

Examples:
Input: arr[] = [1, 2, 4, 6, 3, 8], n = 6
Output: 5, 7

Given a string str of lowercase alphabets and a number k, the task is to print the minimum value of the string after removal of k characters. The value of a string is defined as the sum of squares of the count of each distinct character present in the string. Return the minimum possible required value. **Examples:**
Input: str = “abccc”, k = 1
Output: 6
Input: str = “aabcbcbcabcc”, k = 3
Output: 27
Expected Time Complexity: O(n+klog(p))
Note: Here n is the length of string and p is number of distinct alphabets and k number of alphabets to be removed.

13. Given a non-negative integer **S** represented as a string, remove **K** digits from the number so that the new number is the smallest possible.
Note : The given *num* does not contain any leading zero.
Expected Time Complexity: O(|S|).

Example 1: **Input:** S = "149811", K = 3 **Output:** 111	**Example 2:** **Input**: S = "1002991", K = 3 **Output:** 21

You are given a two-dimensional grid board[][] of size n * m consisting of English letters and a string target. Your task is to determine whether the target word can be formed by sequentially connecting letters from the grid. You may move to adjacent cells **horizontally or vertically** (not diagonally), and **a cell may not be reused** once it is part of the current path.

Examples:

Input:
board[][] = [['C', 'A', 'T'], ['R', 'A', 'K'], ['T', 'O', 'N']],
target = "CART" **Output:** true
Explanation:
You can trace the word "CART" through the path: C → A → R → T (moving horizontally and vertically, without repeating cells).

15. Given an encoded string **s**, the task is to decode it. The encoding rule is:

- **k[encodedString],** where the **encodedString** inside the square brackets is being repeated exactly **k** times. Note that **k** is guaranteed to be a positive integer, and encodedString contains only lowercase english alphabets.

Note: The test cases are generated so that the length of the output string will never exceed 10^5.
Examples:
Input: s = "1[b]"
Output: "b"
Input: s = "3[b2[ca]]"
Output: "bcacabcacabcaca"

*****Competitive coding list will be shared with the students.***

Total Hours: 30 hrs.

Mode of Evaluation

CIE			PE (If mentioned in curriculum)	Total
PS1 10	**PS2 20**	**PS3 20**		
50				**50**

NOIDA INSTITUTE OF ENGINEERING AND TECHNOLOGY

GREATER NOIDA-201306

(An Autonomous Institute)

School of Computer Science and Information Technology

Course Code: CNCH0401	**Course Name: Artificial Intellgence and Cyber Ethics**	**L**	**T**	**P**	**C**
Course Offered in: All B.tech branches		**2**	**0**	**0**	**NA**

Pre-requisite: Basic understanding of AI, Cybercrime, Computer System and Ethics

Course Objectives: The course aims to foster critical thinking about ethical issues, promote responsible use of technology, and ensure students can identify, analyze, and address ethical dilemmas in Artificial Intelligence and cyber domains.

Course Outcome: After completion of the course, the student will be able to		**Bloom's Knowledge Level (KL)**
CO1	Learn key principles of AI ethics, summarizing ethical considerations and applications in AI development and deployment.	K2
CO2	Apply policies and framework for Fairness in AI and Machine Learning.	K3
CO3	Apply privacy and security concepts, risk management and regulatory compliance in the field of AI and Cyber Security.	K3
CO4	Understand the nature of cybercrimes, the principles of intellectual property rights (IPR), and the legal measures necessary to address and prevent these issues.	K2

CO-PO Mapping (Scale 1: Low, 2: Medium, 3: High)

CO-PO Mapping	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PSO1	PSO2	PSO3
CO1	-	1	-	-		1	2	-	-	-	2	1	1	1
CO2	2	3	2	-	2	1	2	-	2	1	2	2	1	1
CO3	2	3	2	1	2	3	3	-	2	2	2	2	2	1
CO4	2	2	-	-	1	3	3	-	2	2	2	2	1	1

Course Contents / Syllabus

Module 1	**An Overview to AI Ethics**	**6 hours**

DefinitionofAIEthical principles in AI, Sources ofAI data, Legal implications of AI Security Breaches, Privacy and AI Regulations, KeyPrinciplesofResponsibleAI, Transparency and Accountability,Dual-Use Dilemma, Human-Centric Design, Introduction to Cyber Laws and Ethics, Historical Development ofCyberlaws,Legal frameworks.

