UNIVERSITY OF MUMBAI

Revised syllabus (Rev- 2016) from Academic Year 2016 -17

Under

FACULTY OF TECHNOLOGY

Computer Engineering

Second Year with Effect from **AY 2017-18**
Third Year with Effect from **AY 2018-19**
Final Year with Effect from **AY 2019-20**

As per **Choice Based Credit and Grading System**
with effect from the AY 2016–17

Co-ordinator, Faculty of Technology's Preamble:

To meet the challenge of ensuring excellence in engineering education, the issue of quality needs to be addressed, debated and taken forward in a systematic manner. Accreditation is the principal means of quality assurance in higher education. The major emphasis of accreditation process is to measure the outcomes of the program that is being accredited. In line with this Faculty of Technology of University of Mumbai has taken a lead in incorporating philosophy of outcome based education in the process of curriculum development.

Faculty of Technology, University of Mumbai, in one of its meeting unanimously resolved that, each Board of Studies shall prepare some Program Educational Objectives (PEO's) and give freedom to affiliated Institutes to add few (PEO's). It is also resolved that course objectives and course outcomes are to be clearly defined for each course, so that all faculty members in affiliated institutes understand the depth and approach of course to be taught, which will enhance learner's learning process. It was also resolved that, maximum senior faculty from colleges and experts from industry to be involved while revising the curriculum. I am happy to state that, each Board of studies has adhered to the resolutions passed by Faculty of Technology, and developed curriculum accordingly. In addition to outcome based education, semester based credit and grading system is also introduced to ensure quality of engineering education.

Choice based Credit and Grading system enables a much-required shift in focus from teacher-centric to learner-centric education since the workload estimated is based on the investment of time in learning and not in teaching. It also focuses on continuous evaluation which will enhance the quality of education. University of Mumbai has taken a lead in implementing the system through its affiliated Institutes and Faculty of Technology has devised a transparent credit assignment policy and adopted ten points scale to grade learner's performance. Credit assignment for courses is based on 15 weeks teaching learning process, however content of courses is to be taught in 12-13 weeks and remaining 2-3 weeks to be utilized for revision, guest lectures, coverage of content beyond syllabus etc.

Choice based Credit and grading system is implemented from the academic year 2016-17 through optional courses at department and institute level. This will be effective for SE, TE and BE from academic year 2017-18, 2018-19 and 2019-20 respectively.

Dr. S. K. Ukarande
Co-ordinator,
Faculty of Technology,
Member - Academic Council
University of Mumbai, Mumbai

Chairman's Preamble:

Engineering education in India is expanding and is set to increase manifold. The major challenge in the current scenario is to ensure quality to the stakeholders along with expansion. To meet this challenge, the issue of quality needs to be addressed, debated and taken forward in a systematic manner. Accreditation is the principal means of quality assurance in higher education and reflects the fact that in achieving recognition, the institution or program of study is committed and open to external review to meet certain minimum specified standards. The major emphasis of this accreditation process is to measure the outcomes of the program that is being accredited. Program outcomes are essentially a range of skills and knowledge that a student will have at the time of graduation from the program. In line with this Faculty of Technology of University of Mumbai has taken a lead in incorporating the philosophy of outcome based education in the process of curriculum development.

As the Chairman, Board of Studies in Computer Engineering of the University of Mumbai, I am happy to state here that, the Program Educational Objectives for Undergraduate Program were finalized in a brain storming session, which was attended by more than 85 members from different affiliated Institutes of the University. They are either Heads of Departments or their senior representatives from the Department of Computer Engineering. The Program Educational Objectives finalized for the undergraduate program in Computer Engineering are listed below;

1. To prepare the Learner with a sound foundation in the mathematical, scientific and engineering fundamentals.
2. To motivate the Learner in the art of self-learning and to use modern tools for solving real life problems.
3. To equip the Learner with broad education necessary to understand the impact of Computer Science and Engineering in a global and social context.
4. To encourage, motivate and prepare the Learner's for Lifelong- learning.
5. To inculcate professional and ethical attitude, good leadership qualities and commitment to social responsibilities in the Learner's thought process.

In addition to Program Educational Objectives, for each course of the program, objectives and expected outcomes from a learner's point of view are also included in the curriculum to support the philosophy of outcome based education. I strongly believe that even a small step taken in the right direction will definitely help in providing quality education to the major stakeholders.

Dr. Subhash K. Shinde
Chairman, Board of Studies in Computer Engineering,
University of Mumbai, Mumbai.

