

Rajasthan Technical University, Kota
Detailed Syllabus for B.Tech. (Information Technology)
Session 2009-10 (Main Examination)

Class: III Sem. B.Tech.	Evaluation
Branch: I.T. Schedule per Week Lectures: 3, Tutorial: 1	Examination Time = Three (3) Hours Maximum Marks = 100 [Mid-term (20) & End-term (80)]

3IT1 MATHEMATICS III (Common to Comp. Engg. & Info. Tech)

Units	Contents of the subject
I	Introduction: Engineering application of optimization, Statement and classification of optimization problem, single variable and multivariable optimization with and without constraints.
II	Linear Programming: Formulation of Linear Programming problem, Graphical Approach, General Linear Programming problem, Simple Method. Duality in Linear Programming and Transportation Problems.
III	Project Scheduling: Project Scheduling by PERT and CPM Network Analysis. Sequencing Theory: General Sequencing problem n-jobs through 2 machines & 3 machines and 2-jobs through m machines.
IV	LAPLACE TRANSFORM: Laplace transform with its simple properties. Inverse Laplace transform, convolution theorem (without proof), solution of ordinary differential equation with constant coefficient, solution of partial differential equation having constant coefficient with special reference to diffusion, Heat conduction and wave equation. Boundary value problems
V	NUMERICAL ANALYSIS: Difference operators forward, backward, central, shift and average operators and relation between them. Newton's and Gauss forward and backward interpolation formula for equal interval, Sterling & formula for central difference. Lagrange's Interpolation formula. Inverse Interpolation. Numerical differentiation by Newton's, Gauss and Sterling's formula. Numerical Integration by Simpson's one third and three eight rule. Numerical Integration of ordinary differential equation of first order by Picard's method, Euler's and modified Euler's method, Milure's method and Runge Kutta fourth order method. Solution of difference equation.

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3IT2 ELECTRONIC DEVICES & CIRCUITS (Common to Comp. Engg. & Info. Tech)

Units	Contents of the subject
I	Mobility and conductivity, charge densities in a semiconductor, Fermi Dirac distribution, carrier concentrations and fermi levels in semiconductor, Generation and recombination of charges, diffusion and continuity equation, Mass action Law, Hall effect. Junction diodes, Diode as a ckt. element, load line concept, clipping and clamping circuits, Voltage multipliers.
II	Transistor characteristics, Current components, Current gains: alpha and beta. Operating point. Hybrid model, h-parameter equivalent circuits. CE, CB and CC configuration. DC and AC analysis of CE,CC and CB amplifiers. Ebers-Moll model. Biasing & stabilization techniques. Thermal runaway, Thermal stability.
III	SMALL SIGNAL AMPLIFIERS AT LOW FREQUENCY : Analysis of BJT and FET, RC coupled amplifiers. Frequency response, midband gain, gains at low and high frequency. Miller's Theorem. Cascading Transistor amplifiers, Emitter follower. JFET, MOSFET, Equivalent circuits and biasing of JFET's & MOSFET's. Low frequency CS and CD JFET amplifiers. FET as a voltage variable resistor. Source follower.
IV	FEEDBACK AMPLIFIERS : Classification, Feedback concept, Transfer gain with feedback, General characteristics of negative feedback amplifiers. Analysis of voltage-series, voltage-shunt, current-series and current-shunt feedback amplifier. Stability criterion.
V	OSCILLATORS : Classification. Criterion for oscillation. Tuned collector, Hartley, Colpitts, RC Phase shift, Wien bridge and crystal oscillators, Astable, monostable and bistable multivibrators. Schmitt trigger.

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3IT3 DATA STRUCTURES & ALGORITHMS (Common to Comp. Engg. & Info. Tech)

