ALVA'S INSTITUTE OF ENGINEERING AND TECHNOLOGY

A Unit of Alva's Education Foundation (R)
(Affiliated to Visvesvaraya Technological University, Belagavi
Approved by AICTE, New Delhi & Recognised by Government of Karnataka)
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Ref: AIET/ACA/2017-18/105

Date: 12/05/2017

To,

The Chairman,

Board of Studies (BoS)

Computer Science & Engineering

VTU, Belagavi

Sir,

Sub:- Curricular Gap Identified of 2010/2015-VTU Syllabus reg.

With reference to the above cited subject, we hereby enclosed Curricular gap identified w.r.t few courses/subjects of 2010/2015 Scheme V.T.U syllabus in Computer Science & Engineering. We request Chairman and members to consider these curricular gaps in next syllabus revise.

Thanking you

Head of the Department
Computer Science & Engineering
Alva's Institute of Engineering & Technology
Mijar, MOODBIDRI - 574 225

Principal
AIET, Moodbidri
Alva's Institute of Engineering & Technology
Mijar, MOODBIDRI - 574 225, D.K.

Curricular Gaps and Proposed Suggestions

1. In the Course 10CS65 Computer Graphics, various algorithms for Line drawing and Curve generation are not discussed. We suggest you to consider this in 2015 scheme.
2. In the 10AL61 Management & Entrepreneurship course Industry related administrative concepts like ERP, Supply Chain Management & Micro Enterprises were not discussed in detail. Kindly try to include it in the revised syllabus.
8. In 2010 Scheme 10CS834 Cloud Grid & Clusters, the Virtualization concepts and Security in Cloud was not explained in details. Hence we suggest to include the same in future revised syllabus.
9. In 2010 Scheme 10CS661 Operation Research, PERT CPM Concepts are not discussed. We request you to include the same in revised syllabus.
10. In the Course 10CS35 Discrete Mathematical Structures, Principle of Counting and Graph Theory concepts were not discussed. Hence we suggest you to consider this.
11. 10CS73 Programming the Web, AJAX and JASON concepts are not discussed. Mini projects can be included in the syllabus.
12. 10CS54 Database Management Systems, mini projects can be included in the Laboratory.
13. In 10CS55 Computer Network-I, fundamental concepts of Computer Networks such as Signals, Multiplexing, types of topologies are not discussed. We request you to consider this in revised syllabus.

12/5/17

IQAC Member

12/05/17

12/5/17

H.O.D.

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VISVESVARAYA TECHNOLOGICAL UNIVERSITY, BELAGAVI
CHOICE BASED CREDIT SYSTEM (CBCS)
SCHEME OF TEACHING AND EXAMINATION 2015-2016
B.E. Computer Science & Engineering

VI SEMESTER

Sl. No	Subject Code	Title	Teaching Hours /Week		Examination				Credits
			Theory	Practical/ Drawing	Duration	Theory/ Practical Marks	I.A. Marks	Total Marks	
1	**15CS61**	Cryptography, Network Security and Cyber Law	04	--	03	80	20	100	4
2	**15CS62**	Computer Graphics and Visualization	04	--	03	80	20	100	4
3	**15CS63**	System Software and Compiler Design	04	--	03	80	20	100	4
4	**15CS64**	Operating Systems	04	--	03	80	20	100	4
5	**15CS65x**	Professional Elective 2	03	--	03	80	20	100	3
6	**15CS66x**	Open Elective 2	03	--	03	80	20	100	3
7	**15CSL67**	System Software and Operating System Laboratory	--	1I+2P	03	80	20	100	2
8	**15CSL68**	Computer Graphics Laboratory with mini project	--	1I+2P	03	80	20	100	2
TOTAL			**22**	**6**	**24**	**640**	**160**	**800**	**26**

Professional Elective 2	
15CS651	Data Mining and Data Warehousing
15CS652	Software Architecture and Design Patterns
15CS653	Operations research
15CS654	Distributed Computing system