Module 2	**Fairness and Favoritism in Machine Learning**	**8 hours**

Introduction to Fairness and Bias in AI, Types of Fairness and Bias, Impact of Bias and Fairness in AI, Techniques for Measuring Fairness and Bias, Techniques for Mitigating Bias, Current Policies and Frameworks for Fairness in AI, Bias in Data Collection, Fairness in Data Processing, Generative AI, Types of Bias in GenerativeAI.		
Module 3	**AI Ethics and Cybersecurity Principles**	**8 hours**
Importance of Privacy and Security in AI, AI specific Security Tools and Software, Privacy-Preserving Machine Learning (PPML) and Privacy-Preserving Data Mining (PPDM),Risk Management: Risk Assessment and Incident Response, Regulatory Compliance: GDPR, HIPAA, Case Studies:Implementation of AI Ethics guidelines and bestpractices in engineering projects.		
Module 4	**Cybercrimes, IPR and Legal Measures**	**8 hours**
Types of Cybercrimes and their Impact, Legal measures for Cybercrime Prevention andProsecution, IPR: Copyrights, Trademarks, Patents, and Trade Secrets, Ethical Implications of Intellectual Property, Cyber Securityand Privacy Issues, Cyber Crime Investigations and Digital Evidence Handling, Overview of Indian Cyber Laws (IT Act 2000 and Amendments), Comparative Overview: Indian vs Global Cyber Laws, Case Study: The ATM Heist – Cosmos Bank Cyber Attack (India, 2018).		
	Total Lecture Hours	**30 hours**

Textbook:

S.NO	Book Title	Author
1.	Artificial Intelligence: A Guide for Thinking Humans , Penguin Books, 2019.	Melanie Mitchell
2.	Cyber Ethics: Morality and Law in Cyberspace ,7th Edition (2023).	Richard Spinello, Jones & Bartlett Learning

Reference Books:

S.NO	Book Title	Author
1.	Artificial Intelligence and Ethics , BPB Publications, 2023.	S. B. Kishor, Debajit Biswas
2.	Cyber Security and Cyber Laws ,Cengage India, 2022.	Alfred Basta, Nadine Basta, Sattwik Panda,

Self-Study Content Links:		**Duration (in Hrs)**
MOOCs	https://swayam-plus.swayam2.ac.in/courses/course-details?id=P_INTEL_02	64 hours
Video Lectures	https://www.youtube.com/watch?v=hVJqHgqF59A https://www.youtube.com/watch?v=VqFqWIqOB1g https://www.youtube.com/watch?v=O5RX_T4Tg24 https://www.youtube.com/watch?v=RJZ0pxcZsSQ	5.2m 6.52m .45m 5.02m
Web References	CCS345 Ethics and AI Lecture Notes | PDF | Artificial Intelligence | Intelligence (AI) & Semantics	-

CIE							**Total**
ST1	**ST2**	**ST3**	**TA1**	**TA2**	**TA3**	**Attendance**	

			10	**10**	**10**	**10**	
30			**20**				**50**

Course Code: CNC0302/CNC0402	Course Name: Environmental Science	L	T	P	C
Course Offered in: CSE/CS/IT/CSE(AI)/CSE(AIML)/CSE(IOT)/CSE(AI)/CSE(DS)/CSE-R/M.Tech (Int) / MCT / CSE (CYS)		2	0	0	NA

Pre-requisite: Basic knowledge of biology, chemistry, ecology, geology, mathematics, and understanding of human impacts on natural systems.