Units	Contents of the subject
I	<p>Definition & characteristics of algorithms, structures. Difficulties in estimating exact execution time of algorithms. Concept of complexity of program.</p> <p>Asymptotic notations: Big-Oh, theta, Omega- Definitions and examples, Determination of time and space complexity of simple algorithms without recursion. Representing a function in asymptotic notations viz $5n^2-6n=\theta(n^2)$</p> <p>Arrays: Array as storage element, Row major & column major form of arrays, computation of address of elements of n dimensional array.</p>
II	<p>Arrays as storage elements for representing polynomial of one or more degrees for addition & multiplication, sparse matrices for transposing & multiplication, stack, queue, dequeue, circular queue for insertion and deletion with condition for over and underflow, transposition of sparse matrices with algorithms of varying complexity (Includes algorithms for operations as mentioned).</p> <p>Evaluation of Expression: Concept of precedence and associativity in expressions, difficulties in dealing with infix expressions, Resolving precedence of operators and association of operands, postfix & prefix expressions, conversion of expression from one form to other form using stack (with & without parenthesis), Evaluation of expression in infix, postfix & prefix forms using stack. Recursion.</p>
III	<p>Linear linked lists: singly, doubly and circularly connected linear linked lists- insertion, deletion at/ from beginning and any point in ordered or unordered lists. Comparison of arrays and linked lists as data structures.</p> <p>Linked implementation of stack, queue and dequeue. Algorithms for/of insertion, deletion of stack, queue, dequeue implemented using linked structures. Polynomial representation using linked lists for addition, Concepts of Head Node in linked lists.</p> <p>Searching: Sequential and binary search.</p>
IV	<p>Non-Linear Structures: Trees definition, characteristics concept of child, sibling, parent child relationship etc, binary tree: different types of binary trees based on distribution of nodes, binary tree (threaded and unthreaded) as data structure, insertion, deletion and traversal of binary trees, constructing binary tree from traversal results. Threaded binary Tree. Time complexity of insertion, deletion and traversal in threaded and ordinary binary trees. AVL tree: Concept of</p>

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	<p>balanced trees, balance factor in AVL trees, insertion into and deletion from AVL tree, balancing AVL tree after insertion and deletion. Application of trees for representation of sets.</p>
V	<p>Graphs: Definition, Relation between tree & graph, directed and undirected graph, representation of graphs using adjacency matrix and list. Depth first and breadth first traversal of graphs, finding connected components and spanning tree. Single source single destination shortest path algorithms.</p> <p>Sorting: Insertion, quick, heap, topological and bubble sorting algorithms for different characteristics of input data. Comparison of sorting algorithms in term of time complexity.</p> <p>NOTE:</p> <ol style="list-style-type: none">1. Algorithm for any operation mentioned with a data structure or required to implement the particular data structure is included in the curriculum.

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3IT4 OBJECT ORIENTED PROGRAMMING (Common to Comp. Engg. & Info. Tech)

Units	Contents of the subject
I	Introduction: Review of structures in C, accessing members of structures using structure variables, pointer to structures, passing structures to functions, structures as user defined data types.
II	Introduction to programming paradigms- (Process oriented and Object oriented). Concept of object, class, objects as variables of class data type, difference in structures and class in terms of access to members, private and public members of a class, data & function members. Characteristics of OOP- Data hiding, Encapsulation, data security. Basics of C++: Structure of C++ programs, introduction to defining member functions within and outside a class, keyword <i>using</i> , declaring class, creating objects, constructors & destructor functions, Initializing member values with and without use of constructors, simple programs to access & manipulate data members, <i>cin</i> and <i>cout</i> functions. Dangers of returning reference to a private data member, constant objects and members function, composition of classes, friend functions and classes, using <i>this</i> pointer, creating and destroying objects dynamically using <i>new</i> and <i>delete</i> operators. Static class members, container classes and iterators, proxy classes.
III	Operator overloading: Fundamentals, Restrictions, operator functions as class members v/s as friend functions. Overloading stream function, binary operators and unary operators. Converting between types.
IV	Inheritance: Base classes and derived classes, protected members, relationship between base class and derived classes, constructors and destructors in derived classes, public, private and protected inheritance, relationship among objects in an inheritance hierarchy, abstract classes, virtual functions and dynamic binding, virtual destructors.
V	Multiple inheritance, virtual base classes, pointers to classes and class members, multiple class members. Templates, exception handling.

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3IT5 DIGITAL ELECTRONICS (Common to Comp. Engg. & Info. Tech)

