

INDIRA COLLEGE OF ENGINEERING AND MANAGEMENT, PUNE

(An Autonomous Institute Affiliated to Savitribai Phule Pune University Pune)

Parandwadi, Pune – 410506, Ph. 02114 661500, www.indiraicem.ac.in



Approved by AICTE & Government of Maharashtra, Accredited by NAAC

Department of Master of Computer Applications



FY & SY MCA (Batch 2024-26)

National Education Policy (NEP)-2020 Compliant Curriculum

Structure and Syllabus

Prepared by: - Board of Studies in MCA

Approved by: - Academic Council, ICEM, Pune

(Pattern 2024)

MCA Curriculum (2024 Pattern)

Batch of 2024 - 2026

INSTITUTE VISION-MISSION/QUALITY POLICY

Our Vision

The institute envisions to develop itself into a center of academic excellence in the field of Engineering and Management education in order to develop future technocrats and managers having right knowledge, skill and attitude to serve the society and industries to fulfill their ever changing requirements.

Our Mission

- To train our students to become best Engineering Entrepreneurs today, who will lead the organizations successfully into the future; locally, nationally and globally.
- To provide an environment which fosters continuous improvement & innovation with related technical support & facilities to enhance student and faculty effectiveness.
- To provide programs focusing on the holistic development of the individual with the emphasis on personality grooming, physical fitness and a strong sense of social and environmental responsibility.
- To improve logic & scientific reasoning and to develop global mindset amongst the students and prepare them to work in heterogeneous environment.

Quality policy

We are committed to quality engineering / management education and continual quality enrichment by establishing and applying mechanisms for satisfaction of our stakeholders.

Dr. Darshana Desai
HOD-MCA, BoS Chairman

Dr. Saurabh Gupta
Dean-Academics

Dr. Nilesh Uke
Principal, ICEM

MCA DEPARTMENT

VISION-MISSION

Vision

- To offer a well-balanced program of instructions, practical experience and to provide opportunities for overall development, groom the students in excellent professionals, knowledge seekers and good human being.

Mission

- To prepare learner-sensitive educators with the knowledge, skills, and dispositions to contribute to a better society.
- To ensure quality learning & teaching take place in the classroom every day.
- To provide equitable access to quality education for the students.
- Teacher facilitate learning & constantly nurture every learner.
- Our Mission is to foster the success of our students and their communities through innovative, flexible learning opportunities for people of all ages, backgrounds, and aspirations resulting in self-fulfillment and competitiveness in an increasingly global society.
- To strive for excellence in development and deployment of computer applications by empowering students.
- To impart quality and value based education to raise satisfaction level of all stakeholders and enhancing sense of social responsibility.

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PROGRAM EDUCATIONAL OBJECTIVES (PEOs):

The PEOs of MCA programme are:

- **PEO 1:** To solidify foundations in mathematical, computer science and application concepts necessary to effectively formulate, analyze and solve computer application problems.
- **PEO 2:** To impart advanced knowledge about several sub & dependent domains associated to the field of computer science and applications respect to industry trends
- **PEO 3:** To empower students with team building skills and leadership qualities that prepare them for employment, entrepreneurship and competent professionals to serve society and as per global needs.
- **PEO 4:** To acquaint students with the principles of system analysis, design, development and project management.
- **PEO 5:** To inculcate effectiveness to communicate effectively, work harmoniously in teams with ethical and professional attitude.

PROGRAM SPECIFIC OBJECTIVES (PSOS):

At the completion of MCA programme, our students shall have:

- **PSO 1:** Ability to design and develop computing systems using fundamentals of Mathematics, Computer science and other related disciplines to meet customers' business objectives.
- **PSO 2:** Ability to test and analyze the quality of various subsystems and integrate them to evolve a larger computing system.
- **PSO 3:** Ability to work professionally with a positive attitude as an individual or in multidisciplinary teams and communicate effectively.

MCA Programme Outcomes (POs):

At the end of the MCA programme the learner will possess the following Program Outcome:

PO1	Computational Knowledge: Relate & apply fundamental knowledge of computing technology appropriate to the discipline
PO2	Problem Analysis: Ability to Analyze, identify and formulate tangible products/services/solutions/applications with computing requirements to solution.
PO3	Design/development of solutions: Ability to design, implement and evaluate a computer-based system, process, component or program to meet desired needs based solution with appropriate consideration for public health and safety, cultural, societal, and environmental considerations.
PO4	Conduct & investigate complex computing problems: Use research-based knowledge and research methods including design of experiments, analysis and interpretation of data, and synthesis of information to provide valid conclusions.
PO5	Modern Tool usage: Create, select, adapt and apply appropriate techniques, resources, and modern computing tools to complex computing activities, with an understanding of the limitations.
PO6	Professional Development Ethics: Understand and commit to professional ethics and cyber regulations, responsibilities, and norms of professional computing practice.
PO7	Lifelong learning: Recognize the need, and have ability to engage in independent learning for continual development as a Computing professional.
PO8	Project management and finance: Demonstrate knowledge and understanding of computing and management principles and apply these to one's own work, as a member and leader in a team, to manage projects and in multidisciplinary environments.
PO9	Communicate Effectively: Communicate effectively with the computing community, and with society at large, about complex computing activities by being able to comprehend and write effective reports, design documentation, make effective presentations, and give and understand clear instructions.
PO10	Social and environmental concern(S): Understand and assess societal, environmental, health, safety, legal, and cultural issues within local and global contexts, and the consequential responsibilities relevant to professional computing practice.

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PO 11	Team Work and Leadership: Function effectively as an individual and as a member or leader in diverse teams and in multidisciplinary environments.
PO 12	Innovation and Entrepreneurship: Identify a timely opportunity and using innovation to pursue that opportunity to create value and wealth for the betterment of the individual and society at large.

Following are the session details per credit for each of L-P-T model

- 1) Every ONE-hour session per week of Lecture(L) amounts to 1 credit per semester,
- 2) Minimum of TWO hours per week of Practical(P) amounts to 1 credit per semester,
- 3) Minimum of ONE hours per week of Tutorial(T) amounts to 1 credit per semester

Lecture-Practical/Project-Tutorial (L-P-T)

A course shall have either or all the three components, i.e. a course may have only lecture component, or only practical/project component or a combination of any two/three components

- **Lecture (L):** Classroom sessions delivered by faculty in an interactive mode. It should be conducted as per the scheme of lectures indicated in the respective course.
- **Practical/Project(P):** Practical / Project Work consisting of Hands-on experience /Field Studies / Case studies that equip students to acquire the much-required skill component. Besides separate Practical/Project course, three courses in each semester include few practical assignments and it will be evaluated under internal evaluation
- **Tutorial(T):** Session consisting of participatory discussion/ self-study/ desk work/ brief seminar presentations by students and such other novel methods that make a student to absorb and assimilate more effectively the contents delivered in the Lecture sessions

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MCA Syllabus structure

2024-26

Semester-I										
Course Code	Course Type	Course	Teaching Scheme				TOTAL Credits	Evaluation Scheme		
			L	P	T	TOTAL HRS		CIA	ESE	Total
MCA101	CM	JAVA Programming with Spring Framework and Hibernate	3	0	0	3	3	50	50	100
MCA102	CM	Data Structure & Algorithms	3	0	0	3	3	50	50	100
MCA103	CM	Object Oriented Software Engineering	3	0	0	3	3	50	50	100
MCA104	CM	Operating Systems and Shell Programming	3	0	0	3	3	50	50	100
MCA105	CM	Mathematics and Business Statistics	2	0	0	2	2	50	50	100
MCA101L	SEC	Advance JAVA Programming Lab	0	4	0	4	2	50	0	50
MCA102L	SEC	Data Structure & Algorithms Lab	0	4	0	4	2	50	0	50
MCA106	ME	(Major Elective1) Elective 1: Fundamentals of Cloud Computing & Networking Elective 2: Introduction to Web Technologies Elective 3: Introduction to data Science	3	2	0	5	4	50	50	100
MCA107	PROJ	Capstone Project	0	4	0	4	2	50	0	50
MCA108	CM	Soft Skills & Business Communication	1	0		1	1	25	0	25
MCA109	IKS	Yoga	1	0	0	1	1	25	0	25
		Noncredit course(Bridge course)								
			19	14	0	33	26	500	300	800

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Semester II										
Course Code	Course Type	Course	Teaching Scheme				TOTAL Credits	Evaluation Scheme		
			L	P	T	TOTAL HRS		CIA	ESE	Total
MCA201	CM	Python Programming	3	0	0	3	3	50	50	100
MCA202	CM	Advance Database Management System	3	0	0	3	3	50	50	100
MCA203	CM	Software Testing & Tools	3	0	0	3	3	50	50	100
MCA204	RM	Research Methodology	3	0	1	4	4	50	50	100
MCA201L	CM	Python Programming Lab	0	4	0	4	2	50	0	50
MCA205	PROJ	Mini Project	0	4	0	4	2	50	0	50
MCA206	ME	(Major Elective 2) Elective 2.1: Cloud Computing Management and Security Elective 2.2: Advance Web Technologies Elective 2.3: Machine Learning	2	4	0	6	4	50	50	100
MCA207	ME	(Major Elective3) Elective 3.1: IOT Elective 3.2: Blockchain Elective 3.3: Power BI	2	4	0	6	4	50	50	100
MCA208	IKS	Vedic Mathematics	1	0	0	1	1	25	0	25
			17	16	1	34	26	425	300	725

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Semester III										
Course Code	Course Type	Course	Teaching Scheme					Evaluation Scheme		
			L	P	T	TOTAL HRS	TOTAL Credits	CIA	ESE	Total
MCA301	CM	Mobile Application Development	3	0	0	3	3	50	50	100
MCA302	CM	Software Project Management & DevOps	3	0	0	3	3	50	50	100
MCA303	ME	(Major Elective 4) Elective 4.1 Cloud Migration and Management Elective 4.2 MERN Stack Development Elective 4.3 Artificial Intelligence and DL	2	4	0	6	4	50	50	100
MCA301L	CM	Mobile Application Development Lab	0	4	0	4	2	50	0	50
MCA304	ME	(Major Elective 5) Elective 5.1 Cloud API & Services Elective 5.2 UI-UX Design Elective 5.3 Tableau	2	4	0	6	4	50	50	100
MCA305	ME	(Major Elective 6) Elective 6.1 Cyber Security and Ethical Hacking Elective 6.2 E commerce & Digital Marketing Elective 6.3 Recent Technologies (Prompt Engineering, RPA & Generative AI)	2	4	0	6	4	50	50	100
MCA306	RP	Research Project	0	12	0	12	6	150	0	150
			12	28	0	40	26	450	250	700

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Semester IV										
Course Code	Course Type	Course	Teaching Scheme					Evaluation Scheme		
			L	P	T	TOTAL	TOTAL Credits	CIA	ESE	Total
MCA401	MOOC	Self-Learning Course/ MOOC-1	3	0	0	3	3	50	50	100
MCA402	MOOC	Self-Learning Course/ MOOC-2	3	0	0	3	3	50	50	100
MCA403	MOOC	Self-Learning Course/ MOOC-3	2	0	0	2	2	0	50	50
MCA404	OJT	Industrial Internship/On Job Training	0	24	0	24	12	250	200	450
			8	24	0	32	20	350	350	700
			56	82	1	139	98	1725	1200	2925

Abbreviations	Course Full Name
CM	Major Mandatory
ME	Major Elective
RM	Research Methodology
OJT	Industrial Internship/On Job Training
RP	Research Project
MOC	MOOC Course
CIA	Continuous Internal Assessment/Evaluation

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No.	MOOC-1 (3 Credits)	Platform	MOOC-2 (3 Credits)	Platform	MOOC-3 (2 Credits)	Platform
1	IBM AI Engineering Professional Certificate	Coursera	Certified Kubernetes Security Specialist (CKS)	Linux Foundation	AWS Certified Developer - Associate	AWS Training
2	Google Cloud Security Engineer	Google Cloud	Certified Blockchain Developer (Hyperledger)	Linux Foundation	Microsoft Certified: Azure Security Engineer Associate	Microsoft
3	UiPath RPA Developer Foundation	UiPath Academy	Automation Anywhere RPA Certification	Automation Anywhere University	Blue Prism RPA Developer Certification	Blue Prism University
4	Microsoft Power Platform Developer Associate (PL-400)	Microsoft	IBM Data Science Professional Certificate	Coursera	Salesforce Administrator Certification	Salesforce
5	JIRA Software Fundamentals	Atlassian University	Agile with JIRA	Coursera (Atlassian)	JIRA Administration Certification	Atlassian
6	Certified DevSecOps Professional (CDP)	Practical DevSecOps	AWS Certified Solutions Architect - Associate	AWS Training	Google Associate Cloud Engineer	Google Cloud
7	Software Testing with Selenium & JUnit	Udemy	ISTQB Certified Tester (CTFL)	ISTQB	Appium Mobile Automation Testing	Udemy
8	AWS Certified Advanced Networking - Specialty	AWS Training	Microsoft Certified: DevOps Engineer Expert (AZ-400)	Microsoft	Certified Ethical Hacker (CEH)	EC-Council
9	LoadRunner Performance Testing	Micro Focus	JMeter Performance Testing	Udemy	Postman API Testing	Postman Academy
10	AI for IT Operations (AIOps) Certification	Coursera (IBM)	DevOps with GitHub Actions & Docker	Udemy	Python for Automation Testing	Udemy

Note: These are tentative MOOC Courses, Student can change with the approval from authorities.

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COURSE TITLE		JAVA PROGRAMMING WITH SPRING AND HIBERNATE FRAMEWORKS			CREDITS	3
COURSE CODE		MCA101	COURSE CATEGORY	CM	L-P-T	3-0-0
Version	1.0	Approval Details		07-2024		
ASSESSMENT SCHEME						
First Periodical Assessment	Second Periodical Assessment	Seminar/ Assignments/ Project		Surprise Test / Quiz	Attendance	ESE
10%	10%	10%		10%	10%	50%
Course Description	This Advanced Java Programming course is designed to provide MCA students with a comprehensive understanding of advanced Java concepts, focusing on Object-Oriented Programming (OOP) features, multithreading, graphical user interface development with AWT and Swing, web technologies including Servlets and JSP, database connectivity using JDBC, and an introduction to the Spring and Hibernate frameworks.					
Course Objective	1. To deepen the understanding of advanced OOP & exception handling concepts in Java. 2. To enhance skills in multithreading and concurrency in Java. 3. To develop proficiency in building graphical user interfaces using AWT and Swing. 4. To understand and implement web applications using Servlets and JSP. 5. To establish a foundation in database connectivity with JDBC. 6. To introduce the core concepts of the Spring and Hibernate frameworks.					
Course Outcome	At the end of the course, students will be able to: CO1: Demonstrate the application of advanced Object-Oriented Programming (OOP) features in Java. (Apply) CO2: Implement multithreading and manage concurrency in Java applications. (Apply) CO3: Design and develop graphical user interfaces using AWT and Swing. (Create) CO4: Perform database operations using Java Database Connectivity (JDBC). (Apply) CO5: Develop dynamic web applications using Servlets and Java Server Pages (JSP). (Create) CO6: Understand and utilize basic concepts of the Spring and Hibernate frameworks. (Understand)					
Prerequisite : The prerequisite for an Advanced Java Programming subject is a foundational understanding of Java programming, including basic concepts of object-oriented programming (OOP), data structures, exception handling, and multithreading. Familiarity with core Java libraries and basic GUI development is also recommended.						
MODULE				sessions	Weightage (%)	CO Mapping
MODULE 1: Overview of OOP Features & Exception Handling						
1.1 Inheritances and Polymorphism 1.2Abstract Classes and Interfaces 1.3Inner Classes and Anonymous Classes 1.4 Exceptions & Errors 1.5 Types of Exception 1.6 Use of try, catch, finally, throw, throws in Exception Handling 1.7 In-built and User Defined Exceptions Checked and Un-Checked Exceptions 1.8 Java Collection Framework				7	15%	CO-1