Course Objectives:

To help the students in realizing the inter-relationship between man and environment and help the students in acquiring basic knowledge about environment.

Course Outcome: After completion of the course, the student will be able to		**Bloom's Knowledge Level (KL)**
CO1	Understand the basic principles of ecology and the environment. Ecosystem: Basic concepts, components of ecosystems, food chains and food webs. Ecological pyramids	K2
CO2	Understand the different types of natural recourses like food, forest, Minerals and energy and their conservation	K2
CO3	Understand the different types of pollution, pollutants, their sources, effects, and their control methods.	K2
CO4	Understand the basic concepts of sustainable development, Environmental Impact Assessment (EIA) and different acts related to environment	K2

CO-PO Mapping (Scale 1: Low, 2: Medium, 3: High)

CO-PO MAPPING	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PSO1	PSO2
CO1	3	3	2	2	-	3	3	2	2	-	2	2	2
CO2	3	3	2	2	-	3	3	2	2	-	2	2	2
CO3	3	3	2	2	-	3	3	2	2	-	2	2	2
CO4	3	3	2	2	-	3	3	3	2	-	2	2	2

Course Contents / Syllabus

UNIT 1	Basic Principle of Ecology and Biodiversity	5 HOURS

Definition, Scope and basic principles of ecology and environment. Ecosystem: Basic concepts, components of ecosystem. Food chains and food. Webs. Ecological pyramids, Energy flow in ecological systems, Characteristics of different ecosystems. Biogeochemical Cycles: Importance, gaseous and sedimentary cycles. Carbon, Nitrogen, Phosphorus and Sulphur Cycles. Biodiversity and their importance, Threats to biodiversity, major causes, extinction's, vulnerability of species to extinction, IUCN threat categories, Red data book. Strategies for biodiversity conservation, principles of biodiversity conservation in-situ and ex-situ conservation strategies Mega diversity zones and Hot spots, concepts, distribution and importance.

UNIT 2	Natural Resources and Ecological succession	5 HOURS

Natural resources and associated problems. Forest resources: Use and over- exploitation, deforestation. Timber extraction, mining, dams and their effects on forest and tribal people. Mineral resources: Use and exploitation, environmental effects of extracting and using mineral resources. Food resources: World food problems, changes caused by agriculture and over- grazing, effects of modern agriculture, fertilizer-pesticide problems, water logging, and salinity. Land resources: Land as a resource, land degradation, man induced landslides. Equitable use of resources for sustainable lifestyles. Non-Renewable Energy Resources: Fossil fuels and their reserves, Nuclear energy, types, uses and effects, Renewable Energy Resources: hydropower, Solar energy, geothermal, tidal and wind energy, Biomass energy, biogas and its advantages.