Units	Contents of the subject
I	NUMBER SYSTEMS, BASIC LOGIC GATES & BOOLEAN ALGEBRA: Binary Arithmetic & Radix representation of different numbers. Sign & magnitude representation, Fixed point representation, complement notation, various codes & arithmetic in different codes & their inter conversion. Features of logic algebra, postulates of Boolean algebra. Theorems of Boolean algebra. Boolean function. Derived logic gates: Exclusive-OR, NAND, NOR gates, their block diagrams and truth tables. Logic diagrams from Boolean expressions and vice-versa. Converting logic diagrams to universal logic. Positive, negative and mixed logic. Logic gate conversion.
II	DIGITAL LOGIC GATE CHARACTERISTICS: TTL logic gate characteristics. Theory & operation of TTL NAND gate circuitry. Open collector TTL. Three state output logic. TTL subfamilies. MOS & CMOS logic families. Realization of logic gates in RTL, DTL, ECL, C-MOS & MOSFET. Interfacing logic families to one another.
III	MINIMIZATION TECHNIQUES: Minterm, Maxterm, Karnaugh Map, K map upto 4 variables. Simplification of logic functions with K-map, conversion of truth tables in POS and SOP form. Incomplete specified functions. Variable mapping. Quinn-Mc Klusky minimization techniques.
IV	COMBINATIONAL SYSTEMS: Combinational logic circuit design, half and full adder, subtractor. Binary serial and parallel adders. BCD adder. Binary multiplier. Decoder: Binary to Gray decoder, BCD to decimal, BCD to 7-segment decoder. Multiplexer, demultiplexer, encoder. Octal to binary, BCD to excess-3 encoder. Diode switching matrix. Design of logic circuits by multiplexers, encoders, decoders and demultiplexers.
V	SEQUENTIAL SYSTEMS: Latches, flip-flops, R-S, D, J-K, Master Slave flip flops. Conversions of flip-flops. Counters : Asynchronous (ripple), synchronous and asynchronous decade counter, Modulus counter, skipping state counter, counter design. Ring counter. Counter applications. Registers: buffer register, shift register.

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3IT6.1 OPTICAL COMMUNICATION (Common to Comp. Engg. & Info. Tech)

Units	Contents of the subject
I	OPTICAL FIBERS - Basic optical laws and definitions, Principles of light propagation in fibers, Ray theory, Optical fiber modes and configurations, Step index and graded index fibers, Monomode and multimode fibers, Fiber materials, fiber fabrication, Fiber optic cables. Attenuation, signal distortion in optical fibers, Dispersion-intra modal & inter modal, Dispersion shifted and flattened fiber.
II	OPTICAL SOURCES - LED's- Structure, Materials, Characteristics, Modulation, Power & efficiency, Laser Diodes - Basic concept, Hetro Structure, properties and modulation.
III	OPTICAL DETECTORS - PIN and Avalanche photo diodes, photo detector noise, detector response time, Avalanche multiplication noise. Photo diode materials. Fundamental of Optical Receiver Operation.
IV	OPTICAL FIBER COMMUNICATION SYSTEMS- Source to fiber coupling, fiber to fiber joints, fiber splicing, fiber connectors. Principle components. Link design calculation, Applications, Wavelength division multiplexing.
V	OPTICAL FIBER MEASUREMENTS: Measurements of Fiber attenuation, Dispersion, refractive index profile, Numerical aperture & diameter.

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3IT6.2 FUNDAMENTALS OF LINUX & SHELL PROGRAMMING (Common to Comp. Engg. & Info. Tech)

Units	Contents of the subject
I	<p>Introduction: Introduction to Open Source technology, different flavors of Linux (ex:- Red Hat, Fedora, Ubuntu), Files System hierarchy, Logging in, changing password (<i>passwd</i> command only), longname, man, xman, date, cal, time, banner, info commands to access on line help.</p> <p>Simple commands like ls, cp, mv, wc, sort, tsort, cat, cut, grep, dd, head, tail, uniq, diff, echo, touch, which, whereis, whatis, type, who, who am i, finger, w (option and variations included), tty, uname, printf, ps, pwd, history, exec, kill, pkill, clear, lpstate, cancel, compress, uncompress, exit.</p> <p>Directory commands like: Brief introduction to file system, mkdir, dir, cd, df, dfspace, du, ll, dirname, rmdir, dir access permission, changing access permission for files and directories like: chmod, chgrp, chown, hard & soft links. Environments and path setting. I/O redirection & piping commands.</p>
II	<p>vi editor: General startup of vi editor and it modes, Creating and editing files, features of vi, screen movement, cursor movement, insertion, deletion, searching, submitting operations, yank, put, delete commands, reading & writing files, exrc file for setting parameters, advance editing techniques, vim (improved vi).</p>
III	<p>Introduction to X-window system: x-window as client/ server system, concept of window manager, remote computing & local displays, xinitrc file, customize X work environment and application, customizing the fvwm window manager. Introduction to package management using yum technology and rpm command, Browsing internet using Mozilla Firefox and elinks tool.</p>
IV	<p>Shell: meaning and purpose of shell, introduction to types of shell. The command line, standard input and standard output, redirection, pipes, filters special characters for searching files and pathnames.</p> <p>Bourne Again SHell: shell script-writing and executing, command separation & grouping, redirection, directory stack manipulation, processes, parameters & variables, keyword variables. Introduction Korn Shell and C Shell</p>
V	<p>Shell Programming: Control structures, the Here document, expanding NULL or USET variables, Builtins, functions, history, aliases, job control, file substitution, source code management- RCS and CVS. awk utility.</p>