Course Code	Course Name	Teaching Scheme (Contact Hours)			Credits Assigned			
		Theory	Pract	Tut	Theory	TW/Pract	Tut	Total
CSC301	Applied Mathematics -III	4+1@	-	-	5	-	-	5
CSC302	Digital Logic Design and Analysis	4	-	-	4	-	-	4
CSC303	Discrete Mathematics	3+1@	-	-	4	-	-	4
CSC304	Electronic Circuits and Communication Fundamentals	4	-	-	4	-	-	4
CSC305	Data Structures	4	-	-	4	-	-	4
CSL301	Digital System Lab	-	2	-	-	1	-	1
CSL302	Basic Electronics Lab	-	2	-	-	1	-	1
CSL303	Data structure Lab	-	2	-		1	-	1
CSL304	OOPM(Java) Lab	-	2+2*	-	-	2	-	2
	Total	**21**	**10**	**-**	**21**	**5**	**-**	**26**

@ 1 hour to be taken tutorial as class wise.

*2 hours shown as practical's to be taken class wise and other 2 hours to be taken as batch wise

Course Code	Course Name	Examination Scheme								
		Theory								
		Internal Assessment			End Sem. Exam	Exam Duration (in Hrs)	TW	Oral	Oral & Pract	Total
		Test 1	Test 2	Avg.						
CSC301	Applied Mathematics -III	20	20	20	80	3	-	-	-	100
CSC302	Digital Logic Design and Analysis	20	20	20	80	3	-	-	-	100
CSC303	Discrete Structures	20	20	20	80	3	-	-	-	100
CSC304	Electronic Circuits and Communication Fundamentals	20	20	20	80	3	-	-	-	100
CSC305	Data Structures	20	20	20	80	3	--	-	-	100
CSL301	Digital System Lab	-	-	-	-	-	25	--	25	50
CSL302	Basic Electronics Lab	-	-	-	-	-	25	25	---	50
CSL303	Data structure Lab	-	-	-	-	-	25	-	25	50
CSL304	OOPM(Java) Lab	-	-	-	-	-	50	--	50	100
	Total	100	100	100	400	-	125	25	100	750

Course Code	Course Name	Credits
CSC301	Applied Mathematics-III	5

Course objectives:
1. To understand the concept of complex variables, C-R equations, harmonic functions and its conjugate and mapping in complex plane.
2. To learn the complex mapping, standard mappings, cross ratios and fixed point.
3. To learn the Laplace Transform, Inverse Laplace Transform of various functions, its application and Z-transform.
4. To understand the concept of Fourier Series, its complex form and enhance the problem solving skill.

Course outcomes: On successful completion of course learner will be able to:
1. Understand complex variable theory, application of harmonic conjugate to get orthogonal trajectories and analytic function.
2. Plot the image of the curve by a complex transformation from z-plane to w-plane.
3. Expand the periodic function by using Fourier series and complex form of Fourier series.
4. Understand the concept of Laplace transform and inverse Laplace transform of various functions and its application to solve ordinary differential equations.
5. Apply the concept of Z- transformation and its inverse of the given sequence.
6. Apply the concept of Correlation and Regression to the engineering problems.

Module No.	Unit No.	Topics	Hrs.
1.0		**Laplace Transform**	09
	1.1	**Laplace Transform of Standard Functions:** Introduction, Definition of Laplace transform, Laplace transform of $1, e^{at} \sin(at), \cos(at), \sinh(at), \cosh(at), t^n \, erf(t)$, Heavi-side unit step, dirac-delta function, LT of periodic function.	
	1.2	**Properties of Laplace Transform:** Linearity, first shifting property, second shifting property, multiplication by t^n, division by t, Laplace Transform of derivatives and integrals, change of scale property. (without proof)	
2.0		**Inverse Laplace Transform**	08
	2.1	Inverse Laplace Transform by Partial fraction method, Convolution theorem	
	2.2	Application to solve initial and boundary value problem involving	