Ecological succession-Types, stages, examples of ecological succession		
UNIT 3	**Pollution and Waste Management**	**5 HOURS**
Air pollution: sources of air pollution, Primary and secondary air pollutants. Origin and effects of SOX, NOX, Cox, CFC, Hydrocarbon, control of air pollution. Water pollution: sources and types of water pollution, Effects of water pollution, Eutrophication, Soil pollution: Causes of soil pollution, Effects of soil pollution, Major sources of and effects of noise pollution on health, Radioactive and thermal pollution sources and their effects on surrounding environment. Solid waste disposal and its effects on surrounding environment, Introduction to E- Waste, Types and classification of E- Waste, Impacts of E- Waste on environment and human health,E-Waste management and recycling., Climate change, global warming, acid rain, ozone layer depletion.		
UNIT 4	**Environmental Assessment and Legislation**	**5 HOURS**
Women education, Role of NGOs regarding environmental protection, Bio indicators and their role, Natural disasters and disasters management, Aims and objectives of Environmental Impact Assessment (EIA). Salient features of following Acts: Environmental Protection Act, 1986, Wildlife (Protection) Act, 1972.Water (Prevention and control of pollution) Act, 1974. Forest (Conserving) Act, 1980. Definition and concept of sustainability, impacted areas of sustainable development, Global initiative, and issues on sustainable development UN SDGs, System Thinking and Sustainability.		
	Total Lecture Hours	**20 HOURS**
Textbook:		
S.No	**Book Title with publication agency & year**	**Author**
1	Brady, N.C. 1990. The nature and properties of Soils, Tenth Edition. Mac Millan Publishing Co., New York	Brady, N.C
2	Sodhi G.S. 2005, Fundamentals of Environmental Chemistry: Narosa Publishing House, New Delhi.	Sodhi G.S
3	Dash, M.C. (1994), Fundamentals of Ecology, Tata Mc Graw Hill, New Delhi.	Dash, M.C
Reference Books:		
1	Rao M.N. and H.V.N. Rao, 1989 : Air Pollution, Tata McGraw Hill Publishing Co. Ltd., New Delhi	Rao M.N. and H.V.N. Rao
2	A Text Book of environmental Science By Shashi Chawla	Shashi Chawla
Self-Study Content Links:		
MOOC'S		
VIDEO LECTURES	https://www.youtube.com/watch?v=T21OO0sBBfc https://www.youtube.com/watch?v=qt8AMjKKPDo https://www.youtube.com/watch?v=brF0RWJyx9w https://www.youtube.com/watch?v=GK_vRtHJZu4	**7 min 42 sec** **15 min** **3 min 25 sec** **4 min 25 sec**
WEB REFERENCES	https://www.youtube.com/watch?v=yqev1G2iy20, https://www.youtube.com/watch?v=_74S3z3IO_I, https://www.youtube.com/watch?v=jXVw6M6m2g0	**28 min** **31 min 35 sec** **11 min**

NOIDA INSTITUTE OF ENGINEERING AND TECHNOLOGY

GREATER NOIDA-201306

(An Autonomous Institute)

School of Computer Science and Information Technology

Course Code: CCSEH0412	**Course Name: Soft Computing**	**L**	**T**	**P**	**C**
Course Offered in: CSE/CSE(R)/ CSE(TWIN)/ IT/ IT(TWIN)/ M.Tech(Int.)		**3**	**0**	**0**	**3**

Pre-requisite: Basic Knowledge of Statistics and Probability

Course Objective: The objective of this course is to understand the fundamental concepts of Data analytics and learn about various types of data formats and their manipulations. It helps students to learn exploratory data analysis and visualization techniques in addition to R/Python/Tableau programming language.

Course Outcome- After completion of the course, the student will be able to		**Bloom's Knowledge Level (KL)**
CO 1	Understand the transition from Conventional AI to Computational Intelligence.	K2
CO2	Understand and apply fuzzy logic concepts for reasoning, decision making, and system control.	K3
CO3	Analyze various neural network models and learning paradigms for complex problem-solving and adaptive system behavior.	K4
CO4	Apply genetic algorithms and evolutionary techniques for optimization and problem-solving in complex systems.	K3
CO5	Implement and analyze hybrid soft computing systems integrating neural networks, fuzzy logic, and genetic algorithms for real-world optimization problems.	K5

CO-PO Mapping

CO/PO	**PO1**	**PO2**	**PO3**	**PO4**	**PO5**	**PO6**	**PO7**	**PO8**	**PO9**	**PO10**	**PO11**	**PSO1**	**PSO2**	**PSO3**	**PSO4**
CO1	3	3	-	2	3	3	1	-	3	1	3	3	3	3	3
CO2	3	2	1	2	3	3	1	-	2	-	3	3	3	-	3
CO3	3	3	2	3	3	2	1	-	2	-	2	3	3	2	3
CO4	3	3	2	3	3	2	1	-	3	-	2	3	3	-	3
CO5	3	2	3	3	2	3	-	-	3	-	3	3	3	-	3