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3IT6.3 MANAGEMENT INFORMATION SYSTEM (Common to Comp. Engg. & Info. Tech)

Units	Contents of the subject
I	Introduction to MIS: concept, Definition, role, Impact and effectiveness of MIS. E-business enterprise: Introduction, E-business, E-commerce, E-communication, E-collaboration. Information Security Challenges: Security Threats controlling and management.
II	Basic of Management Information System: Decision Making, Information and knowledge, OO- Technology and MIS, Business process Re-engineering.
III	Application of Management Information system: Application in manufacturing sector using for personal management, financial management, Production Management, Material Management, Marketing Management Application in Service Sector.
IV	Enterprise Resource Planning (ERP): EMS, ERP, Benefits implementation, EMS & MIS. Case Studies: Application of SAP technologies in manufacturing sector
V	Database and client server architecture, Data Warehouse: architecture to implementation, E-business Technology: Electronic payment systems, Web enabled business management, MIS in web environment.

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3IT7 PROGRAMMING IN C++ (Common to Comp. Engg. & Info. Tech)

S. No.	List of Experiments
1	To write a simple program for understanding of C++ program structure without any CLASS declaration. Program may be based on simple input output, understanding of keyword using.
2	Write a C++ program to demonstrate concept of declaration of class with public & private member, constructors, object creation using constructors, access restrictions, defining member functions within and outside a class. Scope resolution operators, accessing an object's data members and functions through different type of object handle name of object, reference to object, pointer to object, assigning class objects to each other.
3	Program involving multiple classes (without inheritance) to accomplish a task. Demonstrate composition of class.
4	Demonstration Friend function friend classes and this pointer.
5	Demonstration dynamic memory management using new & delete & static class members.
6	Demonstration of restrictions an operator overloading, operator functions as member function and/ or friend function, overloading stream insertion and stream extraction, operators, overloading operators etc.
7	Demonstrator use of protected members, public & private protected classes, multi-level inheritance etc.
8	Demonstrating multiple inheritance, virtual functions, virtual base classes, abstract classes

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3IT8 DATA STRUCTURES LAB (Common to Comp. Engg. & Info. Tech)

S. No.	List of Experiments
1	Write a simple C program on a 32 bit compiler to understand the concept of array storage, size of a word. The program shall be written illustrating the concept of row major and column major storage. Find the address of element and verify it with the theoretical value. Program may be written for arrays upto 4-dimensions.
2	Simulate a stack, queue, circular queue and dequeue using a one dimensional array as storage element. The program should implement the basic addition, deletion and traversal operations.
3	Represent a 2-variable polynomial using array. Use this representation to implement addition of polynomials.
4	Represent a sparse matrix using array. Implement addition and transposition operations using the representation.
5	Implement singly, doubly and circularly connected linked lists illustrating operations like addition at different locations, deletion from specified locations and traversal.
6	Repeat exercises 2, 3 & 4 with linked structures.
7	Implementation of binary tree with operations like addition, deletion, traversal.
8	Depth first and breadth first traversal of graphs represented using adjacency matrix and list.
9	Implementation of binary search in arrays and on linked Binary Search Tree.
10	Implementation of insertion, quick, heap, topological and bubble sorting algorithms.

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3IT9 ANALOG ELECTRONICS LAB (Common to Comp. Engg. & Info. Tech)

S. No.	List of Experiments
1	Plot V-I characteristic of P-N junction diode & calculate cut-in voltage, reverse Saturation current and static & dynamic resistances.
2	Plot V-I characteristic of zener diode and study of zener diode as voltage regulator. Observe the effect of load changes and determine load limits of the voltage regulator.
3	Plot frequency response curve for single stage amplifier and to determine gain bandwidth product.
4	Plot drain current - drain voltage and drain current – gate bias characteristics of field effect transistor and measure of I_{dss} & V_p
5	Application of Diode as clipper & clamper
6	Plot gain- frequency characteristic of two stages RC coupled amplifier & calculate its bandwidth and compare it with theoretical value.
7	Plot gain- frequency characteristic of emitter follower & find out its input and output resistances.
8	Plot input and output characteristics of BJT in CB, CC and CE configurations. Find their h-parameters.
9	Plot gain-frequency characteristics of BJT amplifier with and without negative feedback in the emitter circuit and determine bandwidths, gain bandwidth products and gains at 1kHz with and without negative feedback.
10	Plot and study the characteristics of small signal amplifier using FET.
11	Study Wein bridge oscillator and observe the effect of variation in R & C on oscillator frequency
12	Study transistor phase shift oscillator and observe the effect of variation in R & C on oscillator frequency and compare with theoretical value.
13	To plot the characteristics of UJT and UJT as relaxation.
14	To plot the characteristics of MOSFET and CMOS.