		ordinary differential equations with one dependent variable and constant coefficients.	
3.0		**Fourier Series**	**10**
	3.1	Dirichlet's conditions, Fourier series of periodic functions with period 2π and $2L$, Fourier series for even and odd functions.	
	3.2	Half range sine and cosine Fourier series, Parsevel's identities (without proof)	
	3.3	Complex form of Fourier series, Orthogonal and Orthonormal set of functions.	
4.0		**Complex Variable & mapping**	**09**
	4.1	Functions of a complex variable, Analytic functions, Cauchy-Riemann equations in Cartesian co-ordinates & Polar co-ordinates.	
	4.2	Harmonic functions, Analytic method and Milne Thomson methods to find f(z), Orthogonal trajectories.	
	4.3	**Mapping:** Conformal mapping, bilinear transformations, cross ratio, fixed points, bilinear transformation of straight lines and circles.	
5.0		**Z-transform**	**06**
	5.1	Z-transform of standard functions such as $Z(a^n)$, $Z(n^p)$.	
	5.2	Properties of Z-transform :Linearity, Change of scale, Shifting property, Multiplication of K, Initial and final value, Convolution theorem (without proof)	
	5.3	**Inverse Z transform:** Binomial Expansion and Method of Partial fraction	
6.0		**Correlation & regression, Curve Fitting**	**10**
	6.1	Scattered diagrams, Karl Pearson's coefficient of correlation, covariance, Spearman's Rank correlation(non-repeated and repeated ranks)	
	6.2	Regression coefficient & Lines of Regression.	
	6.3	Fitting of curves: Least square method. Fitting of the straight line $y = a + bx$,parabolic curve $y = a + bx + cx^2$,& exponential curve $y = ab^x$	
		Total	**52**

Text Books:

1. Higher Engineering Mathematics by Grewal B. S. 38th edition, Khanna Publication 2005.

2. Advanced Engineering Mathematics by Kreyszig E. 9th edition, John Wiley.

3. A Text Book of Applied Mathematics Vol. I & II by P.N.Wartilar &

4. J.N.Wartikar, Pune, Vidyarthi Griha Prakashan., Pune.

Reference Books:

1. Advanced Engg. Mathematics by C. Ray Wylie & Louis Barrett.TMH International Edition.
2. Mathematical Methods of Science and Engineering by Kanti B. Datta, Cengage Learning.
3. Integral Transforms and their Engineering Applications by Dr. B. B. Singh, Synergy Knowledgewar.
4. Laplace Transforms by Murry R. Spieget, Schaun's out line series-McGraw Hill Publication.

Assessment:

Internal Assessment:

Assessment consists of two class tests of 20 marks each. The first class test is to be conducted when approx. 40% syllabus is completed and second class test when additional 40% syllabus is completed. Duration of each test shall be one hour.

End Semester Theory Examination:

1. Question paper will comprise of 6 questions, each carrying 20 marks.
2. The students need to solve total 4 questions.
3. Question No.1 will be compulsory and based on entire syllabus.
4. Remaining question (Q.2 to Q.6) will be selected from all the modules.

Course Code	Course Name	Credits
CSC302	**Digital Logic Design and Analysis**	**4**

Course Objectives:
1. To introduce the fundamental concepts and methods for design of digital circuits and a pre-requisite for computer organization and architecture, microprocessor systems.
2. To provide the concept of designing Combinational and sequential circuits.
3. To provide basic knowledge of how digital building blocks are described in VHDL.

Course Outcomes: At the end of the course student should be able-
1. To understand different number systems and their conversions.
2. To analyze and minimize Boolean expressions.
3. To design and analyze combinational circuits.
4. To design and analyze sequential circuits
5. To understand the basic concepts of VHDL.
6. To study basics of TTL and CMOS Logic families.

Module	Detailed Content	Hours
1	**Number Systems and Codes** Introduction to number system and conversions: Binary, Octal, Decimal and Hexadecimal number Systems, Binary arithmetic: addition, subtraction (1's and 2's complement), multiplication and division. Octal and Hexadecimal arithmetic: Addition and Subtraction (7's and 8's complement method for octal) and (15's and 16's complement method for Hexadecimal). Codes: Gray Code, BCD Code, Excess-3 code, ASCII Code. Error Detection and Correction: Hamming codes.	8
2	**Boolean Algebra and Logic Gates**: Theorems and Properties of Boolean Algebra, Boolean functions, Boolean function reduction using Boolean laws, Canonical forms, Standard SOP and POS form. Basic Digital gates: NOT , AND , OR , NAND , NOR , EXOR , EX-NOR, positive and negative logic, K-map method 2 variable, 3 variable, 4 variable, Don't care condition, Quine-McClusky Method, NAND-NOR Realization.	8
3	**Combinational Logic Design:** Introduction, Half and Full Adder, Half subtractor Full Subtractor, Four Bit Ripple adder, look ahead carry adder, 4 bit adder subtractor, one digit BCD Adder, Multiplexer, Multiplexer tree, Demultiplexer, Demultiplexer tree, Encoders Priority encoder, Decoders, One bit, Two bit , 4-bit Magnitude Comparator, ALU IC 74181.	8