Course Contents / Syllabus		
Module 1	**Introduction to Soft Computing**	**9 hours**
Conventional AI to Computational Intelligence. Definition and characteristics of Soft Computing, Comparison with hard computing, Components of Soft Computing Applications of Soft Computing. Data Clustering Algorithms: K-Means, Fuzzy C-Means, Mountain Clustering.		
Module 2	**Fuzzy Logic**	**9 hours**
Fuzzy Set theory: Fuzzy Sets & Classical Sets; Operations on Fuzzy Sets, Fuzzy Relations, Linguistic Variables. Membership Functions: Introduction, Features, & Fuzzification, Methods of Membership Value Assignment; Defuzzification. Fuzzy Systems: Crisp Logic, Predicate Logic, Fuzzy Logic; Fuzzy Rule Base and Approximate Reasoning, Fuzzy Quantifiers; Fuzzy Inference Systems, Fuzzy Decision Making, Fuzzy Logic Control System; Fuzzy Expert Systems		
Module 3	**Neural Networks**	**9 hours**
Neural Networks: Fundamental Concepts, Basic Models and Architecture; Machine Learning Using Neural Networks; Associative Memory Networks and their Applications. Supervised Learning Neural Networks: Perceptron Networks, Radial Basis Function Networks: Back Propagation Neural Network Architecture and Application Unsupervised Learning Networks: Competitive Learning networks; Kohen Self-Organizing Networks; Hebbian learning; The Hopfield Network; Counter propagation Networks; Adaptive Resonance Theory: Introduction, Architecture, & Applications; Feed forward Networks; Reinforcement Learning.		
Module 4	**Genetic Algorithm**	**9 hours**
Genetic Algorithms: Introduction to Genetic Algorithms (GA). Traditional Optimization and Search Techniques vs. Genetic Algorithm. Operators in Genetic Algorithms; Problem Solving using Genetic Algorithm; Classification of Genetic Algorithms; Hollands Classifier Systems; Genetic Programming; Advantages and Limitations of Genetic Algorithm; Applications of Genetic Algorithm.		
Module 5	**Hybrid Systems and Applications**	**9 hours**
Introduction to Hybrid Systems; MATLAB Environment for Soft Computing Techniques, Neuro-Fuzzy Systems, GA-NN, GA-Fuzzy, and Neuro-GA Systems, Optimization using Hybrid Approaches Case Studies: Engineering, Robotics, Bioinformatics, Image Processing, etc.		
	Total Lecture Hours	**45 hours**

Textbook:

S.No	Book Title	Author
1	Soft Computing and Intelligent Systems,	K. K. Aggarwal and Y. Singh
2	Soft Computing: Fundamentals and Applications,	V. K. Jain

Reference Books

S.No	Book Title	Author
1	Soft Computing and Intelligent System Design,	F. O. Karry and C. de Silva**(Pearson)**
2	Principles of Soft Computing,	S. N. Sivanandam and S. N. Deepa**(WILEY)**

3	Neuro-Fuzzy and Soft Computing,	J.-S. R. Jang, C.-T. Sun, and E. Mizutani**(Pearson)**
Self-Study Content Links:		**Duration (in Hrs)**
MOOCs	**nptel.ac.in/courses/106105173**	8 weeks
Video Lectures	www.youtube.com/watch?v=fcLmRJY9GHQ www.youtube.com/watch?v=zLZhSSXAwxI	48 min
Web References	274_soft computing LECTURE NOTES.pdf	-

Mode of Evaluation

CIE							ESE	Total
ST1	**ST2**	**ST3**	**TA1 5**	**TA2 5**	**TA3 5**	**Attendance 5**		
30			**20**				**50**	**100**

NOIDA INSTITUTE OF ENGINEERING AND TECHNOLOGY

GREATER NOIDA-201306

(An Autonomous Institute)

School of Computer Science and Information Technology

Course Code: CSEH0411	**Course Name: Python Web Development With Django**	**L**	**T**	**P**	**C**
Course Offered in: CSE/CSE(R)/ CSE(TWIN)/ IT/ IT(TWIN)/ M.Tech(Int.)		**3**	**0**	**0**	**3**

Pre-requisite: Students should have good knowledge of Python Programming and Python coding experience.