MODULE 2: Multithreading and Concurrency			
2.1 Understanding Multi-Threaded Programming 2.2Thread Lifecycle 2.3 Thread Priorities2.4 Synchronizing Threads 2.5 Inter Communication of Threads 2.6 Deadlock	4	10%	CO-2
MODULE 3: AWT , Swing & JDBC (Java Database Connectivity)			
3.1 Introduction to Abstract Window Toolkit (AWT) 3.2Event Handling in AWT 3.3Introduction to Swing and Swing Components 3.4 Layout Managers 3.5 Building GUI Applications with AWT and Swing 3.6Introduction to JDBC, JDBC Architecture and API, 3.7 Connecting to Databases 3.8 Executing SQL Queries Prepared Statements and Callable Statements 3.9 ResultSet and Metadata	7	15%	CO-3
MODULE 4: Java Web Technologies (Servlets and JSP)			
4.1 Introduction to Servlets Servlet Lifecycle 4.2 Request and Response Handling 4.3 Session Management 4.4 Introduction to Java Server Pages (JSP), JSP Tags, Scriptlets, and Expression Language 4.5 MVC Architecture in Java Web Applications	5	15%	CO-4
MODULE 5: Spring			
5.1 Overview of Spring Framework 5.2 Spring Core Concepts 5.3 Dependency Injection (DI) and Inversion of Control (IoC) 5.4 Spring Beans and Bean Lifecycle 5.5Introduction to Spring MVC	10	20%	CO-5
MODULE 6: Hibernate framework			
6.1 Overview of Hibernate, Object-Relational Mapping (ORM) Concepts 6.2 Hibernate Architecture 6.3 Hibernate Configuration and Mapping, 6.4 CRUD Operations with Hibernate 6.5 Hibernate Query Language (HQL)	12	25%	CO-6
TEXTBOOKS			
1	"Modern Java in Action" by Raoul-Gabriel Urma, Mario Fusco, and Alan Mycroft "Spring in Action" by Craig Walls "Java Persistence with Hibernate" by Christian Bauer, Gavin King, and Gary Gregory		
2			
3			
REFERENCE BOOKS			
1	Java: The Complete Reference" by Herbert Schildt		
2	Java 8 Programming, BlackBook, DreamTech Press, Edition 2015		
E BOOKS			
1	Website: https://www.oracle.com/java/technologies/javase/jdk13-archive-downloads.html		
2	"Head First Java" by Kathy Sierra and Bert Bates Website:		
3	https://www.oreilly.com/library/view/head-first-java/9780596009205/		

	Online tutorials and resources: Oracle Java Tutorials: https://docs.oracle.com/javase/tutorial/ 1 JavaTPoint: https://www.javatpoint.com/ 2 Baeldung: https://www.baeldung.com/ 3
MOOC	
1	edX: Course Title: "Advanced Java Programming" Provider: Hong Kong University of Science and Technology (HKUST)
2	Udacity: Course Title: "Java Programming Basics"

COURSE TITLE		JAVA PROGRAMMING WITH SPRING AND HIBERNATE LAB			CREDITS	2
COURSE CODE		MCA101L	COURSE CATEGORY	SEC	L-P-T	0-4-0
Version	1.0	Approval Details	07-2024			

ASSESSMENT SCHEME			
Assignments	Attendance	Internal Exam	ESE
40%	20%	40%	--
	Practical Assignment Questions <ol style="list-style-type: none"> 1. Write a Java program that takes two integers as input from the user and performs division, handling division by zero and invalid input types. 2. Create a Java program that reads from a user-specified file, implementing exception handling for file not found and I/O errors. 3. Create a class hierarchy for animals. Design a base class Animal with properties like name and age. Then, create two subclasses: Dog and Cat. Each subclass should have a method sound() that returns the sound the animal makes. 4. Design a class hierarchy for bank accounts. Create a base class BankAccount with properties like accountNumber and balance. Then, create two subclasses: SavingsAccount and CurrentAccount. Implement methods to deposit and withdraw money, and override a method to display account details specific to each account type. 5. Develop a class hierarchy for geometric shapes. Create a base class Shape with a method area(). Then, implement two subclasses: Circle and Rectangle. Each subclass should have a constructor to initialize its dimensions and override the area() method to calculate the area of the shape. 6. Implement a Java program demonstrating the use of abstract classes and interfaces in a banking application scenario. Define classes Account (abstract class), SavingsAccount, and CurrentAccount implementing different interfaces for operations like deposit, withdraw, and calculateInterest. 7. Implement a Java program to demonstrate multithreading using the Runnable interface for printing numbers 1 to 10 using two threads. 		

8. Write a Java program that creates two threads. The first thread should print numbers from 1 to 10 with a delay of 500 milliseconds between each number. The second thread should print the letters from 'A' to 'J' with a delay of 700 milliseconds between each letter. Use the Thread class to create the threads.

9. Create a Java program that uses multiple threads to increment a shared counter. Implement a class Counter with a synchronized method increment() that increases the counter by 1. Create three threads that each increment the counter 1000 times. After all threads finish, print the final value of the counter to ensure it is correct.

10. Design a simple GUI application using Swing components that includes a JFrame with a JLabel, a JTextField, and a JButton. When the button is clicked, the text entered in the text field should be displayed in the label

- Create a JFrame.
- Add a JLabel to display instructions.
- Add a JTextField for user input.
- Add a JButton to trigger the action.
- Implement an ActionListener for the button to update the label with the text from the text field.

11. Experiment with different layout managers in Java to understand their behavior. Create a JFrame with multiple JButtons arranged using different layout managers such as BorderLayout, FlowLayout, GridLayout, and BoxLayout.

- a. Create a JFrame.
- b. Add multiple JButtons with different labels.
- c. Use different layout managers for each button to observe their arrangement.

12. Develop a menu-driven GUI application using Swing components. The application should include a menu bar with options for File (with sub-options New, Open, Save, Save As, Exit) and Edit (with sub-options Cut, Copy, Paste). Implement basic functionalities for each menu option.

- Create a JFrame.
- Add a JMenuBar.
- Add JMenu items for File and Edit.
- Add JMenuItem for the sub-options under each menu.
- Implement ActionListeners for each menu item to perform the respective actions (e.g., display a dialog for New/Open, save a file for Save, exit the application for Exit, etc.).

13. Develop a Java program that demonstrates basic event handling using buttons. Create a JFrame with two buttons labeled "Button 1" and "Button 2". When "Button 1" is clicked, display a message saying "Button 1 clicked!" and when "Button 2" is clicked, display a message saying "Button 2 clicked!"

- Create a JFrame.
- Add two JButtons with labels "Button 1" and "Button 2".
- Implement ActionListeners for each button to handle the click events.
- Display appropriate messages when each button is clicked.

14. Develop a Java program that demonstrates custom events and listeners. Create a scenario where an alarm system is triggered when a button is pressed. Implement custom event classes and listeners to handle the alarm event

- Create a JFrame.
- Add a JButton labeled "Trigger Alarm".

- Define a custom event class (e.g., AlarmEvent) and a corresponding listener interface (e.g., AlarmListener).
- Implement the AlarmListener interface in a class responsible for handling the alarm event.
- Trigger the custom event when the "Trigger Alarm" button is pressed.
- Display a message or perform an action when the alarm event is triggered.

15. Develop a Java application to perform CRUD operations on a student database using JDBC.

- Create a database schema for a student table with fields like student_id, name, age, and grade.
- Establish a JDBC connection to the database.
- Write SQL queries to create the student table, insert sample data, update records, and delete records.
- Implement exception handling to manage SQL exceptions.
- Execute the Java program to demonstrate CRUD operations.

16. Create a Java program to demonstrate transaction management and rollbacks using JDBC.

- Establish a connection to a database that supports transactions.
- Write Java code to perform multiple SQL operations within a transaction, such as transferring funds between bank accounts.
- Implement commit and rollback operations based on specific conditions (e.g., if a transaction fails).
- Use SQL exceptions to handle errors and ensure data integrity.
- Execute the program and observe the effect of commit and rollback operations on the database.

17. Create a database schema named "University" with tables for storing student records.

- d. Create a stored procedure named "getStudentById" that accepts a student ID as input and returns the corresponding student details.
- e. Populate the student table with sample data.
- f. Establish a JDBC connection to the "University" database.
- g. Write a Java method to invoke the "getStudentById" stored procedure using CallableStatement.
- h. Prompt the user to input a student ID.
- i. Pass the input student ID to the CallableStatement as a parameter.
- j. Execute the CallableStatement to retrieve the student details.
- k. Display the retrieved student details (e.g., ID, name, age, etc.) to the user.

18. Develop a servlet that handles form submission from a web page. The servlet should extract form parameters (such as name, email, etc.), process them, and display the submitted data back to the user.

- Create a servlet class that extends HttpServlet.
- Implement the necessary methods (e.g., doGet or doPost) to handle HTTP requests.
- Read form parameters using the request object.
- Process the form data (e.g., validate inputs, perform calculations).
- Generate an HTML response to display the submitted data back to the user.

19. Develop a web application that includes user authentication using servlets and JavaServer Pages (JSP). Users should be able to log in with a username and password, and upon successful authentication, they should be redirected to a welcome page. Create a servlet to handle user authentication.

- Implement a login form using JSP.
- Use session management to keep track of authenticated users.
- Validate user credentials against a predefined set (e.g., in-memory storage or database).
- Upon successful authentication, redirect the user to a welcome page using JSP.

20. Create a dynamic web application for performing CRUD (Create, Read, Update, Delete) operations using servlets and JSP. The application should allow users to interact with a database to manipulate data records.

- Design a database schema for storing data records (e.g., user information, product details).
- Implement servlets to handle CRUD operations (e.g., adding new records, retrieving records, updating records, deleting records).
- Develop JSP pages to interact with users (e.g., display data, input forms for adding/updating records).
- Use JDBC (Java Database Connectivity) to connect to the database and perform database operations.
- Implement error handling and validation for user inputs.

21. Develop a simple Java application to demonstrate the usage of Spring IOC container and Dependency Injection (DI) features.

- Configure a Spring IOC container using XML-based configuration.
- Define two POJO classes: Employee and Address, with appropriate attributes and methods.
- Implement Dependency Injection using Setter Injection to inject Address object into the Employee class.
- Write a Java program to retrieve an Employee object from the Spring IOC container and display its details along with the associated Address.
- Test the application to ensure proper DI and object creation.

22. Implement a simple Java application using Spring Framework that demonstrates Dependency Injection (DI) using constructor injection.

Instructions:

1. Create an interface MessageService with a method sendMessage().
2. Create a class EmailService implementing MessageService that prints "Email message sent".
3. Create a class SMSService implementing MessageService that prints "SMS message sent".
4. Create a class MessageProcessor that depends on MessageService for sending messages.
5. Configure Spring to inject EmailService into MessageProcessor using constructor injection.
6. Test the application by creating an instance of MessageProcessor in main method and invoking sendMessage().

23. Create a Java application using Hibernate to perform CRUD operations on a Student entity.

	<p>Instructions:</p> <ol style="list-style-type: none"> 1. Define a Student entity with fields id, name, email, and age. 2. Configure Hibernate to connect to a database (MySQL or H2). 3. Implement methods to perform CRUD operations: <ul style="list-style-type: none"> ○ createStudent(Student student) ○ readStudent(int studentId) ○ updateStudent(Student student) ○ deleteStudent(int studentId) 4. Test the CRUD operations by creating instances of Student and invoking these methods. <p>24. Develop a Spring MVC application to handle a simple "Hello World" request-response.</p> <p>Instructions:</p> <ol style="list-style-type: none"> 1. Create a controller HelloController with a method sayHello() mapped to URL /hello. 2. Configure Spring MVC to handle this request and respond with a view displaying "Hello, World!". 3. Implement a simple JSP view hello.jsp that displays the greeting message. 4. Test the application by accessing http://localhost:8080/hello in web browser. <p>25. Create a Java application using Hibernate to perform a CRUD operation using Hibernate Query Language (HQL).</p> <p>Instructions:</p> <ol style="list-style-type: none"> 1. Define a Product entity with fields id, name, price, and quantity. 2. Implement methods to: <ul style="list-style-type: none"> ○ Insert new Product objects into the database. ○ Retrieve all Product objects using HQL. ○ Update a Product object. ○ Delete a Product object by ID. 3. Test the CRUD operations by creating instances of Product and invoking these methods.
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Note:- Additional lab experiments will be also given time to time according to topic as per the syllabus

COURSE TITLE		DATA STRUCTURES & ALGORITHMS		CREDITS	3
COURSE CODE		MCA102	COURSE CATEGORY	CM	L-P-T
Version	1.0	Approval Details		07-2024	
ASSESSMENT SCHEME					
First Periodical Assessment	Second Periodical Assessment	Seminar/ Assignments/ Project	Surprise Test / Quiz	Attendance	ESE
10%	10%	10%	10%	10%	50%
Course Description	This course provides an in-depth understanding of data structures and algorithms using JavaScript. Students will learn to apply various algorithmic approaches, including greedy algorithms, dynamic programming, and divide and conquer, to solve real-world problems. By the end of the course, students will be proficient in implementing and analyzing data structures and algorithms, ensuring efficient optimized performance in JavaScript.				
Course Objective	<ul style="list-style-type: none">• To understand the core principles of data structures and their importance in software development.• To explore and implement various data structures (arrays, linked lists, stacks, queues, trees, graphs) using JavaScript.• To develop an ability to solve problems using algorithmic approaches such as greedy algorithms, dynamic programming, and divide and conquer.• To enhance proficiency in memory management and understand the performance trade-offs of different data structures.• To prepare students to write efficient code for competitive programming and real-time applications in JavaScript.				
Course Outcome	After end of this course student will be able: <ul style="list-style-type: none">• CO1: Understand and implement fundamental data structures such as arrays, linked lists, stacks, and queues in JavaScript.• CO2: Apply sorting and searching algorithms (e.g., binary search, quick sort) and evaluate their performance using time and space complexity.• CO3: Design and analyze advanced data structures like trees, graphs, heaps, and hash tables for solving complex problems.• CO4: Develop efficient algorithms using different paradigms (greedy algorithms, dynamic programming, etc.) for problem-solving in JavaScript.• CO5: Optimize solutions for real-world applications by understanding memory management and algorithmic efficiency in JavaScript.				
Prerequisites: <ul style="list-style-type: none">• Basic knowledge of programming languages, preferably C++.• Understanding of fundamental data structures like arrays, linked lists, stacks, and queues.• Familiarity with recursion and basic sorting/searching algorithms.					