4	**Sequential Logic Design**: Introduction: SR latch, Concepts of Flip Flops: SR, D, J-K, T, Truth Tables and Excitation Tables of all types, Race around condition, Master Slave J-K Flip Flops, Timing Diagram, Flip-flop conversion, State machines, state diagrams, State table, concept of Moore and Mealy machine. Counters : Design of Asynchronous and Synchronous Counters,Modulus of the Counters, UP- DOWN counter, Shift Registers: SISO, SIPO, PIPO, PISO Bidirectional Shift Register, Universal Shift Register, Ring and twisted ring/Johnson Counter, sequence generator.	15
5	**Introduction to VHDL:** Introduction: Fundamental building blocks Library, Entity, Architecture, Modeling Styles, Concurrent and sequential statements, simple design examples for combinational circuits and sequential circuits.	6
6	**Digital Logic Families**: Introduction: Terminologies like Propagation Delay, Power Consumption, Fan in and Fan out , current and voltage parameters, noise margin, with respect to TTL and CMOS Logic and their comparison	3

Text Books:
1. R. P. Jain, "Modern Digital Electronics", Tata McGraw Hill.
2. M. Morris Mano, "Digital Logic and computer Design", PHI.
3. Norman Balabanian, "Digital Logic Design Principles", Wiley.
4. J. Bhasker." VHDL Primer", Pearson Education.

Reference Books:

1. Donald p Leach, Albert Paul Malvino,"Digital principles and Applications",Tata McGraw
2. Yarbrough John M. , "Digital Logic Applications and Design ", Cengage Learning.
3. Douglas L. Perry, "VHDL Programming by Example", Tata McGraw Hill.

Internal Assessment: Assessment consists of two class tests of 20 marks each. The first class test is to be conducted when approx. 40% syllabus is completed and second class test when additional 40% syllabus is completed. Duration of each test shall be one hour.

Theory Examination:

1. Question paper will comprise of 6 questions, each carrying 20 marks.
2. The students need to solve total 4 questions.
3. Question No.1 will be compulsory and based on entire syllabus.
4. Remaining question (Q.2 to Q.6) will be selected from all the modules.

Course Code	Course Name	Credits
CSC303	**Discrete Mathematics**	**4**

Course Objectives:
1. Cultivate clear thinking and creative problem solving.
2. Thoroughly train in the construction and understanding of mathematical proofs. Exercise common mathematical arguments and proof strategies.
3. Thoroughly prepare for the mathematical aspects of other Computer Engineering courses

Course Outcomes: At the end of the course student will be able to
1. Understand the notion of mathematical thinking, mathematical proofs and to apply them in problem solving.
2. Ability to reason logically.
3. Ability to understand relations, Diagraph and lattice..
4. Ability to understand use of functions, graphs and their use in programming applications.
5. Understand use of groups and codes in Encoding-Decoding
6. Apply discrete structures into other computing problems such as formal specification, verification, artificial intelligence, cryptography, Data Analysis and Data Mining etc.

Prerequisite: Basic Mathematics

Sr. No.	Module	Detailed Content	Hours
1	Set Theory	• Sets, Venn diagrams, Operations on Sets • Laws of set theory, Power set and Products • Partitions of sets, The Principle of Inclusion and Exclusion	4
2	Logic	• Propositions and logical operations, Truth tables • Equivalence, Implications • Laws of logic, Normal Forms • Predicates and Quantifiers • Mathematical Induction	8
3	Relations and Functions	• Relations, Paths and Digraphs • Properties and types of binary relations • Operations on relations, Closures, Warshall's algorithm • Equivalence and partial ordered relations, • Poset, Hasse diagram and Lattice • Functions: Types of functions - Injective, Surjective and Bijective	12

		• Composition of functions , Identity and Inverse function • Pigeon-hole principle	
4	Counting	• Permutations , Combinations • Elements of Probability, Discrete Probability and Conditional Probability • Generating Functions and Recurrence Relations • Recursive Functions • Introduction to Functional Programming	6
5	Graphs	• Definitions, Paths and circuits: Eulerian and Hamiltonian • Types of graphs, Sub Graphs • Isomorphism of graphs	6
6	Algebraic Structures and Coding Theory	• Algebraic structures with one binary operation: semigroup, monoid and group, Abelian group • Isomorphism, Homomorphism and Automorphism • Cyclic groups, Normal subgroups, • Codes and group codes	8

Text Books:
1. BernadKolman, Robert Busby, Sharon Cutler Ross, Nadeem-ur-Rehman, "Discrete Mathematical Structures", Pearson Education.
2. C.L.Liu, Elements of Discrete Mathematics, second edition 1985, McGraw-Hill BookCompany. Reprinted 2000.
3. K.H.Rosen, Discrete Mathematics and applications, fifth edition 2003, TataMcGraw Hill publishing Company.
4. D.E. Rydeheard University of Manchester , R.M. Burstall, University of Edinburgh "Computational Category Theory".