Course Objective: This course focuses on how to design and build statistics as well as dynamic webpages and interactive web-based applications.
These courses mainly focus on how Python operates within web development using the increasingly popular Django framework.

Course Outcome- After completion of the course, the student will be able to		**Bloom's Knowledge Level (KL)**
CO 1	Apply Python programming concepts and client-side technologies to develop Django-based web applications.	K3
CO 2	Demonstrate the use of the Django web framework to design and implement dynamic web pages and interactive web-based applications.	K3
CO 3	Analyze and implement account management and authentication mechanisms in Django applications.	K4
CO 4	Analyze the role of database connectivity using SQLite in web application development and its impact on modern e-commerce and social platforms.	K4
CO 5	Design, develop, and deploy a functional Django web application on a cloud platform by integrating web technologies, databases, and authentication services.	K6

CO-PO Mapping

CO/PO	**PO1**	**PO2**	**PO3**	**PO4**	**PO5**	**PO6**	**PO7**	**PO8**	**PO9**	**PO10**	**PO11**	**PSO1**	**PSO2**	**PSO3**	**PSO4**
CO1	2	2	3	1	3	-	1	3	-	3	3	3	3	3	3
CO2	2	2	3	1	3	-	1	-	-	2	3	3	3	3	3
CO3	2	2	2	2	2	-	-	2	-	2	2	2	2	2	2

CO4	2	1	2	1	2	-	-	1	1	2	2	3	3	3	3
CO5	2	1	3	2	3	-	-	3	2	3	3	2	2	2	2

Course Contents / Syllabus

Module 1	**Python libraries for web development**	**9 hours**

Collections-Container datatypes, Tkinter-GUI applications, Requests-HTTP requests, BeautifulSoup4-web scraping, Scrapy, Zappa, Dash, CherryPy, Turbo Gears, Flask, Web2Py, Bottle, Falcon, Cubic Web, Quixote, Pyramid.

Module 2	**Introduction to Django Framework**	**9 hours**

Understanding Django environment, Features of Django and Django architecture, MVC and MTV, Urls and Views, Mapping the views to URLs, Django Template, Template inheritance Django Models, Creating model for site, Converting the model into a table, Fields in Models, Integrating Bootstrap into Django, Creating tables, Creating grids, Creating carousels.

Module 3	**Integrating Accounts & Authentication on Django**	**9 hours**

Introduction to Django Authentication System, Security Problem & Solution with Django Creating Registration Form using Django, Adding Email Field in Forms, Configuring email settings, Sending emails with Django, Adding Grid Layout On Registration Page, Adding Page Restrictions, Login Functionality Test and Logout.

Module 4	**Connecting SQLite with Django**	**9 hours**

Database Migrations, Fetch Data From Database, Displaying Data On Templates, Adding Condition On Data, Sending data from url to view, Sending data from view to template, Saving objects into database, Sorting objects, Filtering objects, Deleting objects, Difference between session and cookie, Creating sessions and cookies in Django.

Module 5	**Deploying Django Web Application on Cloud**	**9 hours**

Creating a functional website in Django, Four Important Pillars to Deploy, registering on Heroku and GitHub, Push project from Local System to GitHub, Working with Django Heroku, Working with Static Root, Handling WSGI with gunicorn, Setting up Database & adding users.