MODULE: Topic	Sessions	Weightage (%)	CO Mapping
MODULE 1: Arrays			
Topic: 1.1 Introduction & Definition of an Array, 1.2 Memory Allocation & Indexing in JavaScript, 1.3 Operations on 1-D & 2-D Arrays (Array of Arrays), 1.4 Dynamic Arrays using JavaScript (Array Object methods like push(), pop(), etc.), 1.5 Memory management and Garbage Collection in JavaScript	8	10%	CO-1
MODULE 2: Linked List			
Topic: 2.1 Introduction & Definition of a Linked List, 2.2 Memory Allocation in JavaScript, 2.3 Types of Linked Lists (Singly, Doubly, Circular), 2.4 Operations on Singly Linked Lists (Insert, Delete, Search, Traverse), 2.5 Circular & Doubly Linked Lists (with JavaScript implementation)	6	15%	CO-2
MODULE 3: Stacks and Queues			
Topic: 3.1 Introduction and Definition of a Stack, 3.2 Implementation of Stacks using Arrays and Linked Lists (JavaScript code), 3.3 Applications of Stacks (Expression Conversion, String Reversal using JavaScript), 3.4 Introduction and Definition of a Queue, 3.5 Implementation of Queues using Arrays and Linked Lists (JavaScript code), 3.6 Advanced Queues (Priority Queue, Deque), 3.7 Stack and Queue implementations using JavaScript (Classes, Functions)	6	15%	CO-3
MODULE 4: Trees and Graphs			
Topic: 4.1 Tree Definition and Representation, 4.2 Binary Search Tree (BST) and its operations (Insertion, Deletion, Search), 4.3 Tree Traversal (Inorder, Preorder, Postorder), 4.4 AVL Tree and its Rotations (with code examples in JavaScript), 4.5 Directed and Undirected Graphs, 4.6 Graph Representations (Adjacency Matrix, List), 4.7 Graph Traversals (BFS, DFS with JavaScript), 4.8 Advanced Trees (Red-Black Trees, B-Trees), 4.9 Graph Algorithms (Dijkstra, Prim, Kruskal in JavaScript)	10	25%	CO-3 and CO-4
MODULE 5: Searching and Sorting			
Topic: 5.1 Linear Search (with examples in JavaScript), 5.2 Binary Search (with examples in JavaScript), 5.3 Interpolation Search (JavaScript implementation), 5.4 Merge Sort, 5.5 Quick Sort, 5.6 Bubble Sort (All in JavaScript), 5.7 Heaps (Min and Max), 5.8 Hash Tables (Implementation of Hash Maps in JavaScript using Objects and Map), 5.9 Hash Functions (Designing custom hash functions in JavaScript)	10	25%	CO-4 and CO-5
MODULE 6: Advanced Algorithms and Optimization			
Topic: 6.1 Greedy Algorithms, 6.2 Dynamic Programming (JavaScript-based solutions), 6.3 Divide and Conquer (JavaScript examples), 6.4 NP-Complete Problems, 6.5 Approximation Algorithms, 6.6 Optimization Techniques for Competitive Programming (focusing on JavaScript)	5	10%	CO-5

TEXT BOOKS	
1.	"Data Structures and Algorithms with JavaScript" by Michael McMillan https://www.amazon.com/Data-Structures-Algorithms-Michael-McMillan/dp/1449364934
2	"JavaScript: The Good Parts" by Douglas Crockford https://www.amazon.com/JavaScript-Good-Parts-Douglas-Crockford/dp/0596517742
REFERENCE BOOKS	
1.	"Eloquent JavaScript" by Marijn Haverbeke https://eloquentjavascript.net
2.	"Introduction to Algorithms" by Cormen, Leiserson, Rivest, and Stein https://www.amazon.com/Introduction-Algorithms-3rd-MIT-Press/dp/0262033844
E BOOKS	
1.	"JavaScript Data Structures and Algorithms" by Sammie Bae https://opendatastructures.org/ods-cpp.pdf
2	"Open Data Structures (in pseudocode)" by Pat Morin: https://opendatastructures.org/ods-python.pdf
MOOC	
1.	"Algorithms and Data Structures" on edX https://www.edx.org/course/algorithm-and-data-structures
2.	NPTEL Data Structures and Algorithms https://archive.nptel.ac.in/courses/106/102/106102064/

COURSE TITLE		DATA STRUCTURES & ALGORITHMS LAB		CREDITS	2
COURSE CODE		MCA102L	COURSE CATEGORY	SEC	L-P-T
					0-4-0
Version	1.0	Approval Details	07-2024		
ASSESSMENT SCHEME					
Assignments		Internal Exam		Attendance	ESE
40%		40%		20%	--
Practical Assignment Questions					
MODULE 1: Arrays					
<p>1: Dynamic Inventory Management System: Design an inventory management system for a warehouse using a 1-D array. The array should store product details (ID, name, quantity, and price). Implement operations for adding new products, updating inventory levels, and calculating the total inventory value dynamically.</p> <p>2: Real-time Seating Arrangement: Create a 2-D array to represent seating arrangements for a movie theater. The system should handle seat booking and cancellation requests dynamically. Add constraints for group bookings, ensuring they are seated together.</p> <p>3: Traffic Data Analysis: Collect real-time traffic data (e.g., car counts, speed, and entry/exit times) on multiple road lanes using a dynamic array. Analyze traffic flow patterns for peak hours using array operations like sorting, searching, and aggregation.</p> <p>4: Multi-Dimensional Data Representation: Design a multi-dimensional array to represent geographical data (e.g., latitude, longitude, altitude) for a drone-based mapping system. Implement functions to extract and manipulate data for different regions dynamically.</p>					
MODULE 2: Linked List					
<p>1: Task Scheduler Simulation: Implement a priority-based task scheduler using a doubly linked list. Each task has a priority and duration. When new tasks are added, they should be inserted at the correct position based on priority. Simulate task execution and removal once completed.</p> <p>2: Train Route Simulation (Circular Linked List): Simulate a train system where each station is represented as a node in a circular linked list. The train moves around the stations in a loop. Add operations to dynamically insert new stations or remove old ones, with proper memory management.</p> <p>3: Real-Time Collaborative Editor: Build a version control system for a real-time collaborative text editor using a doubly linked list. Each edit is a node, allowing users to navigate forwards and backwards through changes. Include an undo/redo feature, tracking the position of multiple collaborators.</p> <p>4: Browser Tabs Management: Implement browser tab management where each open tab is a node in a singly linked list. Users can open new tabs, close specific ones, and switch between them. Optimize the solution for handling thousands of open tabs efficiently.</p> <p>5: Music Streaming Queue: Develop a dynamic playlist system where songs are represented as nodes in a circular doubly linked list. The user can queue songs, skip, replay, and move to the next song seamlessly. Ensure the playlist can handle thousands of songs with minimal memory overhead.</p> <p>6: Memory Block Allocation (Garbage Collection): Simulate dynamic memory block allocation and deallocation using a singly linked list, where each node represents a memory block. Implement garbage collection to identify and release unreferenced blocks periodically</p>					

MODULE 3: Stacks and Queues

- 1: Expression Evaluation (Infix to Postfix Conversion):** Implement a **calculator** that converts **infix expressions to postfix notation** using stacks. Evaluate the postfix expression to return the result. Handle complex expressions with parentheses and operator precedence efficiently.
- 2: Online Ticketing System (Priority Queue):** Design an **online ticketing system** using a **priority queue** where VIP customers are served first. Regular customers are served based on their order of arrival. Simulate ticket booking, cancellation, and serve operations, ensuring the system works under heavy traffic conditions.
- 3: Undo-Redo Functionality for a Code Editor:** Create an **undo-redo feature** using two stacks to track changes made in a code editor. As the user performs actions (e.g., writing, deleting text), track each action and allow them to undo or redo changes.
- 4: Job Queue System:** Simulate a **job processing system** where jobs (like printing documents) are queued. Implement the queue with the ability to dynamically prioritize certain jobs (e.g., emergency print requests) using a **priority queue**.
- 5: Stock Span Problem:** Solve the **Stock Span Problem** using a **stack**, where for each day's stock price, you calculate the number of consecutive days the price was less than or equal to today's price.
- 6: Bank ATM Queue Simulation:** Implement a **bank ATM queue** where customers are queued for transactions. Simulate different types of transactions (deposit, withdrawal, balance check) with varying processing times. Use a **deque** (double-ended queue) to allow priority transactions at either end

MODULE 4: Trees and Graphs

- 1: Organizational Hierarchy Management System:** Implement an **organization's hierarchy** using a **tree structure** where each node represents an employee. Simulate promotions, new hires, and removals dynamically, ensuring the tree stays balanced.
- 2: E-Commerce Recommendation System (Binary Search Tree):** Build an **e-commerce recommendation system** where products are stored in a **binary search tree (BST)** based on customer ratings. Implement operations to find products within a specific rating range and suggest similar products.
- 3: Social Network Friend Recommendation (Graph):** Use a **graph** to represent connections between users in a social network. Implement a **BFS algorithm** to suggest friend recommendations based on mutual connections.
- 4: Shortest Path in a City (Graph):** Given a city represented as a **graph** with road networks (nodes for intersections, edges for roads), use **Dijkstra's algorithm** to find the shortest path between any two intersections.
- 5: File System Management (Tree):** Simulate a **file system** where directories and files are stored in a **tree structure**. Implement operations like creating new files, deleting files, and listing files in different traversal orders (pre-order, post-order, in-order).
- 6: AVL Tree for Stock Price Management:** Use an **AVL tree** to maintain stock prices. Ensure that after each insertion, the tree remains balanced by performing rotations.

7: Graph Coloring Problem (Greedy): Solve the **graph coloring problem** using a **greedy algorithm** to minimize the number of colors needed to color a graph such that no two adjacent nodes share the same color.

8: Minimum Spanning Tree for a Power Grid: Implement **Kruskal's algorithm** to find the **minimum spanning tree (MST)** for a power grid system connecting cities. Each city is a node, and each connection between cities has a cost.

9: Red-Black Tree for Dynamic Leaderboard: Implement a **red-black tree** to manage a dynamic gaming leaderboard. As players gain points, their rank in the tree adjusts in real time.

10: Cycle Detection in Graph: Implement a graph traversal algorithm (DFS) to detect cycles in a directed and undirected graph, simulating dependencies between software modules.

MODULE 5: Searching and Sorting

1: E-commerce Product Search with Binary Search: Implement a **binary search** algorithm to search for products in a sorted product catalog. Compare its performance against **linear search**.

2: Contact List Sorting (Merge Sort): Sort a large list of phone contacts using **merge sort** and compare the time complexity with **quick sort** when applied to smaller lists.

3: Event Ranking System (Heap Sort): Implement **heap sort** to rank participants in a large-scale competition based on their scores. Test your solution with large datasets.

4: Efficient Storage using Hash Tables: Design a **hash table** to store and retrieve employee records based on employee IDs. Implement different **hash functions** and collision handling techniques (chaining, open addressing).

5: Searching in a Rotated Sorted Array: Solve the problem of searching for a specific element in a **rotated sorted array** using a modified **binary search** algorithm.

6: Sorting a Music Library (Quick Sort): Implement **quick sort** to arrange songs in a music library by different parameters (duration, artist, genre). Optimize the algorithm for large datasets.

7: Caching using LRU Cache: Implement an **LRU (Least Recently Used) Cache** system using a combination of **hash maps** and **doubly linked lists** to store frequently accessed data efficiently.

8: Dictionary Implementation with Hashing: Create a **dictionary** where words are stored using a **hash table**. Implement efficient lookup, insertion, and deletion operations using custom **hash functions**.

9: Inventory Search using Interpolation Search: Implement an **interpolation search** algorithm for finding items in an inventory management system where the data distribution is uniform. Compare its performance with binary and linear search algorithms.

10: Sorting Patient Data in a Hospital: Design an algorithm to sort patient data based on emergency levels using **heap sort**. Ensure that the sorting happens in real-time for critical situations in an emergency room.

MODULE 6: Advanced Algorithms and Optimization

1: Delivery Route Optimization (Greedy Algorithm): Solve the **delivery route optimization** problem for a delivery service using a **greedy algorithm**. Minimize the total distance traveled by the delivery driver to deliver packages to multiple destinations.

2: Knapsack Problem (Dynamic Programming): Solve the **0/1 Knapsack Problem** using **dynamic programming**, where you are given a set of items, each with a weight and value, and must determine the most valuable combination that can fit within a weight limit.

3: Divide and Conquer Approach for Matrix Multiplication: Implement a **divide and conquer** algorithm (Strassen's algorithm) for **matrix multiplication**. Compare its performance with the standard matrix multiplication algorithm for large matrices.

4: Approximation Algorithms for NP-Complete Problems: Implement an **approximation algorithm** for solving the **traveling salesman problem**. Analyze how close the solution is to the optimal path and discuss the complexity of the algorithm

COURSE TITLE		OBJECT ORIENTED SOFTWARE ENGINEERING			CREDITS	3
COURSE CODE		MCA103	COURSE CATEGORY	CM	L P T	3-0-0
Version	1.0	Approval Details		01-07-2024		
ASSESSMENT SCHEME						
First Periodical Assessment		Second Periodical Assessment	Seminar/ Assignments /Case Study Project	Surprise Test / Quiz	Attendance	ESE
10%		10%	10%	10%	10%	50%
Course Description		This course provides an in-depth understanding of object-oriented software engineering principles, methodologies, and tools. It focuses on the complete software development lifecycle with an emphasis on object-oriented techniques and their practical application in real-world scenarios.				
Course Objective		<ul style="list-style-type: none">Understand the fundamental concepts of object-oriented software engineering.Learn and apply object-oriented analysis and design methodologies.Utilize UML for modeling software systems.Enhance problem-solving skills using object-oriented approaches.Gain practical experience through case studies and project work.				
Course Outcome		<p>After end of this course student will be able:</p> <ul style="list-style-type: none">CO1: Demonstrate understanding of object-oriented concepts and principles.CO2: Apply object-oriented analysis and design methodologies to software development.CO3: Utilize UML for modeling various aspects of software systems.CO4: Design user interfaces and user experiences using modern techniques.CO5: Implement agile methodologies in software projects				
Prerequisites: Students should have a basic understanding of programming concepts and data structures. Prior knowledge of object-oriented programming languages such as Java or C++ would be beneficial.						
Module, Topic				Sessions	Weightage (%)	CO Mapping
MODULE 1: Introduction to OOSE						
1.1 Overview of Software Engineering 1.2 Evolution of Software Engineering 1.3 Object-Oriented Concepts 1.4 Benefits of Object-Oriented Approach 1.5 Software Development Lifecycle and Types				5	10%	CO-1
MODULE 2: Requirements Analysis and Design						

2.1 Requirements elicitation and analysis 2.2 Requirement Engineering 2.3 Types of Requirements: Functional and Nonfunctional 2.4 Four Phases of Requirement Engineering 2.5 Software requirement Specification (SRS) Structure and contents of SRS 2.6 IEEE standard format SRS	9	20%	CO-2
MODULE 3: Use-case Driven Object-Oriented Analysis			
3.1 Introduction to oops concepts 3.2 Class and object - Abstraction and encapsulation -Method and messages - Interface, Inheritance and polymorphism Use case modeling 3.3 Object-oriented design principles 3.4 Structural Diagram - Class Diagram, Associations and links, Aggregation, Composition and containment- Inheritance, Sub Types and IS-A hierarchy 3.5 Behavioral Diagram - Use case Diagram, Sequence diagram 3.6 State modeling diagram - Activity Diagram	12	30%	CO-2 & CO-3
MODULE 4: SOFTWARE DESIGN Pattern			
4.1 Software Design process 4.2 Design concepts Coupling & Cohesion 4.3 Functional independence 4.4 Design patterns 4.5Creational Patterns (Factory, Singleton) 4.6 Structural Patterns (Adapter, Decorator) 4.7 Behavioral Patterns (Observer, Strategy)	9	20%	CO-3, CO-4
MODULE 5: User Interface UI/UX Design			
5.1 Elements of good design 5.2 Eight golden rules for design 5.3 User interface design-Case Study UI/U X5.4 Interactive UI design 5.5 Introduction to UI and UX- Principles of User Interface Design 5.6 Interaction Design 5.7 Usability and User Experience 5.8 Wireframing and Prototyping - Evaluation and Testing of UI/UX	6	10%	CO-4
MODULE 6: Agile Methodology			
6.1 Introduction to Agile Methodologies- Agile Manifesto and Principles 6.2 Scrum Framework - Roles: Product Owner, Scrum Maste 6.3 Development Team 6.4 Agile Planning: Release and Sprint Planning 6.5 Agile Metrics: Burndown Charts, Velocity 6.6 Agile Development Practices: TDD 6.7 Continuous Integration	4	10%	CO-5
TEXT BOOKS			
1.	"Object-Oriented Software Engineering: An Agile Unified Methodology" by David Kung		
2.	"Software Engineering: A Practitioner's Approach" by Roger S. Pressman		
3.	"Object-Oriented Analysis and Design with Applications" by Grady Booch, Robert A. Maksimchuk, Michael W. Engle, Bobbi J. Young, Jim Conallen, and Kelli A. Houston		
REFERENCE BOOKS			
1.	"UML Distilled: A Brief Guide to the Standard Object Modeling Language" by Martin Fowler		
2.	"Clean Code: A Handbook of Agile Software Craftsmanship" by Robert C. Martin		
3.	"Design Patterns: Elements of Reusable Object-Oriented Software" by Erich Gamma, Richard Helm, Ralph Johnson, and John Vlissides		

E BOOKS	
1.	https://www.geeksforgeeks.org/software-design-patterns/
2	Design Patterns: Elements of Reusable Object-Oriented Software by Erich Gamma et al.: [https://example.com/design-patterns]
3.	"The UX Book: Process and Guidelines for Ensuring a Quality User Experience" by Rex Hartson and Pardha Pyla (E-book)
MOOC	
1.	Coursera - Object-Oriented Software Engineering: https://example.com/coursera-oose
2.	edX - Software Engineering Essentials: https://example.com/edx-soft-eng
3.	"Introduction to User Experience Design" by Georgia Institute of Technology on Coursera
4.	"Software Development Processes and Methodologies" by the University of Minnesota on Coursera