Reference Books:
1. Y N Singh, "Discrete Mathematical Structures", Wiley-India.
2. J .L.Mott, A.Kandel, T.P .Baker, Discrete Mathematics for Computer Scientists and Mathematicians, second edition 1986, Prentice Hall of India.
3. J. P. Trembley, R. Manohar "Discrete Mathematical Structures with Applications to Computer Science", TataMcgraw-Hill.
4. Seymour Lipschutz , Marc Lars Lipson," Discrete Mathematics" Schaum'sOutline, McGraw Hill Education.

Internal Assessment:

Assessment consists of two class tests of 20 marks each. The first class test is to be conducted when approx. 40% syllabus is completed and second class test when additional 40% syllabus is completed. Duration of each test shall be one hour.

Theory Examination:

1. Question paper will comprise of 6 questions, each carrying 20 marks.
2. The students need to solve total 4 questions.
3. Question No.1 will be compulsory and based on entire syllabus.
4. Remaining question (Q.2 to Q.6) will be selected from all the modules.

** Tutorial lecture can be conducted for each unit and min 10 problems on the covered unit can be given to the students for practice.

Course Code	Course Name	Credits
CSC304	Electronic Circuits and Communication Fundamentals	4

Course Objectives:
1. To develop the knowledge of semiconductor devices and circuits, and explain their use in communication applications.
2. To inculcate circuit analysis capabilities in students.
3. To gain knowledge in electronic devices and circuits that is useful in real life applications.
4. To understand the fundamental concepts of electronic communication and their use in computer applications.

Course Outcomes: At the end of the course student should be able
1. To understand the use of semiconductor devices in circuits and analyze them.
2. To understand importance of oscillators and power amplifiers in communication system.
3. To understand basic concepts of operational amplifier and their applications.
4. To understand the fundamental concepts of electronic communication
5. To apply knowledge of electronic devices and circuits to communication applications.
6. To study basic concepts of information theory.

Prerequisite: Basic electrical engineering

Module	Detailed Content	Hours
1	**Electronic Circuits:Bipolar junction transistor**. Input and Output characteristics, Types of Biasing - Fixed bias, self-bias, voltage divider bias, DC load line and significance, CE amplifier using re model, (Analysis based Numericals)	08
2	**Power Amplifiers:** Introduction, Class A and Class C power amplifier. Oscillators: Introduction, Barkhausen criteria, Colpitts oscillator and Crystal oscillator	04
3	**Electronic Circuits** : **Operational Amplifier and its applications** Op-amp – block diagram, parameters and characteristics, applications- Inverting and Non inverting amplifier, Summing Amplifier(Numerical), Difference amplifier, Basic Integrator and Differentiator, Comparator, Zero Crossing Detector (only theory)	10

4	**Communication Fundamentals: Analog Communication** Block diagram and elements of analog communication systems, Theory of amplitude modulation and types of AM (Numerical) Generation of DSB SC using diode based balanced modulator, Generation of SSB using phase shift method, Introduction of FM,and its mathematical representation, Statement of Carson's Rule Comparison of AM, FM, Block diagram of AM transmitter (HLM and LLM) Block diagram of AM Superheterodyne receiver.	10
5	**Pulse Modulation and Multiplexing.** Statement of Sampling Theorem, Generation and detection of PAM, PWM, PPM, PCM, DM and ADM. Principle of TDM using PCM and FDM	10
6	**Communication Fundamentals**: **Information theory.** Amount of information, average information, information rate, Statement of Shannon's theorem, channel capacity (Numericals)	06

Text Books:

1. Robert Boylestad, 'Electronic Devices and circuit Theory', Prentice Hall.
2. D Roy Choudhury, ' Linear integrated Circuits' New Age International Ltd
3. G. Kennedy, B. Davis, S R M Prasanna, 'Electronic Communication Systems', McGraw Hill, 5th Edition.
4. Wayne Tomasi, 'Electronic Communication Systems (fundamentals through advanced)', Pearson Education, 4th Edition.
5. K. Sam Shanmugam,' Digital and analog communication systems', Wiley.

Reference Books:

1. Donald Neamen, 'Electronic Circuit Analysis and Design', Tata McGraw Hill,2nd Edition.
2. K. R. Botkar, 'Integrated Circuits', Khanna Publishers, 9th Edition
3. Simon Haykin, 'Digital Communication systems', Wiley.
4. David Bell, 'Electronic Devices and Circuits', Oxford, 5th Edition.
5. Ramakant A. Gayakwad, 'Op-amp and linear integrated circuits', PHI, 3rd edition.