1. **Professional Elective: Electives relevant to choosen specialization / branch**
2. **Open Elective: Electives from other technical and/or emerging subject areas (Announced separately)**

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COMPUTER GRAPHICS AND VISUALIZATION

[As per Choice Based Credit System (CBCS) scheme]

(Effective from the academic year 2016 -2017)

SEMESTER – VI

Subject Code	15CS62	IA Marks	20
Number of Lecture Hours/Week	4	Exam Marks	80
Total Number of Lecture Hours	50	Exam Hours	03

CREDITS – 04

Course objectives: This course will enable students to

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

Module – 1	**Teaching Hours**
Overview: Computer Graphics and OpenGL: Computer Graphics:Basics of computer graphics, Application of Computer Graphics, Video Display Devices: Random Scan and Raster Scan displays, color CRT monitors, Flat panel displays. Raster-scan systems: video controller, raster scan Display processor, graphics workstations and viewing systems, Input devices, graphics networks, graphics on the internet, graphics software. OpenGL: Introduction to OpenGL ,coordinate reference frames, specifying two-dimensional world coordinate reference frames in OpenGL, OpenGL point functions, OpenGL line functions, point attributes, line attributes, curve attributes, OpenGL point attribute functions, OpenGL line attribute functions, Line drawing algorithms(DDA, Bresenham's), circle generation algorithms (Bresenham's). **Text-1:Chapter -1: 1-1 to 1-9,2-1 to 2-9 (Excluding 2-5),3-1 to 3-5,3-9,3-20**	**10 Hours**
Module – 2	
Fill area Primitives, 2D Geometric Transformations and 2D viewing: Fill area Primitives: Polygon fill-areas, OpenGL polygon fill area functions, fill area attributes, general scan line polygon fill algorithm, OpenGL fill-area attribute functions. 2DGeometric Transformations: Basic 2D Geometric Transformations, matrix representations and homogeneous coordinates. Inverse transformations, 2DComposite transformations, other 2D transformations, raster methods for geometric transformations, OpenGL raster transformations, OpenGL geometric transformations function, 2D viewing: 2D viewing pipeline, OpenGL 2D viewing functions. **Text-1:Chapter 3-14 to 3-16,4-9,4-10,4-14,5-1 to 5-7,5-17,6-1,6-4**	**10 Hours**
Module – 3	
Clipping,3D Geometric Transformations, Color and Illumination Models: Clipping: clipping window, normalization and viewport transformations, clipping algorithms,2D point clipping, 2D line clipping algorithms: cohen-sutherland line clipping only -polygon fill area clipping: Sutherland-Hodgeman polygon clipping algorithm only.3DGeometric Transformations: 3D translation, rotation, scaling, composite 3D transformations, other 3D transformations, affine transformations, OpenGL geometric transformations functions. Color Models: Properties of light, color models, RGB and CMY color models. Illumination Models: Light sources, basic illumination models-Ambient light, diffuse reflection, specular and phong	**10 Hours**

model, Corresponding openGL functions. **Text-1:Chapter :6-2 to 6-08 (Excluding 6-4),5-9 to 5-17(Excluding 5-15),12-1,12-2,12-4,12-6,10-1,10-3**	
Module – 4	
3D Viewing and Visible Surface Detection: 3DViewing:3D viewing concepts, 3D viewing pipeline, 3D viewing coordinate parameters , Transformation from world to viewing coordinates, Projection transformation, orthogonal projections, perspective projections, The viewport transformation and 3D screen coordinates. OpenGL 3D viewing functions. Visible Surface Detection Methods: Classification of visible surface Detection algorithms, back face detection, depth buffer method and OpenGL visibility detection functions. **Text-1:Chapter: 7-1 to 7-10(Excluding 7-7), 9-1 to 9-3, 9-14**	**10 Hours**
Module – 5	
Input& interaction, Curves and Computer Animation: Input and Interaction: Input devices, clients and servers, Display Lists, Display Lists and Modelling, Programming Event Driven Input, Menus Picking, Building Interactive Models, Animating Interactive programs, Design of Interactive programs, Logic operations .Curved surfaces, quadric surfaces, OpenGL Quadric-Surface and Cubic-Surface Functions, Bezier Spline Curves, Bezier surfaces, OpenGL curve functions. Corresponding openGL functions. **Text-1:Chapter :8-3 to 8-6 (Excluding 8-5),8-9,8-10,8-11,3-8,8-18,13-11,3-2,13-3,13-4,13-10** **Text-2:Chapter 3: 3-1 to 3.11: Input& interaction**	**10 Hours**