COURSE TITLE		Operating System & Shell Programming			CREDITS	3
COURSE CODE		MCA104	COURSE CATEGORY	CM	L-P-T	3-0-0
Version	1.0	Approval Details		07-2024		
ASSESSMENT SCHEME						
First Periodical Assessment	Second Periodical Assessment	Seminar/ Assignments/ Project	Surprise Test / Quiz / Activity Based	Attendance	ESE	
10%	10%	10%	10%	10%	50%	
Course Description	This course will introduce you to modern operating systems. We will focus on UNIX-based operating systems, though we will also learn about alternative operating systems, including Windows. The course will begin with an overview of the structure of modern operating systems. Over the course of the subsequent units, we will discuss the history of modern computers, analyze in detail each of the major components of an operating system (from processes to threads), and explore more advanced topics in the field, including memory management and file input/output. The class will conclude with a discussion of various system-related security issues.					
Course Objective	1. To learn the fundamentals of Operating Systems and handle processes and threads and their communication 2. To learn the mechanisms involved in memory management in contemporary OS 3. To know the functionality of Multiprocessor OS and Mobile OS. 4. To gain knowledge of distributed operating system concepts. 5. To learn about the Basics of Linux. 6. To learn programmatically to implement Linux OS mechanisms.					
Course Outcome	CO1: Understand structure of OS, process management and synchronization. CO2: Understand multicore and multiprocessing OS. CO3: Analyze Real-time and embedded OS CO4: Apply Windows and Linux OS fundamentals and administration CO5: Apply to solve shell scripting problems					
Prerequisites: Basics of Operating system						
Module, Topic				Sessions	Weight age (%)	Co-Mapping
MODULE 1: Overview of OS						
1.1 Overview of operating systems, 1,2 Functionalities and Characteristics of OS , 1.3 Hardware concepts related to OS , 1.4 CPU states, I/O channels, 1.5 Memory Management, Memory Management Techniques, 1.6 Contiguous & Non-Contiguous allocation, Logical & Physical Memory - Conversion of Logical to Physical address, 1.7 Paging, 1.8 Demand Paging Page Replacement Concept, 1.9 Segmentation - Segment with paging 1.10 Virtual Memory Concept, Thrashing				7	15%	CO-1
MODULE 2: Process Management						

2.1 Process Management and Synchronization, 2.2 PCB, 2.3 Job and processor scheduling. Scheduling Concept, 2.4 Process hierarchies, 2.5 Problems of concurrent processes, 2.6 Critical sections, Mutual exclusion Synchronization, 2.7 Deadlock, 2.8 Device and File Management, 2.9 Overview Techniques, File Systems	8	17%	CO-2
MODULE 3: Processor Management			
3. Multiprocessor and Multicore Operating Systems, 3.1 Introduction, Advantages and Disadvantages, Multicore System Vs. Multiprocessor System, 3.2 Types of Multiprocessors , Symmetric Multiprocessors, Asymmetric Multiprocessors 3.3 Basic Multicore Concepts: Memory Sharing Styles, Uniform Memory Access (UMA), Non-Uniform Memory Access (NUMA), No Remote Memory Access, (NORMA), 3.4 Cache Coherence, Inter-Process and intercore Communication: Shared Memory, Message Passing, 3.5 Mobile Operating Systems, Concept Need and Features, Types of Mobile OS Overview of Android OS, Applications of Mobile OS 3.6 Distributed Operating Systems, Concept Need and Features, Examples of Distributed OS with brief introduction, Applications of Distributed OS	8	17%	CO2, CO-3
MODULE 4: Real Time OS			
4. Real Time OS, 4.1 Introduction and use of RTOS, 4.2 Components of RTOS, Types of RTOS, Features of RTOS, Factors for selecting in RTOS, 4.3 Applications of RTOS, Disadvantages of RTOS, 4.4 Embedded OS, 4.5 Concept Need and Features of embedded OS, 4.6 Examples of embedded OS with brief introduction, 4.7 Applications of embedded OS	4	10%	CO-3
MODULE 5: Types of OS			
5. Windows OS and Windows Server, Architecture, 5.1 Windows OS , Introduction, Windows OS Installation, Process Management, Control Panel Overview, Users, Security and Privacy Settings, Identify Accessibility Settings 5.2 Service Management, Syncing Devices and File Sharing 5.3 Windows Utilities (Accessories, Disk, Management, Resource Monitor, Backup, and Recovery), Basic Troubleshooting (Networking, Security, Device Driver). Introduction to Ubuntu, Introduction, Overview of Kernel, 5.3 Installation of Ubuntu File system, Basic Commands of Linux, Managing Processes in Linux, 5.4 Installing and deleting software packages, User Management, File and Device Management, Backup and recovery, 5.5 Introduction to Graphical Environment (GNOME), Ubuntu Utilities, (Virtual Box, Evolution, Gimp, Bleach Bit, Unity Tweak Tool etc.), SAMBA Overview	12	25%	CO-4
Module 6: Shell Scripting			
6. Linux Shell Scripting, 6.1 Introduction, 6.2 Variables, Flow Controls, Loops, 6.3 Functions, 6.4 Lists, 6.5 Manipulating Strings 6.6 Reading and Writing Files, 6.7 Positional Parameters 6.8 Case statement, 6.9 Real time scripts for different system administration activities	6	16%	CO-5
TEXTBOOKS			

1	Silberschatz, A., Galvin, P.B. and Gagne, G., Operating System Concepts (10 ed.), John Wiley, 2018. ISBN 978-1-119-32091-3
2	Stallings William, Operating Systems Internals and Design Principles (9 ed.), Prentice Hall, 2021. ISBN 978-0134670959
3	Abraham Silberschatz, Peter Baer Galvin, Greg Gagne (2006), Operating System Principles, 7th edition, Wiley India Private Limited, New Delhi.
REFERENCE BOOKS	
1	Andrew S Tanenbaum and Herbert Bos, Modern Operating Systems (1 ed.), Pearson, 2021. ISBN 9789332575776.
2	Stallings (2006), Operating Systems, Internals and Design Principles, 5th edition, Pearson Education, India.
3	Andrew S. Tanenbaum (2007), Modern Operating Systems, 2nd edition, Prentice Hall of India,
4	"Operating Systems: Internals and Design Principles" by William Stallings.
5	P.C.P. Bhatt: Introduction to Operating Systems Concepts and Practice, 3rd Edition, PHI, 2010
E BOOKS	
1	Introduction to operating system https://nptel.ac.in/courses/106/106/106106144/
2	https://www.freebookcentre.net/ComputerScience-Books-Download/Operating-System-Notes.html
3	https://www.freebookcentre.net/ComputerScience-Books-Download/Introduction-to-Operating-Systems-Lectures.html
MOOC/Coursera	
1	https://www.coursera.org/learn/os-power-user
2	https://www.coursera.org/specializations/codio-introduction-operating-systems
3	https://www.coursera.org/learn/comparch

COURSE TITLE		MATHEMATICS AND BUSINESS STATISTICS			CREDITS	2
COURSE CODE		MCA105	COURSE CATEGORY	CM	L - P - T	2-0-0
Version	1.0	Approval Details		01-07-2024		

ASSESSMENT SCHEME					
First Periodical Assessment	Second Periodical Assessment	Seminar/ Assignments/ Project	Surprise Test / Quiz	Attendance	ESE
10%	10%	10%	10 %	10%	50%
Course Description	This course provides an integrated introduction to key mathematical and statistical concepts essential for data analysis and problem-solving in the field of computer applications. Designed for MCA students, it combines foundational mathematical techniques with statistical methods commonly used in business and technology contexts. Students will develop skills to analyze data, apply mathematical models, and use statistical tools for decision-making and forecasting.				
Course Objective	<div>1. Develop a strong understanding of fundamental mathematical concepts and their applications.</div> <div>2. Gain proficiency in descriptive and inferential statistics relevant to business and technology.</div> <div>3. Apply mathematical and statistical methods to real-world problems in computer science and business.</div>				
Course Outcome	<div><div>• CO1: Apply fundamental mathematical techniques such as algebra and functions to solve complex problems related to computer applications and data analysis.</div><div>• CO2: Demonstrate proficiency in descriptive statistics by effectively summarizing and visualizing data using appropriate statistical methods and tools.</div><div>• CO3: Utilize probability theory and distributions to model and analyze random processes, assess risks, and make informed decisions based on probabilistic data.</div><div>• CO4: Perform inferential statistical analyses, including hypothesis testing and confidence interval estimation, to draw valid conclusions and make data-driven decisions.</div><div>• CO5: Implement regression analysis to explore and quantify relationships between variables, applying these techniques in practical business scenarios to support decision-making and forecasting.</div></div>				
Prerequisites: Fundamental knowledge of algebra, basic statistics, introductory probability, and basic calculus.					
MODULE 1: Fundamentals of Mathematics					
1.1 Algebraic expressions 1.2 solving linear equations, matrix operations (addition, subtraction, multiplication, inversion), determinants, 1.3 systems of linear equations. 1.4 Types of functions (linear, quadratic, exponential, logarithmic), 1.5 graphical representation and interpretation, 1.6 transformations of functions, optimization problems.			6	20%	CO-1

MODULE 2: Descriptive Statistics			
2.1 Methods of data collection (surveys, experiments, observational studies) 2.2 types of data (qualitative, quantitative) 2.3 data organization (frequency tables, cross-tabulations). 2.4 Calculating and interpreting mean, median, mode, variance, standard deviation, range, Coefficient of Variance 2.5 Constructing and interpreting histograms, bar charts, pie charts, box plots, scatter plots.	6	20%	CO-2
MODULE 3: Probability and Distributions			
3.1 Basic probability rules (addition and multiplication rules), conditional probability, Bayes' theorem 3.2 probability of combined events (independent and dependent events). 3.3 Discrete distributions (Binomial distribution), continuous distributions (Normal distribution) 3.4 properties and applications of these distributions, Skewness and Kurtosis. 3.5 Definition of random variables, expected value, variance, covariance, probability mass and density functions.	6	20%	CO-3
MODULE 4: Inferential Statistics			
4.1 Formulating null and alternative hypotheses 4.2 Type I and Type II errors, significance levels, p-values 4.3 hypothesis tests for means (z-test, t-test), and proportions. 4.4 Constructing confidence intervals for population means and proportions 4.5 interpretation of intervals, margin of error.	6	20%	CO-4
MODULE 5: Regression Analysis			
5.1 Model formulation, least squares estimation, interpretation of regression coefficient 5.2 goodness-of-fit measures (R-squared, adjusted R-squared). 5.3 Using regression analysis for forecasting, trend analysis, and decision-making 5.4 practical case studies and examples.	6	20%	CO-5
TEXT & REFERENCE BOOKS			
1.	"Discrete Mathematics and Its Applications" by Kenneth H. Rosen		
2.	"Business Statistics: A First Course" by David M. Levine, Kathryn A. Szabat, and David F. Stephan		
3.	"Calculus: Early Transcendentals" by James Stewart		
E BOOKS			
1.	"Discrete Mathematics and Its Applications" Kenneth H. Rosen		
2.	"Business Statistics: A First Course" David M. Levine, Kathryn A. Szabat, David F. Stephan		
MOOC			
1.	Introduction to Statistics Platform: Coursera		
2.	Mathematics for Data SciencePlatform: edX		
3.	Data Science and Machine Learning Bootcamp with R Udemy		

COURSE TITLE		Fundamentals of Cloud Computing			CREDITS	4
COURSE CODE		MCA106	COURSE CATEGORY	ME	L-P-T	3-2-0
Version	1.0	Approval Details		1-07-2024		
ASSESSMENT SCHEME						
First Periodical Assessment	Second Periodical Assessment	Seminar/ Assignments/ Project		Surprise Test / Quiz	Attendance	ESE
10%	10%	10%		10%	10%	50%
Course Description	This course provides an introduction to the principles and concepts of cloud computing, focusing on its role in modern IT infrastructure. It covers the architecture, deployment models, services, and security aspects of cloud computing, equipping students with the skills to design and deploy cloud-based solutions.					
Course Objective	1. Understand the core concepts and architecture of cloud computing. 2. Explore various cloud service models and deployment strategies. 3. Learn about cloud storage, computing, and networking services. 4. Address security, privacy, and compliance in cloud environments. 5. Gain practical experience with leading cloud platforms.					
Course Outcome	<ul style="list-style-type: none">• CO1: Understand the foundational concepts and architecture of cloud computing.• CO2: Analyze different cloud service and deployment models.• CO3: Utilize cloud storage, computing, and networking services.• CO4: Identify and implement security measures in cloud environments.• CO5: Develop and deploy applications on cloud platforms.					
Prerequisites: Basic knowledge of Networking						
Module Name				Sessions	Weightage (%)	CO mapping
MODULE 1: Introduction to Cloud Computing						
1.1. Introduction to Cloud Computing ,Basic Networking Concepts, IPv4 & IPv6, IP Address Classes 1.2. Cloud Computing vs. Cluster Computing vs. Grid Computing 1.3. Characteristics, Pros and Cons of Cloud 1.4. Introduction to Dockers 1.5. Introduction to Container				10	10%	CO-1
MODULE 2: Cloud Models						
2.1 Cloud Service Models - IAAS, PAAS, SAAS & difference 2.2 Cloud Deployment Models-Public, Private, Hybrid, Community 2.3. XAAS- Anything as a Service – Storage as a service, Network as a Service, Database as a Service etc 2.4. Cloud Storage Types : Block, File, Object Storage 2.5 Cloud Platforms				10	20%	CO-2
MODULE 3: Virtualization						
3.1. Introduction to Virtualization concept & Hypervisors 3.2. Pros and Cons of Virtualization 3.3. Machine Image, Virtual Machine(VM). 3.4. Xen: Para virtualization, VMware: Full Virtualization 3.5. Microsoft Hyper-V 3.6. Open Source Virtualization Manager				10	20%	CO-3

MODULE 4: Cloud Architecture & Management			
4.1. Introduction to Service Oriented Architecture , Web Services: SOAP and REST 4.2. Relating SOA and Cloud Computing. 4.3. Service Level Agreement (SLA), Billing, Pricing, and Support. 4.4. Cloud Computing Architecture. 4.5. Multi Cloud Environment 4.6. Edge Computing Concepts 4.7. Cloud Bursting	10	20%	CO-4
MODULE 5: Cloud Storage, Computing, and Networking & Emerging trends in cloud computing			
5.1 Storage services, Computing services, Networking services, 5.2 Cloud service providers (AWS, Azure, Google Cloud), 5.3 Pricing and performance consideration 5.4 Omni Cloud. 5.5 Blockchain Technology. 5.6 Types of Blockchain technology. 5.7 Cloud AI	10	20%	CO-3
MODULE 6 :Moving Applications to the Cloud			
6.1. Cloud Migration Strategies and Process 6.2. Issues in Inter Cloud 6.3. Applications in the Clouds 6.4. Cloud Service Attributes 6.5. Data Migration in Cloud	10	10%	CO-5
TEXT BOOKS			
1.	1. "Cloud Computing: Concepts, Technology & Architecture" by Thomas Erl 2. "Architecting the Cloud" by Michael J. Kavis		
REFERENCE BOOKS			
1.	1. "Mastering Cloud Computing" by Rajkumar Buyya 2. "Cloud Computing Bible" by Barrie Sosinsky		
E BOOKS			
1.	"Cloud Computing Explained" by John Rhoton (computingclouds.files.wordpress.com/2012/05/cloud-computing-explained.pdf)		
2	"NIST Cloud Computing Standards Roadmap" (nvlpubs.nist.gov/nistpubs/SpecialPublications/NIST.SP.500-291.pdf)		
MOOC			
1.	"Cloud Computing Specialization" by the University of Illinois on Coursera (coursera.org/specializations/cloud-computing)		
2.	"Introduction to Cloud Computing" by IBM on Coursera (coursera.org/learn/introduction-to-cloud)		