Internal Assessment

Assessment consists of two class tests of 20 marks each. The first class test is to be conducted when approx. 40% syllabus is completed and second class test when additional 40% syllabus is completed. Duration of each test shall be one hour.

Theory Examination:

2 Question paper will comprise of 6 questions, each carrying 20 marks.

5. The students need to solve total 4 questions.

6. Question No.1 will be compulsory and based on entire syllabus.

7. Remaining question (Q.2 to Q.6) will be selected from all the modules.

Course Code	Course Name	Credits
CSC305	**Data Structures**	**4**

Course Objectives:
1. To teach various storage mechanisms of data.
2. To design and implement various data structures.
3. To introduce various techniques for representation of the data in the real world.
4. To teach different sorting techniques.
5. To teach different searching techniques.

Course Outcomes:
1. Students will be able to implement various linear and nonlinear data structures.
2. Students will be able to handle operations like insertion, deletion, searching and traversing on various data structures.
3. Students will be able to select appropriate sorting technique for given problem.
4. Students will be able to select appropriate searching technique for given problem.
5. Students will be able to apply the learned concepts in various domains like DBMS and Compiler Construction.
6. Students will be able to choose appropriate data structure for specified problem domain.

Prerequisite: C Programming

Module	Detailed Content	Hours
01	**Introduction to Data Structures**	03
	Introduction, Types of Data Structures – Linear and Nonlinear, Operations on Data Structures, Concept of ADT, Arrays.	
02	**Stack and Queues**	10
	Introduction, ADT of Stack, Operations on Stack, Array Implementation of Stack, Applications of Stack – Well form-ness of Parenthesis, Infix to Postfix Conversion and Postfix Evaluation, Recursion. ADT of Queue, Operations on Queue, Array Implementation of Queue, Circular Queue, Priority Queue, Double Ended Queue, Applications of Queue.	
03	**Linked List**	10
	Introduction, Representation of Linked List, Linked List v/s Array, Implementation of Linked List, Linked Implementation of Stack and Queue, Circular Linked List, Doubly Linked List, Application – Polynomial Representation and Addition.	
04	**Trees**	12
	Introduction, Tree Terminologies, Binary Tree, Representation, Types of Binary Tree, Binary Tree Traversals, Binary Search Tree, Implementation of Binary Search Tree, Applications – Expression Tree, Huffman Encoding. Search Trees – AVL, B Tree, B+ Tree, Splay Tree and Trie.	

05	**Graphs**	06
	Introduction, Graph Terminologies, Representation, Graph Traversals – Depth First Search (DFS) and Breadth First Search (BFS), Application – Topological Sorting	
06	**Sorting and Searching**	07
	Introduction, Bubble Sort, Insertion Sort, Merge Sort, Quick Sort. Linear Search, Binary Search, Hashing – Concept, Hash Functions, Collision Handling Techniques.	

Text Books:

1. Data Structures using C, Reema Thareja, Oxford
2. Data Structures using C and C++, Rajesh K Shukla, Wiley - India
3. Data Structures Using C, Aaron M Tenenbaum, Yedidyah Langsam, Moshe J Augenstein, Pearson
4. Data Structures: A Pseudocode Approach with C, Richard F. Gilberg & Behrouz A., Forouzan, Second Edition, CENGAGE Learning
5. Introduction to Data Structure and Its Applications, JeanPaul Tremblay, P. G. Sorenson

Reference Books:

1. C & Data Structures, Prof. P.S. Deshpande, Prof. O.G. Kakde, DreamTech press.
2. Data Structure Using C, Balagurusamy.
3. Data Structures Using C, ISRD Group, Second Edition, Tata McGraw-Hill.
4. Data Structures, Adapted by: GAV PAI, Schaum's Outlines.

Internal Assessment:

Assessment consists of two class tests of 20 marks each. The first class test is to be conducted when approx. 40% syllabus is completed and second class test when additional 40% syllabus is completed. Duration of each test shall be one hour.

End Semester Theory Examination:

1 Question paper will comprise of 6 questions, each carrying 20 marks.
2. The students need to solve total 4 questions.
3. Question No.1 will be compulsory and based on entire syllabus.
4. Remaining question (Q.2 to Q.6) will be selected from all the modules

Lab Code	Lab Name	Credits
CSL301	**Digital System Lab**	**1**

Lab Outcome:

1. Understand the basics of various digital components.
2. Understand the principles of design of combinational logic and sequential logic circuits using basic components.
3. Recognize the importance of digital systems in computer architecture.
4. Design and simulate the basic digital circuit.