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3IT10 DIGITAL ELECTRONICS LAB (Common to Comp. Engg. & Info. Tech)

S. No.	List of Experiments
1	To verify the truth tables of basic logic gates: AND, OR, NOR, NAND, NOR. Also to verify the truth table of Ex-OR, Ex-NOR (For 2, 3, & 4 inputs using gates with 2, 3, & 4 inputs).
2	To verify the truth table of OR, AND, NOR, Ex-OR, Ex-NOR realized using NAND & NOR gates.
3	To realize an SOP and POS expression.
4	To realize Half adder/ Subtractor & Full Adder/ Subtractor using NAND & NOR gates and to verify their truth tables.
5	To realize a 4-bit ripple adder/ Subtractor using basic Half adder/ Subtractor & basic Full Adder/ Subtractor.
6	To verify the truth table of 4-to-1 multiplexer and 1-to-4 demultiplexer. Realize the multiplexer using basic gates only. Also to construct and 8-to-1 multiplexer and 1-to-8 demultiplexer using blocks of 4-to-1 multiplexer and 1-to-4 demultiplexer
7	Design & Realize a combinational circuit that will accept a 2421 BCD code and drive a TIL -312 seven-segment display.
8	Using basic logic gates, realize the R-S, J-K and D-flip flops with and without clock signal and verify their truth table
9	Construct a divide by 2,4 & 8 asynchronous counter. Construct a 4-bit binary counter and ring counter for a particular output pattern using D flip flop.
10	Perform input/output operations on parallel in/Parallel out and Serial in/Serial out registers using clock. Also exercise loading only one of multiple values into the register using multiplexer. Note: As far as possible, the experiments shall be performed on bread board. However, experiment Nos. 1-4 are to be performed on bread board only.

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4IT1 MICROPROCESSOR AND INTERFACES (Common to Comp. Engg. & Info. Tech)

Units	Contents of the subject
I	Introduction to Microprocessors, microcontroller; 8085 Microprocessor Architecture, pin description, Bus concept and organization; concept of multiplexing and de-multiplexing of buses; concept of static and dynamic RAM, type of ROM, memory map.
II	Software architecture registers and signals, Classification of instruction, Instruction set, addressing modes, Assembly Language Programming and Debugging, Programming Technique, instruction Format and timing.
III	Advance Assembly Language Programming, Counter and time delay; types of Interrupt and their uses, RST instructions and their uses, 8259 programmable interrupt controller; Macros, subroutine; Stack- implementation and uses with examples; Memory interfacing.
IV	8085 Microprocessor interfacing:, 8255 Programmable Peripheral Interface, 8254 programmable interval timer, interfacing of Input/output device, 8279 Key board/Display interface.
V	Microprocessor Application: Interfacing scanned multiplexed display and liquid crystal display, Interfacing and Matrix Keyboard, MPU Design; USART 8251, RS232C and RS422A, Parallel interface- Centronics and IEEE 488 .

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4IT2 PRINCIPLES OF PROGRAMMING LANGUAGES (Common to Comp. Engg. & Info. Tech)

Units	Contents of the subject
I	Programming Language: Definition, History, Features. Issues in Language Design: Structure and Operation of computer, Programming Paradigms. Efficiency, Regularity. Issues in Language Translation: Syntax and Semantics.
II	Specifications and Implementation of Elementary and Structured Data Types. Type equivalence, checking and conversion. Vectors and Arrays, Lists, Structures, Sets, Files.
III	Sequence control with Expressions, Conditional Statements, Loops, Exception handling. Subprogram definition and activation, simple and recursive subprogram, subprogram environment.
IV	Scope – Static and Dynamic, Block structures, Local Data and Shared Data, Parameters and Parameter Transmission. Local and Common Environments, Tasks and Shared Data.
V	Abstract Data type, information hiding, encapsulation, type definition. Static and Stack-Based Storage management. Fixed and Variable size heap storage management, Garbage Collection.