Course outcomes: The students should be able to:

- Design and implement algorithms for 2D graphics primitives and attributes.
- Illustrate Geometric transformations on both 2D and 3D objects.
- Apply concepts of clipping and visible surface detection in 2D and 3D viewing, and Illumination Models.
- Decide suitable hardware and software for developing graphics packages using OpenGL.

Question paper pattern:

The question paper will have TEN questions.
There will be TWO questions from each module.
Each question will have questions covering all the topics under a module.
The students will have to answer FIVE full questions, selecting ONE full question from each module.

Text Books:

1. Donald Hearn & Pauline Baker: Computer Graphics with OpenGL Version,3rd / 4th Edition, Pearson Education,2011
2. Edward Angel: Interactive Computer Graphics- A Top Down approach with OpenGL, 5th edition. Pearson Education, 2008

Reference Books:

1. James D Foley, Andries Van Dam, Steven K Feiner, John F Huges Computer graphics with OpenGL: pearson education
2. Xiang, Plastock : Computer Graphics , sham's outline series, 2nd edition, TMG.
3. Kelvin Sung, Peter Shirley, steven Baer : Interactive Computer Graphics, concepts and applications, Cengage Learning
4. M M Raiker, Computer Graphics using OpenGL, Filip learning/Elsevier

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VISVESVARAYA TECHNOLOGICAL UNIVERSITY, BELAGAVI
CHOICE BASED CREDIT SYSTEM (CBCS)
SCHEME OF TEACHING AND EXAMINATION 2015-2016

B.E. Computer Science & Engineering

V SEMESTER

Sl. No	Subject Code	Title	Teaching Hours /Week		Examination				Credits
			Theory	Practical/ Drawing	Duration	Theory/ Practical Marks	I.A. Marks	Total Marks	
1	**15CS51**	Management and Entrepreneurship for IT Industry	04	--	03	80	20	100	4
2	**15CS52**	Computer Networks	04	--	03	80	20	100	4
3	**15CS53**	Database Management System	04	--	03	80	20	100	4
4	**15CS54**	Automata theory and Computability	04	--	03	80	20	100	4
5	**15CS55x**	Professional Elective 1	03	--	03	80	20	100	3
6	**15CS56x**	Open Elective 1	03	--	03	80	20	100	3
7	**15CSL57**	Computer Network Laboratory	--	1I+2P	03	80	20	100	2
8	**15CSL58**	DBMS Laboratory with mini project	--	1I+2P	03	80	20	100	2
TOTAL			**22**	**6**	**24**	**640**	**160**	**800**	**26**

Professional Elective 1	
15CS551	Object Oriented Modeling and Design
15CS552	Introduction to Software Testing
15CS553	Advanced JAVA and J2EE
15CS554	Advanced Algorithms

1. **Professional Elective: Electives relevant to chosen specialization / branch**
2. **Open Elective: Electives from other technical and/or emerging subject areas (Announced separately)**

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DBMS LABORATORY WITH MINI PROJECT

[As per Choice Based Credit System (CBCS) scheme]
(Effective from the academic year 2016 -2017)

SEMESTER – V

Subject Code	15CSL58	IA Marks	20
Number of Lecture Hours/Week	01I + 02P	Exam Marks	80
Total Number of Lecture Hours	40	Exam Hours	03

CREDITS – 02

Course objectives: This course will enable students to

- Foundation knowledge in database concepts, technology and practice to groom students into well-informed database application developers.
- Strong practice in SQL programming through a variety of database problems.
- Develop database applications using front-end tools and back-end DBMS.