Description

Experiments with Logic Building Blocks using SSI/MSI, Experiments on Design and/or use Minimization tools. Use of VHDL and simulation in Logic Design. Experiment on design using MSI and/or PLDs tools.

Suggested List of Experiments:

Sr. No.	Title of Experiments
1	To study and verify the truth table of various logic gates using ICs and realize Boolean expressions using gates
2	To realize basic gates using universal gates
4	To realize binary to gray code and gray code to binary converter.
5	To realize parity generator and detector.
6	To realize arithmetic circuits i) Half adder ii) Full adder iii) Half subtractor iv) Full subtractor
7	To realize 2 bit magnitude comparator.
8	To Study multiplexer IC and realization of full adder using multiplexer IC
9	To Study decoder IC and realization of combinational logic using decoder IC
10	Study of flip-flops using IC's
11	To realize asynchronous 3 bit up counter.
12	To realize shift registers using flip flops
13	To realize basic gates using VHDL

14	To realize 4:1 multiplexer using VHDL
15	To realize 4 bit counter using VHDL

Term Work:

Laboratory work will be based on above syllabus with minimum 10 experiments to be incorporated.

Oral & Practical exam will be based on the above and CSC302: Digital Logic Design and Analysis syllabus.

Lab Code	Lab Name	Credits
CSL302	**Basic Electronics Lab**	**1**

Lab Outcome:

1. Understand the basics of various semiconductor devices, electronic components and instruments.
2. Understand the working of electronic circuits using components
3. Recognize the importance of electronic circuits in electronic communications.
4. Study the fundamental concepts of various modulation methods.

Description

Experiments with semiconductor devices, ICs, electronic component and various measuring instruments. Study experiments on various modulation methods.

Suggested List of Experiments:

Sr. No.	List Experiments
1	Study of electronic components and measuring instruments.
2	Implementation of single stage BJTamplifier.
3	Implementation of oscillators.
4	Implementation of inverting, non inverting amplifier using IC741.
5	Implementation of adder and subtractor using IC 741.
6	Implementation of differentiator using IC741.
7	Implementation of integrator using IC741.
8	Modulation and Demodulation of AM.
9	Study of super heterodyne receiver
10	Modulation and Demodulation PAM.
11	Modulation and Demodulation PWM.
12	Modulation and Demodulation PPM.
13	Modulation and Demodulation PCM.
14	Study of TDM.

15	Study of FDM.
16	SPICE based simulation.

Term Work:

Laboratory work will be based on above syllabus with minimum 10 experiments to be incorporated.

Oral exam will be based on the above mentioned experiment list and CSC304: Electronic circuits and communication fundamentals syllabus.

Lab Code	Lab Name	Credits
CSL303	**Data Structures Lab**	**1**

Lab outcomes:

1. Students will be able to implement various linear and nonlinear data structures.
2. Students will be able to handle operations like insertion, deletion, searching and traversing on various data structures.

Description: Experiments based on creating and manipulating various data structures.

Suggested Experiments:

Students are required to complete at least 12 experiments.
Star (*) marked experiments are compulsory.

*1) Array Implementation of Stack.

*2) Conversion of Infix to Postfix.

3) Evaluation of Postfix Expression.

4) Check continuity of different types of parenthesis using stack.

5) Array Implementation of Queue.

*6) Array Implementation of Circular Queue.

7) Array Implementation of Priority Queue

*8) Implementation of Singly Linked List

9) Linked Implementation of Stack

10) Linked Implementation of Queue.

11) Implementation of Circular Linked List.

12) Implementation of Doubly Linked List.

*13) Implement Binary Search Tree.

14) Implementation of Bubble Sort.

15) Implementation of Insertion Sort.

16) Implementation of Merge Sort.

*17) Implementation of Quick Sort.

*18) Implementation   of Binary Search.

19) Implementation of Hashing.

20) Implementation of Depth First Search and Breadth First Search.

Term Work:

1. Term work should consist of at least 10 experiments.
2. Journal must include at least 2 assignments.
3. A case study should be conducted using a Mini Project by taking a good problem definition and complete the following phases.
   a. Decomposing the problem into modules
   b. Identifying the best suited data structure for solving the sub problems with justification
   c. Define algorithms for various identified functions
   d. Implement the modules
4. The final certification and acceptance of term work ensures that satisfactory performance of laboratory work and minimum passing marks in term work.
5. Term Work:

Total 25 Marks = (Experiments: 10 mark + Mini Project: 05 mark + Assignments: 05 mark)

Practical and oral examination will be based on the above syllabus.