	Total Lecture Hours	**45 hours**

Textbook:

S.No	**Book Title**	**Author**
1	"Python: The Complete Reference Paperback", 4th Edition 2018, McGraw Hill Education Publication.	Martin C. Brown
2	"Python Programming: Using Problem Solving Approach", 3rd Edition 2017, Oxford University Press Publication.	Reema Thareja
3	" Beginning Django Web Application Development and Deployment with Python", 2nd Edition 2017, Apress Publication.	Daniel Rubio, Apress
4	"Python Django Web Development: The Ultimate Django web framework guide for Beginners", 2nd Edition 2019, Kindl e Edition.	William Jordon,

Reference Books

S.No	**Book Title**	**Author**
1	"Building Django 2.0 Web Applications: Create enterprise-grade, scalable Python web applications easily with Django 2.0", 2nd Edition 2018, and Packt Publishing.	Tom Aratyn,

2	"Build a website with Django", 1st Edition 2019, GNW Independent Publishing Edition.	Nigel George
3	" Django in 8 Hours: For Beginners, Learn Coding Fast! 2nd Edition 2020, independently published Edition.	Ray Yao
4	"Test-Driven Development with Python: Obey the Testing Goat: Using Django, Selenium, and JavaScript", 2nd Edition 2019, Kindle Edition.	Harry Percival
Self-Study Content Links:		**Duration (in Hrs)**
MOOCs	**Web Development with Python-Django**	**4 weeks**
Video Lectures	https://youtu.be/QXeEoD0pB3E?list=PLsyeobzWxl7poL9JTVyndKe62ieoN-MZ3 https://youtu.be/9MmC_uGjBsM?list=PL3pGy4HtqwD02GVgM96-V0sq4_DSinqvf	**1hour 02 min**
Web References	**Python Web Development With Django - GeeksforGeeks**	**-**

NIET Greater Noida	**NOIDA INSTITUTE OF ENGINEERING AND TECHNOLOGY** **GREATER NOIDA-201306** **(An Autonomous Institute)** **School of Computer Science and Information Technology**

Course Code: CCSH0411	**Course Name: Introduction To Cloud Computing**	**L**	**T**	**P**	**C**
Course Offered in: CSE/CSE(R)/ CSE(TWIN)/ IT/ IT(TWIN)/ M.Tech(Int.)		**3**	**0**	**0**	**3**

Pre-requisite: Adequate knowledge of Basics of Computers, networking and client server concept.

Course Objective: To provide comprehensive knowledge of Cloud Computing concepts, technologies, and applications by introducing and researching state-of-the-art in Cloud Computing fundamental issues, technologies, applications and implementations.

Course Outcome- After completion of the course, the student will be able to		**Bloom's Knowledge Level (KL)**
CO 1	Understand the fundamentals of cloud computing and computing techniques.	K2
CO 2	Understand the concepts of virtualization and service-oriented architecture thoroughly.	K6
CO3	Examine various cloud computing architectures available.	K3
CO4	Understand and analyze different components and virtual storage solutions.	K4
CO5	Analyze the resource provisioning methods and cloud security solutions.	K5

CO-PO Mapping

CO/PO	**PO1**	**PO2**	**PO3**	**PO4**	**PO5**	**PO6**	**PO7**	**PO8**	**PO9**	**PO10**	**PO11**	**PSO1**	**PSO2**	**PSO3**	**PSO4**
CO1	2	2	2	2	2	-	-	-	-	-	1	2	2	2	2
CO2	2	3	2	1	2	-	-	1	-	-	1	3	2	2	2
CO3	2	3	2	1	2	1	-	-	1	-	1	2	2	2	1
CO4	2	2	2	3	3	3	2	3	2	3	2	2	2	2	2
CO5	2	2	2	2	3	3	2	2	3	2	2	2	2	2	1