Description (If any):

PART-A: SQL Programming (Max. Exam Mks. 50)

- Design, develop, and implement the specified queries for the following problems using Oracle, MySQL, MS SQL Server, or any other DBMS under LINUX/Windows environment.
- Create Schema and insert at least 5 records for each table. Add appropriate database constraints.

PART-B: Mini Project (Max. Exam Mks. 30)

- Use Java, C#, PHP, Python, or any other similar front-end tool. All applications must be demonstrated on desktop/laptop as a stand-alone or web based application (Mobile apps on Android/IOS are not permitted.)

Lab Experiments:

Part A: SQL Programming

1 Consider the following schema for a Library Database:
BOOK(Book_id, Title, Publisher_Name, Pub_Year)
BOOK_AUTHORS(Book_id, Author_Name)
PUBLISHER(Name, Address, Phone)
BOOK_COPIES(Book_id, Branch_id, No-of_Copies)
BOOK_LENDING(Book_id, Branch_id, Card_No, Date_Out, Due_Date)
LIBRARY_BRANCH(Branch_id, Branch_Name, Address)
Write SQL queries to

1. Retrieve details of all books in the library – id, title, name of publisher, authors, number of copies in each branch, etc.
2. Get the particulars of borrowers who have borrowed more than 3 books, but from Jan 2017 to Jun 2017.
3. Delete a book in BOOK table. Update the contents of other tables to reflect this data manipulation operation.
4. Partition the BOOK table based on year of publication. Demonstrate its working with a simple query.
5. Create a view of all books and its number of copies that are currently available in the Library.

2 Consider the following schema for Order Database:
SALESMAN(Salesman_id, Name, City, Commission)
CUSTOMER(Customer_id, Cust_Name, City, Grade, Salesman_id)
ORDERS(Ord_No, Purchase_Amt, Ord_Date, Customer_id, Salesman_id)
Write SQL queries to

1. Count the customers with grades above Bangalore's average.

	2. Find the name and numbers of all salesman who had more than one customer. 3. List all the salesman and indicate those who have and don't have customers in their cities (Use UNION operation.) 4. Create a view that finds the salesman who has the customer with the highest order of a day. 5. Demonstrate the DELETE operation by removing salesman with id 1000. All his orders must also be deleted.
3	Consider the schema for Movie Database: ACTOR(Act_id, Act_Name, Act_Gender) DIRECTOR(Dir_id, Dir_Name, Dir_Phone) MOVIES(Mov_id, Mov_Title, Mov_Year, Mov_Lang, Dir_id) MOVIE_CAST(Act_id, Mov_id, Role) RATING(Mov_id, Rev_Stars) Write SQL queries to 1. List the titles of all movies directed by 'Hitchcock'. 2. Find the movie names where one or more actors acted in two or more movies. 3. List all actors who acted in a movie before 2000 and also in a movie after 2015 (use JOIN operation). 4. Find the title of movies and number of stars for each movie that has at least one rating and find the highest number of stars that movie received. Sort the result by movie title. 5. Update rating of all movies directed by 'Steven Spielberg' to 5.
4	Consider the schema for College Database: STUDENT(USN, SName, Address, Phone, Gender) SEMSEC(SSID, Sem, Sec) CLASS(USN, SSID) SUBJECT(Subcode, Title, Sem, Credits) IAMARKS(USN, Subcode, SSID, Test1, Test2, Test3, FinalIA) Write SQL queries to 1. List all the student details studying in fourth semester 'C' section. 2. Compute the total number of male and female students in each semester and in each section. 3. Create a view of Test1 marks of student USN '1BI15CS101' in all subjects. 4. Calculate the FinalIA (average of best two test marks) and update the corresponding table for all students. 5. Categorize students based on the following criterion: If FinalIA = 17 to 20 then CAT = 'Outstanding' If FinalIA = 12 to 16 then CAT = 'Average' If FinalIA< 12 then CAT = 'Weak' Give these details only for 8th semester A, B, and C section students.
5	Consider the schema for Company Database: EMPLOYEE(SSN, Name, Address, Sex, Salary, SuperSSN, DNo) DEPARTMENT(DNo, DName, MgrSSN, MgrStartDate) DLOCATION(DNo,DLoc) PROJECT(PNo, PName, PLocation, DNo) WORKS_ON(SSN, PNo, Hours) Write SQL queries to 1. Make a list of all project numbers for projects that involve an employee whose last name is 'Scott', either as a worker or as a manager of the department that controls the project.