COURSE TITLE		Introduction to Web Technologies		CREDITS	4	
COURSE CODE		MCA106	COURSE CATEGORY	ME1.2	L-P-T	3-1-0
Version	1.0	Approval Details		07-2024		
ASSESSMENT SCHEME						
First Periodical Assessment	Second Periodical Assessment	Seminar/ Assignments/ Project	Surprise Test / Quiz/ Activity Based	Attendance	ESE	
10%	10%	10%	10%	10%	50%	
Course Description	This course is designed to build your skills in web development and design, no matter how little experience or technical knowledge you currently have. You probably visit several websites every day, whether for business, entertainment or education. But have you ever wondered how these websites actually work? How are they built? How do browsers, computers, and mobile devices interact with the web? What skills are necessary to build a website? With a billion websites now on the internet, the answers to these questions					
Course Objective	1. To impart the design, development and implementation of Dynamic Web Pages. 2. To implement the Latest properties of CSS3 3. To implement the Concept of Web servers 4. To develop programs for Web Javascript 5. To design and implement dynamic websites with good sense of designing and latest technical aspects.					
Course Outcome	CO1: Understand Outline the basic concepts of Advance Internet Technologies CO2: Apply Design appropriate user interfaces and implements webpage based on given problem Statement CO3: Apply Implement concepts and methods of using web servers CO4: Analyze Implement concepts and methods of JS and Ajax CO5: Apply Build Dynamic web pages using Bootstrap, HTML and CSS and PHP					
Prerequisites: Student must have basic working knowledge of HTML, CSS, JavaScript, web development tool						
MODULE 1: Introduction to HTML				No of Session Weightage%		
1.1 Introduction to HTML5 , 1.2 tags and attributes, 1.5 different types of tags, Grouping using Div Span, Lists, Images, Hypelink and Anchors, Tables, iframe				5	5%	CO-1
MODULE 2: CSS						
2.1 Introduction to CSS3, 2.2 Architecture of CSS, 2.3 CSS Modules, 2.4 CSS Framework, Selectors and Pseudo Classes, 2.5 Fonts and Text Effects, Colors, Background Images, and Masks				5	5%	CO-2
MODULE 3: JavaScript						
3.1 Concept of script, Types of Scripts, 3.2 Introduction to JavaScript, Variables, identifiers constants in JavaScript and examples of each. 3.3 Operators in JavaScript's, various types of JavaScript operator, Examples on JavaScript operators, 3.4 Control and looping structure, examples on control and looping structures (if, if...else, for, while, do				15	25%	CO2, CO-3

while, switch) 3.5 Concept of array, how to use it in JavaScript, types of an array, examples , Methods of an array, examples on it. 3.6 Event handling in JavaScript with examples, Math and date object and examples on it. 3.7 String object and examples on it, and some predefined functions, 3.8 DOM concept in JavaScript, DOM objects, 3.9 Validations in JavaScript, examples on it			
MODULE 4:Web Servers			
4.1 Web server architecture, approaches , 4.2 Working with web browser, types of web servers, 4.3 Features of web servers, Benefits of web servers, 4.4 Uses of web servers, when to use web servers	5	5%	CO-5
MODULE 5:Ajax			
5.1 Introduction to AJAX: Exploring different web technologies, 5.2 Creating a simple AJAX application, 5.3 Interacting with the Web Server Using the XMLHttpRequest Object, Create an XMLHttpRequest Object, Interact with the Web Server. 5.4 Differentiating AJAX and Non-AJAX application.5.5 Working with PHP and AJAX: Introduction, 5.6 Process Client Requests, Accessing Files Using PHP, 5.7 Implementing Security and Accessibility in AJAX applications: 5.8 Introduction, Secure AJAX Applications, and Accessible Rich Internet Applications	15	30%	CO-4
Module 6: PHP			
6.1 Installation of Apache Tomcat (Xampp/Lampp/MySQL) 6.2 Installing and Configuring PHP, Introduction, PHP and the Web Server Architecture, PHP Capabilities, 6.3 PHP and HTTP Environment 6.4 Variables , Variables, Constants, Data Types, Operators, Working with Arrays , Decision Making, Flow Control and Loops , Introduction to Laravel , 6.5 Creating a Dynamic HTML Form with PHP, Database Connectivity with MySQL, Performing basic database operations (CRUD) , 6.6 Using GET, POST, REQUEST, SESSION, and COOKIE Variables	15	30%	CO-5
TEXT BOOKS			
1	Complete reference HTML, TMH 2. HTML5 & CSS3, Castro Elizabeth 7th Edition		
2	Beginning Node.js by Basarat Ali Syed 100 45		
3	Angular: Up and Running- Learning Angular, Step by Step by Shyam Seshadri		
4	Beginning PHP, Apache, MySQL web development		
REFERENCE BOOKS			
1	Introducing HTML5 - Bruce Lawson, Remy Sharp		
2	Node.js in Action, 2ed by Alex Young, Bradley Meck		
3	Mastering Node.js by Pasquali Sandro		
4	Angular Essentials by Kumar Dhananjay		
5	Complete Ref. PHP		
E BOOKS			
1.	https://nodejs.org/en/docs/guides/		
2	https://www.coursera.org/learn/web-development		
MOOC			
1.	https://www.coursera.org/learn/angular		
2	https://www.coursera.org/specializations/web-applications		
3	https://www.coursera.org/learn/database-applications-php		
4	https://www.coursera.org/learn/server-side-nodejs		

1. Using basic HTML elements headings, paragraphs, line break, colour, fonts, links, Images.
2. Creating Lists using HTML Tags.
3. Creating Tables using HTML Tags.
4. Creating Frames in HTML.
5. Creating Forms using HTML.
6. Designing of HTML form using CSS.
7. Using Functions in JavaScript.
8. Carryout Validation and event handling using JavaScript.
9. Create a basic calculator with JavaScript that performs addition, subtraction, multiplication, and division.
10. Designing website using basic elements of HTML, CSS and JavaScript.
11. Develop a webpage that changes its content or style based on user interactions (e.g., mouse clicks, keypresses, hover events) using JavaScript.
12. Build a basic to-do list where users can add, edit, and delete items using JavaScript and save the list to `localStorage`.
13. Write a script that allows users to upload a file (like an image or PDF), handle file validation, and store it on the server.
14. An example of sending form data to a PHP processing page using AJAX without reloading the page. Create an AJAX request on a test page to a PHP page that returns a message, and display the response without refreshing the test page.
15. Create a simple HTML form (with fields like name, email, etc.) and process the input using PHP.
16. Build a basic user registration form with validation, and store the data in a MySQL database using PHP.
17. Create a login form and implement a session-based authentication system using PHP and MySQL.
18. Build a PHP application that allows users to Create, Read, Update, and Delete (CRUD) records from a MySQL database.
19. Implement client-side form validation using JavaScript to check fields such as name, email, and password strength.
20. Write a script to dynamically manipulate the Document Object Model (DOM), like changing text, styles, or content on button clicks.

COURSE TITLE		INTRODUCTION TO DATA SCIENCE			CREDITS	4
COURSE CODE		MCA106	COURSE CATEGORY	ME1.3	L-P-T	3-1-0
Version	1.0	Approval Details				
ASSESSMENT SCHEME						
First Periodical Assessment	Second Periodical Assessment	Seminar/ Assignments/ Project	Surprise Test / Quiz	Attendance	ESE	
10%	10%	10%	10%	10%	50%	
Course Description	This course aims to provide MCA students with a fundamental understanding of Data Science, including data manipulation, statistical analysis, machine learning, and data visualization. The curriculum is designed to introduce students to the tools and techniques used in data science and their practical applications..					
Course Objective	<ul style="list-style-type: none">• To introduce the basic concepts and techniques of data science.• To develop skills in data manipulation and analysis.• To provide an understanding of statistical methods for data analysis.• To introduce machine learning algorithms and their applications.• To develop skills in data visualization and communication of results.					
Course Outcome	By the end of the course, students will be able to: CO1: Understand the fundamental concepts of data science, its applications, and lifecycle. CO2: Learn to handle, clean, and preprocess data for analysis. CO3: Apply exploratory data analysis and statistical techniques to derive insights. CO4: Understand the basics of machine learning algorithms and implement simple models. CO5: Analyze with data visualization techniques to communicate results. CO6: Evaluate real-world data science case studies and apply learned techniques.					
MODULE			No. of lectures	Weightage (%)	CO Mapped	
MODULE 1: Introduction To Data Science and Python						
1.1 Definition of Data Science, 1.2 Data Science vs. Data Analytics, 1.3 Applications of Data Science and Case Studies, 1.4 Data Science Lifecycle, 1.5 Data-driven decision making, 1.6 Introduction to Python for Data Science, 1.7 Libraries: Data Manipulation Libraries (Pandas, NumPy), Machine Learning Frameworks (scikit-learn, TensorFlow, Pytorch), 1.8 Working with Jupyter Notebooks,			10	15%	CO1, CO2	
MODULE 2 : Data Handling & Preprocessing						
2.1 Data Collection Methods, 2.2 Types of Data: Structured, Unstructured, Semi-structured, 2.3 Data Cleaning: Handling missing values, outliers, Data Wrangling 2.4 Data Transformation: Normalization, Standardization, 2.5 Feature Engineering: Encoding			10	15%	CO2,CO3	

categorical variables, Feature scaling			
MODULE 3: Exploratory Data Analysis (EDA)			
3.1 Understanding Data Distributions: Mean, Median, Mode, Variance, Standard deviation, 3.2 Visualizing Distributions: Histograms, Box plots, Scatter plots, 3.3 Identifying Patterns and Relationships in Data, 3.4 Correlation and Covariance, 3.5 Introduction to Statistical Inference, Descriptive and Inferential Statistics	12	20%	CO2,CO3
MODULE 4: Introduction to Machine Learning			
4.1 Introduction to Machine Learning and its Types (Supervised, Unsupervised, Reinforcement Learning), 4.2 Supervised Learning: Regression (Linear, Logistic), Classification, 4.3 Unsupervised Learning: Clustering (K-means, Hierarchical), 4.4 Overfitting and Underfitting, 4.5 Model Evaluation Metrics (Accuracy, Precision, Recall, F1-score)	12	20%	CO4
MODULE 5: Data Visualization			
5.1 Importance of Data Visualization (Seaborn, Matplotlib), 5.2 Types of Plots: Line plot, Bar plot, Pie chart, Scatter plot, 5.3 Visualization Tools: Matplotlib, Seaborn, 2, 5.4 Best Practices in Visualization, 5.5 Storytelling with Data	8	15%	CO5
MODULE 6: Tools & Techniques in Data Science			
6.4 Implementing Data Science Pipelines, 6.5 Introduction to Big Data & Tools (Hadoop, Spark), 6.6 Ethical Issues in Data Science, Real world Data Science Projects and Applications in Industry	8	15%	CO6
TEXT BOOKS			
1	Python for Data Analysis by Wes McKinney		
2	Data Science from Scratch by Joel Grus		
3	Introduction to Machine Learning with Python by Andreas C. Müller and Sarah Guido		
REFERENCE BOOKS			
1	Jure Leskovek, Anand Rajaraman and Jeffrey Ullman. Mining of Massive Datasets. v2.1, Cambridge University Press.		
E BOOKS			
1	"Data Science from Scratch: First Principles with Python" by Joel Grus		
2	"Data Science for Business: What You Need to Know About Data Mining and Data-Analytic Thinking" by Foster Provost and Tom Fawcett		
MOOC			
1	Coursera: "Introduction to Data Science" by University of Washington		
2	edX: "Data Science and Machine Learning Essentials" by Microsoft		
	Coursera: "Data Science Specialization" by Johns Hopkins University		

	edX: "Introduction to Data Science"
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COURSE TITLE		CAPSTONE PROJECT			CREDITS	3
COURSE CODE		MCA107	COURSE CATEGORY	PR OJ	L-P-T	0-2-0
Version	1.0	Approval Details		07-2024		
ASSESSMENT SCHEME						
Review 1		Review 2	Review 3	Final Review	Attendance	ESE
10%		10%	20%	40%	20%	--

Capstone Project Schedule

Sr.No	Reviews	Topic	Documents Required
1		Project Title Submission	Project Title
2	Review 1	Project Synopsis	INTRODUCTION <ul style="list-style-type: none"> Existing System and Need for System Scope of Work Operating Environment - Hardware and Software Detail Description of Technology Used PROPOSED SYSTEM <ul style="list-style-type: none"> Proposed System Objectives of System User Requirements
3.	Review 2	Design	ANALYSIS & DESIGN <ul style="list-style-type: none"> Module Hierarchy Diagram Use Case Diagrams Class Diagram E-R Diagram Activity Diagram Sequence Diagram Web Site Map Diagram (in case of Web Site)
5	Review 3	Database Connectivity	<ul style="list-style-type: none"> User Interface Design (Screens etc.) Database Table Structure Database Connectivity Form Validation, Reports
6	Review 4	Final Submission	Final Project Execution, checking Complete Documentation of Project with all Diagrams and PPT, Viva and submission of Spiral Binding documentation.

Capstone Project Guidelines

1. Students can work individually or in pairs (maximum of 2) for the Capstone Project. Projects must relate to both laboratory subjects being taught in the current semester. The student may take up the project individually or in group. If project is done in group, each student must be given a responsibility for distinct modules.
2. Few hours per week is dedicated to project work. During this time, students must report to their assigned guides for support and discuss project progress. Attendance is mandatory for all review sessions and weekly project hours; project diaries must be presented at each review. (check class time table for more details)
3. Students must submit a clear and self-descriptive project title by the end of the first week of the semester. Following guide allotment, a project synopsis must be submitted by the second week, including sections on existing systems, need for the project, scope of work, objectives, and user requirements.
4. There will be a total of 4 reviews throughout the semester. Specific deliverables are required at each stage, including design documents, implementation details, and testing strategies. Students are expected to create a PowerPoint presentation for each review, summarizing their progress.
5. Documentation must adhere to specified standards: use Times New Roman, size 12 pt, with 1.5line spacing and justified alignment. Margins should be set to 1" (left and right), 2" (top), and 1.5" (bottom). All documentation must be spiral-bound and submitted by the final deadline.
6. The final evaluation will consist of a project presentation (PowerPoint) and a viva voce conducted by faculty members. Students must submit a comprehensive project report, including all relevant diagrams and design documents, on the final submission date.
7. All project work must be original and must adhere to the ICEM's academic integrity policies. Plagiarism will not be tolerated and may result in academic penalties.
8. Students are encouraged to utilize resources such as textbooks, online articles, and tutorials to support their project development. A list of recommended resources should be submitted along with the final project report.
9. Feedback from guides must be incorporated into subsequent project phases. Students should schedule regular meetings (in Capstone Project slot) with their respective guides to ensure alignment and address any challenges faced during project development.
10. Any changes to the project scope or objectives must be discussed with and approved by the guide before implementation. Documentation of such changes should be maintained in the project diary.
11. All project-related communications, including submission links and updates, will be shared via email and designated online platforms. Students should regularly check these platforms for important announcements.