Course Contents / Syllabus		
Module 1	CLOUD COMPUTING AND ITS INFRASTRUCTURE	**9 hours**
Introduction to Cloud Computing, Definition of Cloud, Evolution of Cloud Computing, Underlying Principles of Parallel and Distributed Computing, Cloud Characteristics, Scalability & Elasticity in Cloud, On-demand Provisioning, EC2 Instances and its types, Cloud economics.		
Module 2	CLOUD VIRTUALIZATION BASICS	**9 hours**
Service Oriented Architecture, REST, Systems of Systems, Web Services, Publish Subscribe Model, Basics of Virtualization, Types of Virtualizations, Implementation Levels of Virtualization, Virtualization Structures, Tools and Mechanisms, Virtualization of CPU, Memory – I/O Devices, Virtualization Support and Disaster Recovery, networking fundamentals.		
Module 3	CLOUD COMPUTING REFERENCE ARCHITECTURES	**9 hours**
Layered Cloud Architecture Design, NIST Cloud Computing Reference Architecture, Public, Private and Hybrid Clouds – IaaS – PaaS – SaaS, Introduction to Cloud Computing Reference Architecture (CCRA), Benefits of CCRA, Architecture Overview – The conceptual Reference Model, Cloud Consumer, Cloud provider, Cloud Auditor, Cloud carrier, Scope of control between Provider and Consumer.		
Module 4	COMPONENTS OF CLOUD ARCHITECTURE	**9 hours**
CCRA: Architectural Components – Service deployment, Service Orchestration, Cloud Service Management, Security, Cloud Taxonomy. IBM's Cloud Computing Reference Architecture (CCRA 2.0) – Introduction, Roles, Architectural Elements, CCRA Evolution. Migration to Cloud Storage, Storage Services, Elastic Block Storage, Elastic File Storage, S3, RDS, DynamoDB, load balancing services.		
Module 5	RESOURCE MANAGEMENT & CLOUD SECURITY	**9 hours**
Inter Cloud Resource Management, Resource Provisioning and Resource Provisioning Methods, Global Exchange of Cloud Resources, Networking Fundamentals – VPC, Subnets, Routing, Security Groups, DNS, Direct Connect, VPC Endpoints, Security Overview – Cloud Security Challenges, Software-as-a-Service Security, Security Governance, Virtual Machine Security, IAM, Security Standards, VPC.		
	Total Lecture Hours	**45 hours**

Textbook:

S.No	**Book Title**	**Author**
1	Cloud Computing: Implementation, Management And Security, CRC Press, 2017.	Ritting house, John W., And James F. Ransome,
2	"Distributed and Cloud Computing , From Parallel Processing to the Internet of Things", Morgan Kaufmann Publishers, 2013.	Kai Hwang, Geoffrey C. Fox, Jack G. Dongarra
3	Mastering Cloud Computing, Tata Mcgraw Hill, 2013.	Raj kumarBuyya, Christian Vecchiola, S. Thamaraiselvi

Reference Books

S.No	**Book Title**	**Author**
1	Toby Velte, Anthony Velte, Robert Elsenpeter, "Cloud Computing – A Practical Approach, Tata Mcgraw Hill, 2009.	Toby Velte, Anthony Velte, Robert Elsenpeter

2	George Reese, "Cloud Application Architectures: Building Applications and Infrastructure in The Cloud: Transactional Systems for EC2 And Beyond (Theory In Practice), O'Reilly, 2009.	George Reese
Self Study Content Links:		**Duration**
MOOCs	**nptel.ac.in/courses/106105167**	**12 weeks**
Video Lectures	Cloud Computing Full Course 2026 | Cloud Computing Tutorial | Cloud Computing Course | Simplilearn - YouTube	11.3 hours
Web References	Introduction to Cloud Computing - GeeksforGeeks https://docs.aws.amazon.com/EC2 https://docs.aws.amazon.com/vpc https://docs.aws.amazon.com/vpcEndpoint https://docs.aws.amazon.com/S3 https://docs.aws.amazon.com/Security	-

Mode of Evaluation

CIE							ESE	Total
ST1	**ST2**	**ST3**	**TA1 5**	**TA2 5**	**TA3 5**	**Attendance 5**		
30			**20**				**50**	**100**