2. Show the resulting salaries if every employee working on the 'IoT' project is given a 10 percent raise.
3. Find the sum of the salaries of all employees of the 'Accounts' department, as well as the maximum salary, the minimum salary, and the average salary in this department
4. Retrieve the name of each employee who works on all the projects controlledby department number 5 (use NOT EXISTS operator).
5. For each department that has more than five employees, retrieve the department number and the number of its employees who are making more than Rs. 6,00,000.

Part B: Mini project

- For any problem selected, write the ER Diagram, apply ER-mapping rules, normalize the relations, and follow the application development process.
- Make sure that the application should have five or more tables, at least one trigger and one stored procedure, using suitable frontend tool.
- Indicative areas include; health care, education, industry, transport, supply chain, etc.

Course outcomes: The students should be able to:

- Create, Update and query on the database.
- Demonstrate the working of different concepts of DBMS
- Implement, analyze and evaluate the project developed for an application.

Conduction of Practical Examination:

1. All laboratory experiments from part A are to be included for practical examination.
2. Mini project has to be evaluated for 30 Marks.
3. Report should be prepared in a standard format prescribed for project work.
4. Students are allowed to pick one experiment from the lot.
5. Strictly follow the instructions as printed on the cover page of answer script.
6. Marks distribution:
   a) Part A: Procedure + Conduction + Viva:10 + 35 +5 =50 Marks
   b) Part B: Demonstration + Report + Viva voce = 15+10+05 = 30 Marks
7. Change of experiment is allowed only once and marks allotted to the procedure part to be made zero.

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B.E. Computer Science & Engineering

VII SEMESTER

Sl. No	Subject Code	Title	Teaching Hours /Week		Examination				Credits
			Theory	Practical/ Drawing	Duration	I.A. Marks	Theory/ Practical Marks	Total Marks	
1	15CS71	Web Technology and its applications	04	--	03	20	80	100	4
2	15CS72	Advanced Computer Architectures	04	--	03	20	80	100	4
3	15CS73	Machine Learning	04	--	03	20	80	100	4
4	15CS74x	Professional Elective 3	03	--	03	20	80	100	3
5	15CS75x	Professional Elective 4	03	--	03	20	80	100	3
6	15CSL76	Machine Learning Laboratory	--	1I+2P	03	20	80	100	2
7	15CSL77	Web Technology Laboratory with mini project	--	1I+2P	03	20	80	100	2
8	15CSP78	Project Phase 1 + Seminar	--	--	--	100	--	100	2
TOTAL			18	6	21	240	560	800	24

Professional Elective 3		Professional Elective 4	
15CS741	Natural Language Processing	15CS751	Soft and Evolutionary Computing
15CS742	Cloud Computing and its Applications	15CS752	Computer Vision and Robotics
15CS743	Information and Network Security	15CS753	Digital Image Processing
15CS744	Unix System Programming	15CS754	Storage Area Networks

1. Professional Elective: Electives relevant to choosen specialization / branch
2. Project Phase 1 + Seminar : Literature Survey, Problem Identification, Objectives and Methodology, Submission of Synopsis and Seminar

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WEB TECHNOLOGY LABORATORY WITH MINI PROJECT

[As per Choice Based Credit System (CBCS) scheme]
(Effective from the academic year 2016 -2017)

SEMESTER – VII

Subject Code	15CSL77	IA Marks	20
Number of Lecture Hours/Week	01I + 02P	Exam Marks	80
Total Number of Lecture Hours	40	Exam Hours	03

CREDITS – 02

Course objectives: This course will enable students to

1. Design and develop static and dynamic web pages.
2. Familiarize with Client-Side Programming, Server-Side Programming, Active server Pages.
3. Learn Database Connectivity to web applications.