MOOC	
1.	Coursera - "Project Management Principles and Practices" by Google https://www.coursera.org/specializations/project-management
2.	edX - "Capstone Project: Data Science for Everyone" by IBM https://www.edx.org/professional-certificate/ibm-data-science

COURSE TITLE		SOFT SKILLS & BUSINESS COMMUNICATION			CREDITS	1	
COURSE CODE		MCA108	COURSE CATEGORY	CM	L-P-T	1-0-0	
Version	1.0	Approval Details		07-2024			
ASSESSMENT SCHEME							
Seminar		Surprise Test / Quiz		Internal Exam		Attendance	ESE
20%		20%		20%		40%	--
Course Description		This course focuses on developing essential soft skills and effective business communication techniques required for professional growth. It emphasizes verbal and non-verbal communication, presentation skills, team collaboration, and leadership, preparing students for the corporate environment.					
Course Objective		<ul style="list-style-type: none">• To enhance students' communication skills in professional settings.• To develop interpersonal and team-building skills.• To prepare students for effective public speaking and presentations.• To improve time management and problem-solving abilities.• To build confidence and leadership qualities in a business context.					
Course Outcome		After end of this course student will be able: <ul style="list-style-type: none">• CO1: Demonstrate effective verbal and written communication in a business setting.• CO2: Exhibit interpersonal skills and teamwork in professional interactions.• CO3: Apply presentation and public speaking skills in business scenarios.• CO4: Develop leadership and problem-solving skills.• CO5: Manage time and stress efficiently in a workplace environment.					
Prerequisites: <ul style="list-style-type: none">• Basic knowledge of the English language.• Familiarity with email and digital communication tools.							
MODULE: Topic					Sessions	Weightage (%)	CO Mapping
MODULE 1: Introduction to Soft Skills							
Topic: 1.1 Definition and importance of soft skills, 1.2 Overview of communication skills, 1.3 Importance of emotional intelligence, 1.4 Understanding self-awareness and self-regulation, 1.5 Soft skills in the workplace.					2	10%	CO-1
MODULE 2: Verbal and Non-Verbal Communication							
Topic: 2.1 Verbal communication techniques, 2.2 Importance of tone, pitch, and clarity, 2.3 Non-verbal cues: body language, facial expressions, and gestures, 2.4 Barriers to effective communication, 2.5 Active listening skills and their significance,					3	20%	CO-2

2.6 Techniques for overcoming communication barriers.				
MODULE 3: Business Communication Tools				
Topic: 3.1 Writing professional emails: structure and etiquette, 3.2 Creating effective business reports and proposals, 3.3 Conducting meetings: agenda setting and minutes writing, 3.4 Presentation tools and techniques (e.g., PowerPoint, Prezi), 3.5 Utilizing digital communication platforms (e.g., Slack, Zoom), 3.6 Visual communication: charts, graphs, and infographics.		2	15%	CO-3
MODULE 4: Teamwork and Collaboration				
Topic: 4.1 Dynamics of team collaboration and roles, 4.2 Building trust and rapport within a team, 4.3 Conflict resolution strategies: negotiation and mediation, 4.4 Leadership styles and their impact on teamwork, 4.5 Strategies for fostering inclusive team environments, 4.6 Tools for effective team collaboration (e.g., Trello, Asana).		3	20%	CO-3 and CO-4
MODULE 5: Time and Stress Management				
Topic: 5.1 Understanding the importance of time management, 5.2 Prioritization techniques: Eisenhower Matrix and ABCD method, 5.3 Goal setting and action planning, 5.4 Managing workplace stress: techniques and tools, 5.5 Work-life balance strategies, 5.6 The role of mindfulness in stress management.		2	15%	CO-4 and CO-5
MODULE 6: Public Speaking and Presentation Skills				
Topic: 6.1 Structuring an effective presentation: introduction, body, conclusion, 6.2 Techniques for engaging your audience, 6.3 Overcoming stage fear: tips and tricks, 6.4 Using visual aids and technology effectively, 6.5 Rehearsal techniques for effective delivery, 6.6 Handling Q&A sessions and audience feedback.		3	20%	CO-5
TEXT BOOKS				
1.	Soft Skills: Enhancing Employability by M.S. Rao, I.K. International Publishing House.			
2	Business Communication by Meenakshi Raman & Sangeeta Sharma, Oxford University Press.			
REFERENCE BOOKS				
1.	Developing Soft Skills by Dr. K. Alex, S. Chand Publishing.			
2.	Effective Business Communication by Asha Kaul, Prentice Hall India.			
E BOOKS				
1.	Soft Skills Development by Kul Bhushan https://www.pdfdrive.com/soft-skills-development-e53627497.html			
2	Effective Communication Skills by MTD Training https://www.pdfdrive.com/effective-communication-skills-e15874210.html			
1.	Effective Communication in the Workplace https://www.edx.org/course/effective-communication-in-the-globalized-workplace			
2.	NPTEL Data Structures and Algorithms			

https://archive.nptel.ac.in/courses/106/102/106102064/

COURSE TITLE		PYTHON PROGRAMMING			CREDITS	3
COURSE CODE		MCA201	COURSE CATEGORY	CM	L-P-T	3-0-0
Version	1.0	Approval Details		07-2024		
ASSESSMENT SCHEME						
First Periodical Assessment	Second Periodical Assessment	Seminar/ Assignments/ Project		Surprise Test / Quiz	Attendance	ESE
10%	10%	10%		10%	10%	50%
Course Description	This course introduces students to the fundamental concepts and practical applications of Python programming. It covers basic programming constructs, data structures, object-oriented programming, and advanced topics like libraries and real-world applications. The course is designed to enhance problem-solving skills and prepare students for data analysis and software development tasks using Python.					
Course Objective	<ul style="list-style-type: none">To introduce basic programming concepts using Python.To develop problem-solving skills through Python.To implement algorithms and data structures in Python.To understand file handling, modules, and libraries.To develop knowledge of object-oriented programming in Python.					
Course Outcome	By the end of the course, students will be able to: <ul style="list-style-type: none">CO1: Understand Python syntax and core programming constructs.CO2: Apply Python for problem-solving and algorithm implementation.CO3: Utilize Python libraries and modules for data manipulation and analysis.CO4: Develop object-oriented programs in Python.CO5: Design and implement real-world applications using Python.					
MODULE				No. of lectures	Weightage (%)	CO Mapped
MODULE 1: Fundamentals of Python						
1.1 Overview of Python's history and features, 1.2 Installing Python and IDEs, 1.3 Syntax-variables- data types: 1.4 Handling user inputs and displaying outputs, 1.5 Operators: Arithmetic-logical and comparison operators, 1.6 Conditional statements: if-else-nested if, 1.7 Loops: for-while-nested loops				5	10%	CO1
MODULE 2 : Data Structures and Libraries						
2.1 Lists-tuples-sets-dictionaries: Usage and operations on built-in data structures, 2.2 String operations: String methods and formatting, 2.3 Numpy basics: Introduction to Numpy arrays and operations, 2.4 File handling: Reading from and writing to files				6	12%	CO2
MODULE 3: Functions- Modules & Packages- Exceptional Handling						

3.1 Functions: Defining and calling functions- recursion-lambda functions, 3.2 Scope and global variables: Understanding local vs global scope and variable lifetime, 3.3 Python built-in modules – math-random-datetime, 3.4 Package: import basics, 3.5 Python namespace packages, 3.6 User defined modules and packages, 3.7 Exception Handling Programming using Exception handling	10	18%	CO2,CO3
MODULE 4: Object-Oriented Programming			
4.1 Concept of class-object, 4.2 Constructor-destructors, 4.3 Inheritance- super class-method overriding, 4.4 Overloading operators, 4.5 Static and Class methods, 4.6 Python Regular Expression, 4.7 Pattern matching and searching using regex in python, 4.8 Multithreading, 4.9 Understanding threads, 4.10 Synchronizing the threads, 4.11 Programming using multithreading, 4.12 Understanding threads, 4.13 Synchronizing the threads, 4.14 Programming using multithreading	8	20%	CO4, CO5
MODULE 5: Python database interaction using MongoDB			
5.1 Introduction to NoSQL database, 5.2 Types of NoSQL, 5.3 Document Based: MongoDB, 5.4 Key-Value Database – Couchbase, 5.5 Wide-column Databases: Cassandra, 5.6 Graph/node Databases: Neo4j, 5.7 SQL Vs NoSQL, 5.8 Introduction to MongoDB with python, 5.9 Installing MongoDB on Windows, 5.10 Exploring Collections and Documents, 5.11 Performing CRUD Operations, 5.12 Commit-Rollback and Cursor operation	6	15%	CO4, CO5
MODULE 6: Web Development using Django			
6.1 Introduction to Web Development and Django, 6.2 Django Project Structure and Django Models, 6.3 Django Views and Django Templates, 6.4 Django URLs and Django Forms, 6.5 Django Authentication and Advanced Django Features, 6.6 Django Rest Framework (DRF) and Testing in Django,6.7 Deployment and Performance Optimization	10	25%	CO5
TEXT BOOKS			
1	"Python Programming: An Introduction to Computer Science" by John Zelle.		
2	"Learning Python" by Mark Lutz.		
3	"Python for Data Analysis" by Wes McKinney.		
REFERENCE BOOKS			
1	"Automate the Boring Stuff with Python" by Al Sweigart.		
2	"Fluent Python" by Luciano Ramalho.		
E BOOKS			
1	"Data Science from Scratch: First Principles with Python" by Joel Grus		
2	"Data Science for Business: What You Need to Know About Data Mining and Data-Analytic Thinking" by Foster Provost and Tom Fawcett		
MOOC			

1	https://www.udemy.com/course/complete-python-bootcamp/
2	https://www.edx.org/certificates/professional-certificate/the-georgia-institute-of-technology-introduction-to-python-programming

COURSE TITLE		PYTHON PROGRAMMING LAB			CREDITS	2
COURSE CODE		MCA201L	COURSE CATEGORY	SEC	L-P-T	0-4-0
Version	1.0	Approval Details		07-2024		
ASSESSMENT SCHEME						
Assignments		Internal Exam			Attendance	ESE
40%		40%			20%	-
Course Description	This course introduces the fundamentals of Python programming. It covers basic syntax, control structures, data types, functions, modules, file handling, object-oriented programming, and various Python libraries. The course aims to provide students with a solid foundation in Python, enabling them to develop efficient and scalable applications.					
Course Objective	<div>1. Comprehend the basic syntax and semantics of Python programming.</div> <div>2. Implement control structures and data types in Python.</div> <div>3. Develop functions and modules for modular programming.</div> <div>4. Utilize object-oriented programming concepts in Python.</div> <div>5. Handle files and exceptions in Python applications.</div> <div>6. Use Python libraries for data analysis and visualization.</div>					
Course Outcome	<div>After end of this course student will be able:</div> <div>CO1: To understand the basic concepts of Python programming.</div> <div>CO2: To apply Python programming constructs to solve computational problems.</div> <div>CO3: To develop applications using object-oriented programming techniques in Python.</div> <div>CO4: To utilize Python libraries for data processing and visualization.</div> <div>CO5: To implement file handling and exception handling in Python programs.</div>					
Prerequisites: <div><div>• Fundamental knowledge of basic data structures (e.g., arrays, linked lists, stacks, queues).</div><div>• Understanding of basic algorithms and their complexity (e.g., searching, sorting).</div><div>• Proficiency in a programming language (preferably C, C++, or Java).</div></div>						
MODULE 1: FUNDAMENTALS OF PYTHON						
<div>1. Write a Python program that calculates the area of a circle based on the radius entered by the user.<div>a. Sample Output : r = 1.1 Area = 3.8013271108436504</div></div> <div>2. Write a Python program that accepts the user's first and last name and prints them in reverse order with a space between them.</div> <div>3. Write a Python program that accepts a sequence of comma-separated numbers from the user and generates a list and a tuple of those numbers.<div>a. Sample data : 3, 5, 7, 23 Output : List : ['3', ' 5', ' 7', ' 23'] Tuple : ('3', ' 5', ' 7', ' 23')</div></div> <div>4. Write a Python program that determines whether a given number (accepted from the user) is even or odd, and prints an appropriate message to the user.</div> <div>5. Write a Python program to concatenate N strings.</div> <div>6. Write a Python program to do arithmetical operations addition and division.</div> <div>7. Write a Python program to find the area of a triangle.</div> <div>8. Write a Python program to swap two variables.</div> <div>9. Write a Python program to generate a random number.</div> <div>10. Write a Python program to convert kilometers to miles.</div>						

11. Write a Python program to display calendar.
12. Write a Python program to swap two variables without temp variable.
13. Write a Python Program to Check if a Number is Positive, Negative or Zero.
14. Write a Python Program to Check Leap Year.
15. Write a Python Program to Check if a Number is Odd or Even.
16. Write a program that asks the user to enter a number and then prints all the even numbers from 0 to that number.
17. Write a program that asks the user to enter a string and then prints each character in the string on a new line.
18. Write a program to print following pattern

1	A	4444		
	BC	333		
12	CDE	22		
123	DEFG	1		
1234				
12345				

19. Write a Python program to find ASCII value of a character.
20. Write a Python program to make a simple calculator with 4 basic mathematical operations.
21. Write a Python program to find a largest element in an array.
22. Write a Python program to add two matrices.

MODULE 2: DATA STRUCTURES AND LIBRARIES

1. Create a dictionary of your favourite books and their authors and print it.
2. Add a new book to the dictionary and print the updated dictionary.
3. Remove a book from the dictionary and print the updated dictionary.
4. Use the keys() method to print a list of the book titles in the dictionary.
5. Use the values() method to print a list of the author names in the dictionary.
6. Create a set of your favourite colors and print it.
7. Add a new color to the set and print the updated set.
8. Remove a color from the set and print the updated set.
9. Create a new set that contains only the colors that start with the letter "B" and print it.
10. Use the len() function to find the number of colors in the set and print it.
11. Program to Find the GCD of Two Positive Numbers.
12. Write Python Program to Find the Sum of Digits in a Number.
13. Write a program that prints the first 10 multiples of 3.
14. Create a list of your favorite movies and print the third movie in the list.
15. Add a new movie to the list and print the updated list.
16. Remove the second movie from the list and print the updated list.
17. Sort the list in alphabetical order and print the sorted list.
18. Create a new list that contains only the first and last movie in the original list and print it.
19. Create a tuple of your favorite foods and print the second food in the tuple.
20. Try to change the second food in the tuple and see what happens.
21. Create a new tuple that contains only the first and last foods in the original tuple and print it. Use the len() function to find the number of foods in the tuple and print it.

MODULE 3: FUNCTIONS, MODULES & PACKAGES, EXCEPTION HANDLING

1. Write a Program to Find the Sum of All Odd and Even Numbers up to a Number Specified by the User using functions
2. Write Python Code to Determine Whether the Given String Is a Palindrome or Not Using Slicing – Use functions.
3. Write Python function to Count the Total Number of Vowels, Consonants and Blanks in a String.
4. Write a function to Print the Characters Which Are Common in Two Strings.
5. Write a Program to Read marks from user and Find the percentage of marks of student.
6. Write a function to Display the Fibonacci Sequences up to nth Term Where n is Provided by the user.
7. Write a Python function That Accepts a Sentence as Input and Removes All Duplicate Words. Print the Sorted Words.
8. Write Python function to Implement Stack Operations using *args.
9. Create a package named library and implement few functions of library in python.
10. Create a module in python to perform simple calculator operations.

MODULE 4: OBJECT-ORIENTED PROGRAMMING

1. Write a program to create point class with x,y,z coordinate and methods increment point, decrement point, add points, less than, greater than, equal to, check in which quadrant it lies, check whether the point is collinear and print point.
2. Create class watch with hr,min,sec,alarm,type and methods setalarm, stopalarm, showtime.
3. Write Python Program to Simulate a Bank Account with Support for depositMoney, withdrawMoney and showBalance Operations.
4. Create class vehicle with attributes(color,capacity,enginepower,tyre) and behaviour (start,stop)
5. Create class car which inherit vehicle class with attributes(airbags,gear,speed,fuel,) and methods(accelerate,fillfuel,playmusic(),onAC())
6. Create class electric car with attribute(battery) and behaviour(charging(),battery level()).

MODULE 5: PYTHON DATABASE INTERACTION USING MongoDB

1. Insert Single Document – A program to insert one document into a MongoDB collection.
2. Insert Multiple Documents – Inserts a list of documents into a collection at once.
3. Find All Documents – Retrieves and prints all documents from a specified collection.
4. Find Document by Field – Searches for documents that match a specific field value (e.g., name = "Alice").
5. Update a Single Document – Updates the first document that matches a given condition.
6. Update Multiple Documents – Updates all documents that meet a certain filter.
7. Delete a Single Document – Removes one document based on a condition.
8. Delete Multiple Documents – Deletes all documents that satisfy a condition.
9. Find Documents with Projection – Retrieves documents but only returns specific fields.
10. Sort Documents – Finds and sorts documents based on one or more fields.
11. Limit Query Results – Retrieves a limited number of documents from a query.
12. Skip Documents in Query – Skips a specified number of documents and returns the rest.
13. Create an Index – Creates an index on one or more fields to speed up queries.
14. Drop an Index – Removes an index from a collection.
15. Aggregate with \$group – Groups documents by a field and performs aggregations like sum or average.
16. Aggregate with \$match and \$project – Filters and reshapes documents in an aggregation pipeline.
17. Check if Collection Exists – Checks whether a collection exists in the database.
18. Count Documents – Returns the count of documents that match a query.
19. Paginate Results – Implements pagination to retrieve documents in chunks or pages.
20. Connect to MongoDB Atlas – Connects to a remote MongoDB cluster hosted on MongoDB Atlas.

MODULE 6: WEB DEVELOPMENT USING Django

1. Create a simple Django project and run the development server.
2. Build a basic Django model and perform migrations.
3. Implement a simple Django form and handle user input.
4. Create a basic user authentication system.
5. Develop a REST API using Django Rest Framework (DRF).

Note: Subject teacher can give additional assignments for practice apart from the mentioned assignment list.