Lab Code	Lab Name	Credits
CSL304	**OOPM (JAVA) Lab**	**2**

Course Objective:
1. To learn the object oriented programming concepts.
2. To study various java programming concept like multithreading, exception handling, packages etc.
3. To explain components of GUI based programming.

Course Outcomes: At the end of the course Student should be able:
1. To apply fundamental programming constructs.
2. To illustrate the concept of packages, classes and objects.
3. To elaborate the concept of strings, arrays and vectors.
4. To implement the concept of inheritance and interfaces.
5. To implement the notion of exception handling and multithreading.
6. To develop GUI based application.

Prerequisite: Structured Programming Approach

Sr. No.	Module	Detailed Content	Hours
1	Introduction to Object Oriented Programming	1.1 OOP Concepts: Object, Class, Encapsulation, Abstraction, Inheritance, Polymorphism. 1.2 Features of Java, JVM 1.3 Basic Constructs/Notions: Constants, variables and data types, Operators and Expressions, Revision of Branching and looping	02
2	Classes, Object and Packages	2.1 Class, Object, Method. 2.2 Constructor, Static members and methods 2.3 Passing and returning Objects 2.4 Method Overloading 2.5 Packages in java, creating user defined packages, access specifiers.	05
3	Array, String and Vector	3.1 Arrays, Strings, String Buffer 3.2 Wrapper classes, Vector	04
4	Inheritance and Interface	4.1 Types of Inheritance, super keyword, Method Overriding, abstract class and abstract method, final keyword, 4.2 Implementing interfaces, extending interfaces	03
5	Exception Handling and Multithreading	5.1 Error vs Exception, try, catch, finally, throw, throws, creating own exception 5.2 Thread lifecycle, Thread class methods, creating threads, Synchronization	04
6	GUI programming in JAVA	6.1 Applet: Applet life cycle, Creating applets, Graphics class methods, Font and Color class, parameter passing.	08

		6.2 Event Handling: Event classes and event listener
		6.3 Introduction to AWT: Working with windows, Using AWT controls- push Buttons, Label, Text Fields, Text Area, Check Box, and Radio Buttons.
		6.4 Programming using JDBC: Introduction to JDBC, JDBC Drivers & Architecture.

Text books:

1. Herbert Schildt, 'JAVA: The Complete Reference', Ninth Edition, Oracle Press.

2. Sachin Malhotra and Saurabh Chaudhary, "Programming in Java", Oxford University Press, 2010

Reference Books:

1. Ivor Horton, 'Beginning JAVA', Wiley India.

2. DietalandDietal, 'Java: How to Program', 8/e,PHI

3. 'JAVA Programming', Black Book, Dreamtech Press.

4. 'Learn to Master Java programming', Staredusolutions

Digital Material:

1. www.nptelvideos.in
2. www.w3schools.com
3. http://spoken-tutorial.org
4. www.staredusolutions.org

Suggested List of Programming Assignments/Laboratory Work:

1.	Program on various ways to accept data through keyboard and unsigned right shift operator.
2.	Program on branching, looping, labelled break and labelled continue.
3.	Program to create class with members and methods, accept and display details for single object.
4.	Program on constructor and constructor overloading
5.	Program on method overloading
6.	Program on passing object as argument and returning object
7.	Program on creating user defined package
8.	Program on 1D array
9.	Program on 2D array

10.	Program on String
11.	Program on StringBuffer
12.	Program on Vector
13.	Program on single and multilevel inheritance (Use super keyword)
14.	Program on abstract class
15.	Program on interface demonstrating concept of multiple inheritance
16.	Program on dynamic method dispatch using base class and interface reference.
17.	Program to demonstrate try, catch, throw, throws and finally.
18.	Program to demonstrate user defined exception
19.	Program on multithreading
20.	Program on concept of synchronization
21.	Program on Applet to demonstrate Graphics, Font and Color class.
22.	Program on passing parameters to applets
23.	Program to create GUI application without event handling using AWT controls
24.	Program to create GUI application with event handling using AWT controls
25.	Mini Project based on content of the syllabus. (Group of 2-3 students)

Term Work:
Students will submit term work in the form of journal that will include:
1. At least 16-18 programs and mini project
2. Two assignments covering whole syllabus

Term Work: 50 Marks (Total Marks) = 20 marks (Experiments) +
20 marks (Mini Project) +
05 marks (Assignments) +
05 marks (Attendance)

Practical and oral examination will be based on suggested practical list and entire syllabus.