Description (If any):

NIL

Lab Experiments:

PART A

1. Write a JavaScript to design a simple calculator to perform the following operations: sum, product, difference and quotient.
2. Write a JavaScript that calculates the squares and cubes of the numbers from 0 to 10 and outputs HTML text that displays the resulting values in an HTML table format.
3. Write a JavaScript code that displays text "TEXT-GROWING" with increasing font size in the interval of 100ms in RED COLOR, when the font size reaches 50pt it displays "TEXT-SHRINKING" in BLUE color. Then the font size decreases to 5pt.
4. Develop and demonstrate a HTML5 file that includes JavaScript script that uses functions for the following problems:
   a. Parameter: A string
   b. Output: The position in the string of the left-most vowel
   c. Parameter: A number
   d. Output: The number with its digits in the reverse order
5. Design an XML document to store information about a student in an engineering college affiliated to VTU. The information must include USN, Name, and Name of the College, Branch, Year of Joining, and email id. Make up sample data for 3 students. Create a CSS style sheet and use it to display the document.
6. Write a PHP program to keep track of the number of visitors visiting the web page and to display this count of visitors, with proper headings.
7. Write a PHP program to display a digital clock which displays the current time of the server.
8. Write the PHP programs to do the following:
   a. Implement simple calculator operations.
   b. Find the transpose of a matrix.
   c. Multiplication of two matrices.
   d. Addition of two matrices.

9. Write a PHP program named states.py that declares a variable states with value "Mississippi Alabama Texas Massachusetts Kansas". write a PHP program that does the following:
    a. Search for a word in variable states that ends in xas. Store this word in element 0 of a list named statesList.
    b. Search for a word in states that begins with k and ends in s. Perform a case-insensitive comparison. [Note: Passing re.las a second parameter to method compile performs a case-insensitive comparison.] Store this word in element1 of statesList.
    c. Search for a word in states that begins with M and ends in s. Store this word in element 2 of the list.
    d. Search for a word in states that ends in a. Store this word in element 3 of the list.
10. Write a PHP program to sort the student records which are stored in the database using selection sort.

Study Experiment / Project:

Develop a web application project using the languages and concepts learnt in the theory and exercises listed in part A with a good look and feel effects. You can use any web technologies and frameworks and databases.

Note:

1. In the examination each student picks one question from part A.

2. A team of two or three students must develop the mini project. However during the examination, each student must demonstrate the project individually.

3. The team must submit a brief project report (15-20 pages) that must include the following
    a. Introduction
    b. Requirement Analysis
    c. Software Requirement Specification
    d. Analysis and Design
    e. Implementation
    f. Testing

Course outcomes: The students should be able to:

- Design and develop dynamic web pages with good aesthetic sense of designing and latest technical know-how's.
- Have a good understanding of Web Application Terminologies, Internet Tools other web services.
- Learn how to link and publish web sites

Conduction of Practical Examination:

1. All laboratory experiments from part A are to be included for practical examination.

2. Mini project has to be evaluated for 30 Marks.
3. Report should be prepared in a standard format prescribed for project work.
4. Students are allowed to pick one experiment from the lot.
5. Strictly follow the instructions as printed on the cover page of answer script.
6. Marks distribution:
   a) Part A: Procedure + Conduction + Viva:10 + 35 +5 =50 Marks
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Change of experiment is allowed only once and marks allotted to the procedure part to be made zero.

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