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4IT3 DISCRETE MATHEMATICAL STRUCTURES (Common to Comp. Engg. & Info. Tech)

Units	Contents of the subject
I	Language of Logic: Proposition, Compound Proposition, Conjunction, Disjunction, Implication, Converse, Inverse & Contrapositive, Biconditional Statements, tautology, Contradiction & Contingency, Logical Equivalences, Quantifiers, Arguments.
II	Proof Methods: Vacuous, Trivial, Direct, Indirect by Contrapositive and Contradiction, Constructive & Non-constructive proof, Counterexample. The Division Algorithm, Divisibility Properties (Prime Numbers & Composite Numbers), Principle of Mathematical Induction, The Second Principle of Mathematical Induction, Fundamental Theorem of Arithmetic. Algorithm Correctness: Partial Correctness, Loop Invariant. Testing the partial correctness of linear & binary search, bubble & selection sorting.
III	Graph Theory: Graphs – Directed, Undirected, Simple,. Adjacency & Incidence, Degree of Vertex, Subgraph, Complete graph, Cycle & Wheel Graph, Bipartite & Complete Bipartite Graph, Weighed Graph, Union of Simple Graphs. Complete Graphs. Isomorphic Graphs, Path, Cycles & Circuits Eulerian & Hamiltonian Graphs. Planar Graph: Kuratowski's Two Graphs, Euler's Formula, Kuratowski's Theorem. Trees: Spanning trees- Kruskal's Algo, Finding Spanning Tree using Depth First Search, Breadth First Search, Complexity of Graph, Minimal Spanning Tree.
IV	Sets: Definition and types, Set operations, Partition of set, Cardinality (Inclusion-Exclusion & Addition Principles), Recursive definition of set. Functions: Concept, Some Special Functions (Polynomial, Exponential & Logarithmic, Absolute Value, Floor & Ceiling, Mod & Div Functions), Properties of Functions, Cardinality of Infinite Set, Countable & Uncountable Sets, The Pigeonhole & Generalized Pigeonhole Principles, Composition of Functions.
V	Relations: Boolean Matrices, Binary Relation, Adjacency Matrix of Relation, Properties of Relations, Operations on Relations, The Connectivity Relations, Transitive Closure-Warshall's Algorithm, Equivalence relations- Congruence Relations, Equivalence Class, Number of Partitions of a Finite Set, Partial & Total Orderings.

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4IT4 STATISTICS & PROBABILITY THEORY (Common to Comp. Engg. & Info. Tech)

Units	Contents of the subject
I	Introduction & Discrete random variables Sample space, events, algebra of events, Bernoulli's trials, Probability & Baye's theorem. Random variable & their event space, probability generating function, expectations, moments, computations of mean time to failure, Bernoulli & Poisson processes.
II	Discrete & continuous distributions Probability distribution & probability densities: Binomial, Poisson, normal rectangular and exponential distribution & their PDF's, moments and MGF's for above distributions.
III	Correlation & Regression Correlation & regression: Linear regression, Rank correlation, Method of least squares Fitting of straight lines & second degree parabola. Normal regression and correlation analysis.
IV	Queuing Theory Pure birth, pure death and birth-death processes. Mathematical models for M/M/1, M/M/N, M/M/S and M/M/S/N queues.
V	Discrete Parameter mark on chains: M/G/1 Queuing model, Discrete parameter birth-death process.

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4IT5 SOFTWARE ENGINEERING (Common to Comp. Engg. & Info. Tech)

Units	Contents of the subject
I	System Analysis: Characteristics, Problems in system Development, System Level project Planning, System Development Life cycle (SDLC), computer system engineering & system analysis, modeling the architecture, system specification.
II	Software & its characteristics: Software Development, Process Model, Prescriptive model, The water fall model, Incremental Process Modes, Evolutionary process model, specialized process model.
III	Requirement Analysis: Requirement analysis tasks, Analysis principles, Software prototyping and specification data dictionary finite state machine (FSM) models. Structured Analysis: Data and control flow diagrams, control and process specification behavioral modeling, extension for data intensive applications.
IV	Software Design: Design fundamentals, Effective modular design: Data architectural and procedural design, design documentation, coding – Programming style, Program quality, quantifying program quality, complete programming example
V	Object Oriented Analysis: Object oriented Analysis Modeling, Data modeling Object Oriented Design: OOD concepts and methods class and object definitions, refining operations, Class and object relationships, object modularization, Introduction to Unified Modeling Language

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4IT6.1 ANALOG & DIGITAL COMMUNICATION (Common to Comp. Engg. & Info. Tech)