COURSE TITLE		ADVANCED DBMS			CREDITS		3		
COURSE CODE		MCA202	COURSE CATEGORY		CM	L-P-T		3-0-0	
Version	1.0	Approval Details		07-2024					
ASSESSMENT SCHEME									
First Periodical Assessment		Second Periodical Assessment		Seminar/ Assignments /Project		Surprise Test / Quiz		Attendance	ESE
10%		10%		10%		10%		10%	50%
Course Description		This course delivers advanced concepts of database management systems (DBMS) focusing on modern database technologies, query optimization, transaction management							
Course Objective		The primary objective is to equip students with advanced knowledge and skills in designing, implementing, and managing complex database systems to handle large volumes of data efficiently.							
Course Outcome		By the end of this course, students will be able to: 1. Design and implement advanced database schemas. 2. Design relational database using E-R model and normalization 3. Optimize database queries and transactions for performance. 4. Explain concepts of Parallel, Distributed and their applications 5.Evaluate and select appropriate database technologies for specific applications.							
Prerequisites: Basic knowledge of database concepts									
Module Name						Sessions	Weightage(%)	CO-PO Mapping	
MODULE 1: Database Design & SQL Query Processing									
1.1 Database and Need for DBMS, Characteristics of DBMS 1.2 Database 3-tier schema (ANSI/SPARC) and system architecture of DBMS 1.3 Views of data- Schemas and instances 1.4 Data Modeling using Entity-Relationship (ER) Diagram : Representation of Entities, Attributes, Relationships and their Types, Cardinality, Generalization, Specialization, Aggregation. 1.5 Normalization (1NF,2NF,3NF,BCNF) 1.6 Introduction to SQL Query Processing (DDL, DML, Aggregate Functions and Joins)						7	15%	CO-1 & CO-2	
MODULE 2: Transaction Management & Concurrency Control									
2.1 Concept of Transaction and Transaction processing ACID properties of transactions, States of transaction 2.2 Concurrency Control and Problems in Concurrency Control 2.3 Concurrency Control Protocols: Lock-Based Protocol and Time Stamp-based ordering protocols 2.4 Scheduling of Transactions 2.5 Recovery techniques: Undo logging, Redo logging 2.6 Deadlock , Deadlock handling Methods						7	15%	CO-3	
MODULE 3: Parallel Databases									

4.1. Introduction to Parallel Databases 4.2. Parallel Database Architectures 4.3. I/O parallelism 4.4. Inter-query and Intra-query parallelism 4.5. Inter-operational and Intra-operational parallelism 4.6. Key elements of parallel database processing: Speed-up, Scale-up Synchronization and Locking	7	20%	CO-4
MODULE 4: Distributed Databases			
4.1. Introduction to Distributed Database System 4.2. Homogeneous and Heterogeneous Databases 4.3. Distributed data storage (Fragmentation and Replication) 4.4. Distributed transactions 4.5. Concurrency control schemes in DDBMS 4.6. Commit protocols 2 phase and 3 Phase	7	20%	CO-4
MODULE 5: Database Recovery and Security Techniques			
5.1 Database Recovery and Security Techniques 5.2 Failure Classification 5.3 Recovery and Atomicity 5.4 Log-Based Recovery 5.5 Check Points, Shadow Paging 5.6 Introduction to Database backup, Types of backups, steps to create database backup plan 5.7 Database Security in DBMS, Importance of Database Security, Security Threats, Challenges in Database Security 5.8 Discretionary access control based on grant & revoking Privilege 5.9 Encryption- its types & Public & Private key Infrastructures	10	20%	CO-5
Module 6 : NOSQL Database			
6.1 Introduction to NOSQL Database: Overview, History of NoSQL Databases, The Definition of the Four Types of NoSQL Databases. 6.2 Processing of NOSQL Column-Oriented NoSQL Databases using MongoDB, NoSQL Key/Value databases using MongoDB	7	10 %	CO-5
TEXT BOOKS			
1.	"Database System Concepts" by Abraham Silberschatz et al. "Database Management Systems" by Raghu Ramakrishnan et al.		
2.			
REFERENCE BOOKS			
1.	"Database Systems: The Complete Book" by Hector Garcia-Molina et al.		
2.	Database System Concepts" by Abraham Silberschatz, Henry F. Korth, and S. Sudarshan		
E BOOKS			
1.	Database System Concepts by Abraham Silberschatz et al.		
2.	Database Management Systems by Raghu Ramakrishnan et al.		
MOOC			
1.	Coursera - Advanced Database Management		

COURSE TITLE		SOFTWARE TESTING AND TOOLS			CREDITS	3
COURSE CODE		MCA203	COURSE CATEGORY	CM	L-P-T	3-0-0
Version	1.0	Approval Details	07-2024			

ASSESSMENT SCHEME					
First Periodical Assessment	Second Periodical Assessment	Seminar/ Assignments/ Project	Surprise Test/ Quiz	Attendance	ESE
10%	10%	10%	10%	10%	50%
Course Description	This course introduces students to the fundamental concepts, techniques, and tools used in software testing. It covers various types of testing, including unit testing, integration testing, system testing, and acceptance testing. Students also learn about automated testing tools and techniques for ensuring software quality and reliability.				
Course Objective	<ol style="list-style-type: none"> 1. To understand fundamental concepts, definitions, and objectives of software testing. 2. To Identify and apply various types of testing methods, including static and dynamic techniques. 3. To Design and execute effective test cases using appropriate test design techniques. 4. To Manage the software testing process through comprehensive test planning and monitoring. 5. To Utilize various software testing tools effectively to enhance testing efficiency and effectiveness. 				
Course Outcome	After the end of course student will be able to CO1 Understand the fundamental concepts and objectives of software testing. CO2 Analyze different types of testing and their role in the software development lifecycle. CO3 Apply static and dynamic testing techniques to improve software quality. CO4 Manage testing processes, including planning, monitoring, and reporting. CO5 Evaluate and utilize various testing tools to enhance testing efficiency.				
MODULE			No of lectures	Weightage	CO Mapped
MODULE 1: Introduction to Software Testing					
1.1. Definition & Objectives of Testing ,1.2. Role of testing and its effect on quality, 1.3. Causes of software failure: Definition of –Error Bug Fault Defect and Failure, 1.4. Economics of Testing, 1.5. Seven Testing Principles ,1.6. Software Testing Life cycle, 1.7. Validation & Verification Concepts - V Model and W Model			4	8%	CO-1, CO-2
MODULE 2:Software Testing Fundamentals					

2.1. Agile Testing- Test Driven Software Development, 2.2. Levels of Testing, 2.2.1. Unit (Component) Testing, 2.2.2. Integration Testing, 2.2.3. System Testing, 2.2.4. User Acceptance Testing (UAT), 2.3. Test Types, 2.3.1. Functional testing (Black-box), 2.3.2. Non-functional testing (Testing of software product characteristics), 2.3.3. Structural testing (White-box), 2.3.4. Testing related to changes - Confirmation (Re-testing) and Regression Testing, 2.4. Non-Functional Testing Types – 2.4.1. Performance (Load & Stress), 2.4.2. Usability, 2.4.3. Maintainability, 2.4.4. Portability, 2.4.5. Security, 2.4.6. Localization & Internationalization, 2.5. Concept of Smoke testing and Sanity Testing	5	12%	CO-1, CO-2
MODULE 3: Static Testing			
3.1. Static Techniques – Review 3.1.1. Review Process (Informal & Formal), 3.1.2. Desk Checking, 3.1.3. Technical or Peer Review, 3.1.4. Walkthrough, 3.1.5. Inspection, 3.2. Static Techniques – Static Analysis, 3.2.1. Data flow analysis, 3.2.2. Control flow analysis, 3.2.3. Static Analysis by Tools (Automated Static Analysis)	10	22%	CO-3
MODULE 4: Dynamic Testing			
4.1. Test Design Techniques-Black Box Testing Techniques: 4.1.1. Equivalence Partitioning, 4.1.2. Boundary Value Analysis, 4.1.3. Decision Table Testing, 4.2. Test Design Techniques -White Box Testing, Techniques (coverage based and fault-based) 4.2.1. Statement coverage, 4.2.2. Branch & Decision coverage, 4.2.3. Path coverage, 4.2.4. McCabe's Cyclomatic Complexity Metric (Computation of Cyclomatic Complexity to be covered), 4.2.5. Data Flow based Testing, 4.2.6. Mutation Testing, 4.3. Test Design Techniques -Experience based techniques: 4.3.1. Error Guessing, 4.3.2. Exploratory Testing.	10	22%	CO-3
MODULE 5: Test Management			
5.1. Test Organization- Roles & Skills of Tester Test Lead Test Manager, 5.2. Test Planning- Test Plan as per IEEE 829 STANDARD TEST PLAN TEMPLATE, 5.3.2. Reporting Test Status (IEEE 829: TEST SUMMARY REPORT TEMPLATE to be discussed), 5.3.3. Test Control, 5.4. Requirement Traceability Matrix (Horizontal & Vertical), Test Scenario Test Suite Test Cases (both Positive & Negative Test Cases, as per IEEE 829: TEST CASE SPECIFICATION TEMPLATE), 5.5. Configuration Management- Configuration Management support for Testing, 5.6. Risk and Testing- Project Risk & Product Risk, 5.7. Incident/ Defect Management, 5.7.1. Defect Life Cycle, 5.7.2. Defect/ Incident Report (IEEE 829: TEST INCIDENT REPORT TEMPLATE to be discussed)	5	12%	CO-4
MODULE 6: Testing Tools			

6.1. Types of Test tools –CAST (only type & their purpose & Benefits and Risks should be covered) ,6.2. Introduction of a tool into an organization, 6.3. Testing tools ,6.3.1. Selenium -WebDriver and Test NG ,6.3.2. JMeter, 6.3.3. Postman ,6.3.4. ETL Testing Tool, 6.4. JIRA (Project Management)		11	24%	CO5
TEXT BOOKS				
1	Foundations of Software Testing by Rex black, Erik Van Veenendaal, Dorothy Graham			
2	Software Engineering by Sommerville-Pearson,8thEdition Daniel Galin, “Software Quality Assurance: From Theory to Implementation”, Pearson Addison-Wesley			
3	Effective Methods for Software Testing by William Perry- Wiley Pub, 3rd Edition.			
REFERENCE BOOKS				
1	Roger S. Pressman, “Software Engineering-A Practitioner’s Approach”, McGraw Hill pub.2010			
2	Software Testing in Real World Edward Kit- Pearson Pub			
3	Software Testing Techniques by Boris Beizer-DreamTech Pub,2 nd Edition			
4	Software Testing by Ron Patton, TechMedia Pub.			
5	Introducing Software by Testing Louise Tamres			
6	Fundamentals of Software Engineering –Rajib Mall, 3rd Edition			
E BOOKS				
1	"Selenium Testing Tools Cookbook" by Unmesh Gundecha			
2	"Practical Software Testing: A Process-Oriented Approach" by Ilene Burnstein			
3	"Software Testing: Principles and Practices" by Srinivasan Desikan and Gopalaswamy Ramesh			
4	"Testing Computer Software" by Cem Kaner, Jack Falk, and Hung Q. Nguyen			
MOOC				
1	Software Testing Fundamentals on Udemy: https://www.udemy.com/course/software-testing-fundamentals-b/?srsltid=AfmBOorJBGNMb1gLUQqFdVFtVrT_NFEwctfh6NHR0ktvBh6orzz_81sH			
2	Software Testing and Automation Specialization on Coursera https://www.coursera.org/specializations/software-testing-automation			
3	Introduction to Software Testing on edX: https://www.edx.org/learn/software-engineering			
4	Testing Automation with Python on Coursera: https://www.coursera.org/specializations/packt-selenium-python-automation-testing-from-scratch-and-frameworks			

COURSE TITLE		RESEARCH METHODOLOGY			CREDITS	4
COURSE CODE		MCA204	COURSE CATEGORY	CM	L- P- T	3- 1- 0
Version	1.0	Approval Details		07-2024		
ASSESSMENT SCHEME						
First Periodical Assessment /Seminar		Second Periodical Assessment/ Presentation		Research Paper Writing	Attendance	ESE
10%		10%		20%	10%	50%
Course Description		This detailed syllabus ensures a thorough understanding of research methodology and data science, equipping students with the necessary skills to conduct and evaluate research effectively using modern data science tools and techniques.				
Course Objective		<ol style="list-style-type: none">1. To introduce the fundamental concepts and principles of research.2. To develop an understanding of various research methodologies and techniques, with an emphasis on data science.3. To enhance skills in data collection, analysis, and interpretation using data science tools.4. To foster the ability to critically evaluate research work and methodologies in data science.5. To prepare students for undertaking research projects and writing research reports integrating data science methods.				
Course Outcome		<ol style="list-style-type: none">1. CO1: Understand the basic concepts and principles of research.2. CO2: Apply appropriate research methodologies and data science techniques for different types of research.3. CO3: Demonstrate skills in data collection, analysis, and interpretation using data science tools.4. CO4: Critically evaluate research work and methodologies in the field of data science.5. CO5: Develop a comprehensive research proposal, research paper and write a research report incorporating data science methods.				
Prerequisites: Basic understanding of Mathematics and Statistics						
MODULE 1: Introduction to Research and Research Process						
Definition, Characteristics, Objectives, Types (Basic, Applied, Descriptive, Analytical, Quantitative, Qualitative), Research Process (Problem Identification, Literature Review, Hypothesis Formulation, Research Design, Data Collection, Data Analysis, Interpretation, Reporting), Ethical Considerations in Research				7	11%	CO1
Module 2: Literature Review and Research Design						
Importance and Sources of Literature Review, conducting a Systematic Review, Writing Literature Reviews (Structure, Critical Analysis, Synthesis), Research Design (Exploratory, Descriptive, Experimental), Experimental and Non-Experimental Research, Role of Data Science in Research Design				8	12%	CO2
MODULE 3: Sampling Techniques and Data Collection Methods						

Importance of Sampling, Probability & Non-Probability Sampling Techniques, Determining Sample Size, Data Types, Data Collection Methods (Surveys, Interviews, Observations, Secondary Data), Data Collection in Data Science (APIs, Web Scraping, Sensor Data), Data Quality & Cleaning Techniques	15	30%	CO3
MODULE 4: Data Analysis Techniques and Hypothesis Testing			
Quantitative Data Analysis (Descriptive Statistics, Inferential Statistics), Qualitative Data Analysis (Thematic & Content Analysis), Introduction to Data Science Techniques (Machine Learning, Data Mining, Big Data Analytics), Statistical Tools & Software (Python, R, SPSS), Hypothesis Formulation & Types (Null, Alternative), Hypothesis Testing Methods (t-test, Chi-square, ANOVA)	10	15%	CO4
MODULE 5: Measurement, Scaling, and Data Interpretation			
Types of Measurement Scales (Nominal, Ordinal, Interval, Ratio), Issues of Validity & Reliability, Measurement & Scaling in Data Science (Metrics, KPIs), Data Interpretation Techniques (Graphical, Tabular), Advanced Data Science Techniques (Predictive Analytics, Data Visualization), Tools for Data Visualization (Tableau, Power BI, Matplotlib)	12	20%	CO4
MODULE 6: Report Writing and scholarly publishing			
Structure of a Research Report (Introduction, Literature Review, Methodology, Results, Discussion, Conclusion, References), Citation Styles (APA, MLA, Chicago), Components of a Research Proposal, Proposal Writing Techniques, Research Ethical Issues (Plagiarism, Informed Consent, Confidentiality), Ethical Considerations in Data Science (Bias, Fairness, Transparency), Obtaining Ethical Approvals	8	12%	CO5
TEXTBOOKS			
1.	Creswell, J. W., & Creswell, J. D. (2017). <i>Research design: Qualitative, quantitative, and mixed methods approaches</i> (5th ed.). Thousand Oaks, CA: Sage Publications.		
2	Kumar, R. (2019). <i>Research methodology: A stepbystep guide for beginners</i> (5th ed.). Los Angeles, CA: Sage Publications.		
REFERENCE BOOKS			
1.	Leedy, P. D., & Ormrod, J. E. (2014). <i>Practical research: Planning and design</i> (10th ed.). Boston, MA: Pearson.		
2.	American Psychological Association. (2020). <i>Publication manual of the American Psychological Association</i> (7th ed.). Washington, DC: Author.		
E BOOKS			
1.	Dawson, C. (2017). <i>Introduction to research methods: A practical guide for anyone undertaking a research project</i> (6th ed.). Retrieved from eBook Central.		
2	Saunders, M., Lewis, P., & Thornhill, A. (2019). <i>Research methods for business students</i> (8th ed.). Retrieved from VitalSource.		
MOOC			
1.	Coursera: Research Methods: A Practical Guide		
2.	edX: Introduction to Research for Essay Writing		
3.	MOOC from University of London: Understanding Research Methods		

COURSE TITLE		MINI PROJECT			CREDITS	2
COURSE CODE		MCA205	COURSE CATEGORY	PROJ	L-P-T	0-4-0
Version	1.0	Approval Details		07-2024		
ASSESSMENT SCHEME						
Review 1		Review 2	Review 3	Final Review	Attendance	ESE
10%		10%	20%	40%	20%	--

Mini Project Schedule

Sr.No	Reviews	Topic	Documents Required
1		Project Title Submission	Project Title
2	Review 1	Project Synopsis	INTRODUCTION <ul style="list-style-type: none"> Existing System and Need for System Scope of Work Operating Environment - Hardware and Software Detail Description of Technology Used PROPOSED SYSTEM <ul style="list-style-type: none"> Proposed System Objectives of System User Requirements
3.	Review 2	Design	ANALYSIS & DESIGN <ul style="list-style-type: none"> Module Hierarchy Diagram Use Case Diagrams Class Diagram E-R Diagram Activity Diagram Sequence Diagram Web Site Map Diagram (in case of Web Site)
5	Review 3	Database Connectivity	<ul style="list-style-type: none"> User Interface Design (Screens etc.) Database Table Structure Database Connectivity Form Validation, Reports
6	Review 4	Final Submission	Final Project Execution, checking Complete Documentation of Project with all Diagrams and PPT, Viva and submission of Spiral Binding documentation.