Units	Contents of the subject
I	AMPLITUDE MODULATION: Frequency translation, Recovery of base band signal, Spectrum & power relations in AM systems. Methods of generation & demodulation of AM-DSB, AM-DSB/SC and AM-SSB signals. Modulation & detector circuits for AM systems. AM transmitters & receivers.
II	FREQUENCY MODULATION : Phase & freq. modulation & their relationship, Spectrum & band width of a sinusoidally modulated FM signal, phasor diagram, Narrow band & wide band FM. Generation & demodulation of FM signals. FM transmitters & receivers. Comparison of AM, FM & PM. Pre emphasis & de-emphasis. Threshold in FM, PLL demodulator.
III	PCM & DELTA MODULATION SYSTEMS : Uniform and Non-uniform quantization. PCM and delta modulation, Signal to quantization noise ratio in PCM and delta modulation. DPCM, ADM, T1 Carrier System, Matched filter detection. Error probability in PCM system.
IV	BASE BAND TRANSMISSION: Line coding(RZ,NRZ): Polar, Bipolar, Manchester, AMI. Inter symbol interference, Pulse shaping, Nyquist criterion, Raised cosine spectrum. PULSE ANALOG MODULATION: Practical aspects of sampling: Natural and flat top sampling. PAM, PWM, PPM modulation and demodulation methods, PAM-TDM.
V	DIGITAL MODULATION TECHNIQUES : Geometric interpretation of signals, Orthogonalization. ASK, BPSK, BFSK, QPSK, MSK modulation techniques and Coherent detection of these techniques. Calculation of error probabilities.

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4IT6.2 LINEAR INTEGRATED CIRCUITS (Common to Comp. Engg. & Info. Tech)

Units	Contents of the subject
I	OPERATIONAL AMPLIFIERS: Basic differential amplifier analysis, Single ended and double ended configurations, Op-amp configurations with feedback, Op-amp parameters, Inverting and Non- Inverting configuration, Comparators, Adder.
II	OPERATIONAL AMPLIFIER APPLICATIONS: Integrator, Differentiator, Voltage to frequency & Frequency to voltage converters. Oscillators: Phase shift, Wien bridge, Quadrature, square wave, triangular wave, sawtooth oscillators. Voltage controlled oscillators.
III	ACTIVE FILTERS: Low pass, high pass, band pass and band reject filters, All pass filter, Switched capacitor filter, Butterworth filter design, Chebyshev Filter design.
IV	PHASE-LOCKED LOOPS: Operating Principles of PLL, Linear Model of PLL, Lock range, Capture range, Applications of PLL as FM detector, FSK demodulator, AM detector, frequency translator, phase shifter, tracking filter, signal synchronizer and frequency synthesizer, Building blocks of PLL, LM 565 PLL.
V	LINEAR IC's: Four quadrant multiplier & its applications, Basic blocks of linear IC voltage regulators, Three terminal voltage regulators, Positive and negative voltage regulators. The 555 timer as astable and monostable multivibrators. Zero crossing detector, Schmitt trigger.

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4IT6.3 LOGIC AND FUNCTIONAL PROGRAMMING (Common to Comp. Engg. & Info. Tech)

Units	Contents of the subject
I	PROPOSITIONS AND PREDICATES: Evaluation of constant propositions, Evaluation of proposition in a state. Precedence rules for operators, Tautologies, Propositions a sets of states and Transforming English to propositional form. Introduction to first-order predicate logic, Quantifiers and Reasoning.
II	LOGIC PROGRAMMING USING PROLOG: Constants, Goals and Clauses, Facts, Rules, Semantics, Rules and Conjunction, Rules and Disjunction, Search strategy, Queries.
III	ADVANCED LOGIC PROGRAMMING USING PROLOG: - Unification, Recursion, Lists, Cut operator, and Sorting. Data structures, Text strings, Searching state space, Operators and their precedence, and Parsing in Prolog.
IV	FUNCTIONAL PROGRAMMING: Introduction to lambda calculus-Syntax and semantics, Computability and correctness, Lazy and Eager Evaluation Strategies, comparison of functional and imperative languages.
V	FUNCTIONAL PROGRAMMING USING HASKELL: Introduction, lists, User-defined data types, type classes, and arrays in Haskell. Input/Ouput in Haskell - type classes IO and Monad, Simple applications/programs in Haskell.

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4IT7 MICROPROCESSOR LAB (Common to Comp. Engg. & Info. Tech)

S. No.	List of Experiments
1	Add the contents of memory locations XX00 & XX01 & place the result in memory location XX02.
2	Add the 16 bit numbers stored in memory location & store the result in another memory location.
3	Transfer a block of data from memory location XX00 to another memory location XX00 in forward & reverse order.
4	Write a program to Swap two blocks of data stored in memory.
5	Write a program to find the square of a number.
6	Write a main program & a conversion subroutine to convert Binary to its equivalent BCD.
7	Write a program to find largest & smallest number from a given array.
8	Write a program to Sort an array in ascending & descending order.
9	Write a program to multiply two 8 bit numbers whose result is 16 bit.
10	Write a program of division of two 8 bit numbers.
11	Generate square wave from SOD pin of 8085 & observe on CRO.
12	Write a program to perform traffic light control operation.
13	Write a program to control the speed of a motor.

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4IT8 COMMUNICATION LAB (Common to Comp. Engg. & Info. Tech)

S. No.	List of Experiments
1	Harmonic analysis of a square wave of modulated waveform Observe the amplitude modulated waveform and measures modulation index. Demodulation of the AM signal
2	To modulate a high frequency carrier with sinusoidal signal to obtain FM signal. Demodulation of the FM signal
3	To observe the following in a transmission line demonstrator kit : i. The propagation of pulse in non-reflecting Transmission line. ii. The effect of losses in Transmission line. iii. The resonance characteristics of al half wavelength long x-mission line.
4	To study and observe the operation of a super heterodyne receiver
5	To modulate a pulse carrier with sinusoidal signal to obtain PWM signal and demodulate it.
6	To modulate a pulse carrier with sinusoidal signal to obtain PPM signal and demodulate it.
7	To observe pulse amplitude modulated waveform and its demodulation.
8	To observe the operation of a PCM encoder and decoder. To consider reason for using digital signal x-missions of analog signals.
9	Produce ASK signals, with and without carrier suppression. Examine the different processes required for demodulation in the two cases
10	To observe the FSK wave forms and demodulate the FSK signals based on the properties of (a) tuned circuits (b) on P.L.L.
11	To study & observe the amplitude response of automatic gain controller (AGC).

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4IT9 ADVANCE OBJECT ORIENTED PROGRAMMING(Common to Comp. Engg. & Info. Tech)

S. No.	List of Experiments
1.	Write a C++ Object Oriented Code for Huffman Coding & Decoding. The code must have implementation of Binary tree, binary Search, Scanning of Input Stream, Generation of Code. The input Stream and codes may be stored in files.
2.	Write a C++ Object Oriented Code for representing a graph using adjacency list. Perform depth first and breadth first search starting from any node. Also find the shortest path between single sources all destinations. Also carry out topological sorting.
3.	Create a C++ template for matrix. Include procedures for multiplication of 2 matrices. Use the same class for multiplication of more than two matrices.
4.	Create a C++ class for implementation of AVL tree to store a symbol table.
5.	Create a new string class say NewString. Define functions as defined in the system string class.

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4IT10 COMPUTER AIDED SOFTWARE ENGINEERING LAB (Common to Comp. Engg. & Info. Tech)

For the instructor: Assign any two projects to a group of exactly two students covering all of the experiments from given experiment list. Each group is required to prepare the following documents for projects assigned to them and develop the software using software engineering methodology.

1. Problem Analysis and Project Planning Thorough study of the problem- identify project scope, infrastructure.
2. Software Requirement Analysis- Describe the individual Phases/modules of the project deliverables.
3. Data Modeling Use work products – data dictionary, use case diagrams and activity diagrams, build and test class diagrams, sequence diagrams and add interface to class diagrams.
4. Software Developments and Debugging.
5. Software Testing – Prepare test plan, perform validation testing coverage analysis, memory leaks, develop test case hierarchy, Site check and site monitor.
6. Describe: Relevance of CASE tools, high – end and low – end CASE tools, automated support for data dictionaries, DFD, ER diagrams.

S. No.	List of Experiments	Software Required:
1	Course Registration System	Case Tools: Rational Suite, Win runner, Empirix Languages: C/C++/JDK, JSDK, INTERNET EXPLORER UML Front End: VB, VC++, Developer 2000, .NET Back End: Oracle, MS – Access, SQL
2	Quiz System	
3	Online ticket reservation system	
4	Remote computer monitoring	
5	Students marks analyzing system	
6	Expert system to prescribe the medicines for the given symptoms	
7	Platform assignment system for the trains in a railway station	
8	Stock maintenance	
9	Student Marks Analyzing System	
10	Online Ticket Reservation System	
11	Payroll System	
12	Export System	

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4IT11. HUMANITIES AND SOCIAL SCIENCES

1. **Form of Government:** Democracy, Dictatorship
2. **India:** Brief history of Indian Constitution, History of Indian National Movement, After Independence, Socio-economic growth.
3. **Society:** Social groups-concept and types socialization: concept and types, theory social control :concept and types means. Social problem: concept and types.
4. **The Fundamentals of Economics:** The logic of economics fundamentals definitions of economics, basic terminology.
5. **Micro Economics:** Consumer's behavior, utility, demand, supply, elasticity of demand and supply. Theory of production, production function, factors of production.
6. **Macro Economics:** National income, business cycles, aggregate term, inflation, economic growth, international Trade, exchange rates.
7. **Indian Economy:** Basic features, infrastructure, occupation, natural and human resources, unemployment (Industrial Sector, India and Globalization).