Mini Project Guidelines

1. Students can work individually or in pairs (maximum of 2) for the Mini Project. Projects must relate to both laboratory subjects being taught in the current semester. The student may take up the project individually or in group. If project is done in group, each student must be given a responsibility for distinct modules.
2. Few hours per week is dedicated to project work. During this time, students must report to their assigned guides for support and discuss project progress. Attendance is mandatory for all review sessions and weekly project hours; project diaries must be presented at each review. (check class time table for more details)
3. Students must submit a clear and self-descriptive project title by the end of the first week of the semester. Following guide allotment, a project synopsis must be submitted by the second week, including sections on existing systems, need for the project, scope of work, objectives, and user requirements.
4. There will be a total of 4 reviews throughout the semester. Specific deliverables are required at each stage, including design documents, implementation details, and testing strategies. Students are expected to create a PowerPoint presentation for each review, summarizing their progress.
5. Documentation must adhere to specified standards: use Times New Roman, size 12 pt, with 1.5line spacing and justified alignment. Margins should be set to 1" (left and right), 2" (top), and 1.5" (bottom). All documentation must be spiral-bound and submitted by the final deadline.
6. The final evaluation will consist of a project presentation (PowerPoint) and a viva voce conducted by faculty members. Students must submit a comprehensive project report, including all relevant diagrams and design documents, on the final submission date.
7. All project work must be original and must adhere to the ICEM's academic integrity policies. Plagiarism will not be tolerated and may result in academic penalties.
8. Students are encouraged to utilize resources such as textbooks, online articles, and tutorials to support their project development. A list of recommended resources should be submitted along with the final project report.
9. Feedback from guides must be incorporated into subsequent project phases. Students should schedule regular meetings (in Mini Project slot) with their respective guides to ensure alignment and address any challenges faced during project development.
10. Any changes to the project scope or objectives must be discussed with and approved by the guide before implementation. Documentation of such changes should be maintained in the project diary.
11. All project-related communications, including submission links and updates, will be shared via email and designated online platforms. Students should regularly check these platforms for important announcements.

MOOC	
1.	Coursera - "Project Management Principles and Practices" by Google https://www.coursera.org/specializations/project-management
2.	edX - "Mini Project: Data Science for Everyone" by IBM https://www.edx.org/professional-certificate/ibm-data-science

COURSE TITLE		Cloud Computing Management & Security			CREDITS	4
COURSE CODE		MCA206	COURSE CATEGORY	ME2.1	L-P-T	2-4-0
Version	1.0	Approval Details		1-July 2024		LEARNING LEVEL
ASSESSMENT SCHEME						
First Periodical Assessment	Second Periodical Assessment	Seminar/ Assignments/ Project		Surprise Test / Quiz	Attendance	ESE
10%	10%	10%		10%	10%	50%
Course Description	This course explores the principles and practices of cloud computing management and security. It covers the deployment, management, and security of cloud infrastructure and services, with an emphasis on practical skills and real-world applications.					
Course Objective	1.Understand the management and operational aspects of cloud computing. 2.Explore the security challenges and solutions in cloud environments. 3.Learn about cloud service models and deployment strategies. 4.Develop skills for managing cloud infrastructure and services. 5.Gain hands-on experience with leading cloud platforms.					
Course Outcome	CO1: Understand cloud computing management principles and best practices. CO2: Analyze security challenges and implement security measures in cloud environments. CO3: Utilize cloud service models and deployment strategies effectively. CO4: Manage and optimize cloud infrastructure and services. CO5: Develop and deploy secure cloud-based applications.					
Prerequisites: Basic knowledge of fundamentals of Cloud						
Module Name				No of lectures	Weight age	CO-PO Mapping
MODULE 1: Introduction to Cloud Computing Management						
1.1 Cloud management principles 1.2 Cloud infrastructure management, 1.3 Cloud service management, 1.4 Cloud cost management, 1.5 Cloud monitoring and optimization				10	20%	CO-1
MODULE 2: Cloud Security						
2.1 Data Migration in Cloud. 2.2 Cloud Migration Strategies and Process(Six R for Cloud Migration) 2.3 Cloud Security Fundamentals 2.4 Cloud Computing Security Challenges 2.5 Privacy and Security in the Cloud 2.6 Quality of Services in Cloud Computing (QoS).				10	20%	CO-2
MODULE 3: Cloud Database and File System						
3.1 Core concepts of data warehousing 3.2 Primary components and architectures of data warehousing 3.3 Cloud Native file system 3.4 General Purpose Cloud Storages 3.5 Storage Types				10	20%	CO-3

MODULE 4: Managing Cloud Infrastructure			
4.1 Virtualization 4.2 Cloud storage management 4.3 Cloud network management 4.4 High availability and disaster recovery 4.5 Cloud performance optimization	10	20%	CO-4
MODULE 5: Cloud Security Practices and Solutions			
5.1 Basic security concepts: encryption, 5.2 IAM (Identity and Access Management), network security 5.3 AWS security services overview 5.4 Managing access with AWS IAM 5.5 Case Study on Cloud Security.	10	20%	CO-5
MODULE 6: Cloud Security & Implementation of Cloud			
6.1. Cloud Security Fundamentals 6.2. Cloud Security Architecture 6.3. Cloud Computing Security Challenges 6.4. Privacy and Security in Cloud 6.5. Identity Management and Access control 6.6. Demonstrate the commercial cloud computing Infrastructures 6.7. Introduction to Dockers Container 6.8. Case Study's based on Cloud Computing Concepts.	10	20%	CO-5
TEXT BOOKS			
1.	1. "Cloud Computing: Concepts, Technology & Architecture" by Thomas Erl 2. "Cloud Security and Privacy" by Tim Mather		
REFERENCE BOOKS			
1.	1. "Mastering Cloud Computing" by Rajkumar Buyya 2. "Architecting the Cloud" by Michael J. Kavis		
E BOOKS			
1.	"Cloud Computing Explained" by John Rhoton (computingclouds.files.wordpress.com/2012/05/cloud-computing-explained.pdf)		
2	"NIST Cloud Computing Standards Roadmap" (nvlpubs.nist.gov/nistpubs/SpecialPublications/NIST.SP.500-291.pdf)		
MOOC			
1.	"Google Cloud Platform Fundamentals: Core Infrastructure" by Google Cloud on Coursera (coursera.org/learn/gcp-fundamentals)		
2.	"Introduction to Cloud Computing" by IBM on Coursera (coursera.org/learn/introduction-to-cloud)		

COURSE TITLE		ADVANCE WEB TECHNOLOGIES			CREDITS	4
COURSE CODE		MCA206	COURSE CATEGORY	ME2.2	L-P-T	2-4-0
Version	1.0	Approval Details		07-2024		
ASSESSMENT SCHEME						
First Periodical Assessment	Second Periodical Assessment		Seminar/ Assignments /Project	Practical Assessment/ Test	Attendance	ESE
10%	10%		10%	10%	10%	50%
Course Description	Advance Web Technologies Web development typically refers to the coding and programming side of website production. When you learn web development, you might start out writing a simple page of HTML text and build up to creating more complex, feature-rich applications designed to be accessed from various Internet-connected devices.					
Course Objective	1. To impart the design, development and implementation of Dynamic Web Pages. 2. To implement the Latest properties of Node, Angular, Express 3. To implement the Concept of NodeJS. 4. To develop programs for the Web using Angular and SPA. 5. To design and implement dynamic websites with a good sense of design and the latest technical aspects.					
Course Outcome	CO1: Understand Outline the basic concepts of Advance Internet Technologies CO2: Apply Design appropriate user interfaces and implements webpage based on given problem Statement CO3: Apply Implement concepts and methods of NodeJS CO4: Apply Implement concepts and methods of Angular CO5: Analyze Build Dynamic web pages using server-side programming with Database Connectivity					
Prerequisites: Student must have hands-on working knowledge of HTML, CSS, JavaScript						

MODULE: Topic	Sessions	Weight age (%)	CO Mapping
MODULE 1: React JS			
1. 1 Introduction and Setup to React ,1.2 Component-based Architecture 1.3 Handling Events and Forms, 1.4 React Router, 1.5 State Management with Redux, 1.6 React Hooks App Component and JSX Functional, Component, Adding CSS, 1.7 Click Events, 1.8 PROPS, Forms, Use State, Use Effects, Custom Hook, 1.9 Router Links, State Management Hands on practice on topics learned in this module as listed below:	14	20%	CO-1
MODULE 2: Node JS			
2.1 Node JS, 2.2 introduction and how it works, 2.3 installation of node js, 2.4 REPL, 2.5 NPM, 2.6 How modules work, Webserver Creation, 2.7 Events Hands on practice on topics learned in this module as listed below:	12	20%	CO2
MODULE 3: Angular JS			

3.1 Angular (Latest Stable Version), 3.2 Introduction (Features and Advantage), 3.3 Type Script, Modules, Components, 3.4 Directives, Expression, Filters, Dependency Injection, 3.5 Services, 3.6 Routing, SPA (Single Page Application), Data binding, property binding, Event Binding, Two-way data binding, String Interpolation. Hands on practice on topics learned in this module as listed below:	14	20%	CO-3
MODULE 4: Mongo DB			
4.1 SQL and NoSQL Concepts, 4.2 Database Integration – Mongo DB, 4.3 CRUD with Mongoose & Mongo DB I, 4.4 CRUD with Mongoose & Mongo DB II, 4.5 Mongo Data Validation, Modelling Relationships, 4.6 Authentication, 4.7 Profanity Filtering and Post Moderation, 4.8 Caching & Performance, 4.9 Protecting express App Hands on practice on topics learned in this module as listed below:	12	20%	CO-4
Module 5: Express JS			
5.1 Introduction to Express ,5.2 Building Restful APIs using express, 5.3 Express Middleware's, 5.4 Rendering/Template engines, Routing Hands on practice on topics learned in this module as listed below:	4	10%	CO-5
Module 6: Hands on Application Development			
Front-end: Creating interactive user interfaces with React/Angular. Back-end: Developing APIs with Node.js and Express.js. Database: Designing and interacting with a MongoDB database. The emphasis is on practical experience. need to develop code, debug, test, and potentially work in a team. Essentially, this section aims to equip you with the skills to build real-world web applications using industry-standard technologies.	2	10%	ALL CO

TEXT BOOKS	
1.	"Data Structures and Algorithms with JavaScript" by Michael McMillan https://www.amazon.com/Data-Structures-Algorithms-Michael-McMillan/dp/1449364934
2	"JavaScript: The Good Parts" by Douglas Crockford https://www.amazon.com/JavaScript-Good-Parts-Douglas-Crockford/dp/0596517742
REFERENCE BOOKS	
1.	"Eloquent JavaScript" by Marijn Haverbeke https://eloquentjavascript.net
2.	"Introduction to Algorithms" by Cormen, Leiserson, Rivest, and Stein https://www.amazon.com/Introduction-Algorithms-3rd-MIT-Press/dp/0262033844
E BOOKS	

1.	"JavaScript Data Structures and Algorithms" by Sammie Bae https://opendatastructures.org/ods-cpp.pdf
2.	"Open Data Structures (in pseudocode)" by Pat Morin: https://opendatastructures.org/ods-python.pdf
MOOC	
1.	"Algorithms and Data Structures" on edX https://www.edx.org/course/algorithm-and-data-structures
2.	NPTEL Data Structures and Algorithms https://archive.nptel.ac.in/courses/106/102/106102064/

Hands on Practical Questions:	
MODULE 1: React JS	
1.	Dynamic E-commerce Product Page: Develop a product display component using PROPS , manage availability status with useState , and implement a pop-up on click events .
2.	Multi-Step Form for Job Application: Create a React form with input validation using useState and useEffect , enable navigation with Redux , and allow users to save progress.
3.	Ride-Sharing App with React Router: Implement React Router for pages like Home, Book Ride, and Ride History, use Router Links , and manage ride data with Redux .
4.	Movie Recommendation System with Custom Hooks: Build a recommendation system using a Custom Hook for API fetching, update suggestions dynamically with useEffect , and track selected movies using useState .
5.	Social Media Dashboard with Real-Time Updates: Create a post feed using useState for dynamic updates, fetch posts with useEffect , and manage likes/comments globally with Redux .
6.	Event Booking System with State Management: Design an event listing component with PROPS , handle bookings dynamically with useState , and manage global event availability using Redux .
MODULE 2: Node JS	
1.	Real-Time Chat Application: Develop a real-time chat app using Node.js and WebSockets , manage events with the EventEmitter module , and handle multiple user connections dynamically.
2.	CLI-Based Task Manager: Create a command-line task manager using Node.js REPL , allowing users to add, delete, and list tasks, and integrate NPM packages for file storage.
3.	E-commerce Backend with NPM Modules: Build an e-commerce backend using Node.js , manage dependencies with NPM , and structure the project using custom modules for handling users, products, and orders.
4.	Web Server for Blog Platform: Develop a simple web server using Node.js HTTP module , serve HTML pages dynamically, and implement routing for different blog sections.
5.	Event-Driven File Logger: Implement a file logging system using Node.js events , where log messages are stored in a file when triggered by different system actions.
6.	API Server for IoT Data Processing: Create a Node.js API to receive real-time IoT sensor data, process it using event-driven architecture , and store logs using file system modules .
MODULE 3: Angular JS	

1. **E-Learning Platform with Dynamic Content:** Develop an **Angular SPA** for an e-learning platform, using **modules and components** to display courses, and implement **routing** for navigating between lessons.
2. **Real-Time Weather Dashboard:** Build a **weather dashboard** using **Angular services** to fetch live data, apply **dependency injection** for API calls, and display results dynamically with **data binding**.
3. **Task Management App with Two-Way Binding:** Create a **task manager** where users can add, edit, and delete tasks, utilizing **two-way data binding** for instant UI updates and **event binding** for task actions.
4. **E-commerce Product Filter System:** Implement an **Angular product catalog** with **directives and filters** to allow users to search and filter products dynamically based on categories and price range.
5. **Finance Dashboard with String Interpolation:** Develop a **finance dashboard** that displays **real-time stock market data** using **string interpolation** to update UI dynamically with fetched data.
6. **Online Booking System with Angular Routing:** Build an **online booking system** for hotels, implementing **Angular routing** for seamless page transitions and **SPA architecture** for a smooth user experience.

MODULE 4: Mongo DB

1. **User Management System with Authentication:** Develop a **user registration and login system** using **MongoDB and Mongoose**, implement **authentication and authorization** to restrict access to certain pages.
2. **E-Commerce Inventory Management:** Create an **inventory management system** with **CRUD operations** using **Mongoose**, ensuring proper **data validation and schema relationships** for products, categories, and suppliers.
3. **Blog Platform with Profanity Filtering:** Build a **blogging platform** where users can post articles, implement **profanity filtering and post moderation** to automatically review and flag inappropriate content.
4. **Real-Time Analytics Dashboard with Caching:** Design a **real-time analytics dashboard** that stores user interactions in **MongoDB**, optimize performance with **caching techniques**, and prevent duplicate API calls.
5. **Secure API for Financial Transactions:** Implement a **secure REST API** for processing transactions, integrate **authentication and authorization** with JWT, and protect sensitive endpoints from unauthorized access.
6. **Online Learning Platform with Role-Based Access:** Develop an **e-learning platform** where users have different roles (admin, instructor, student), using **MongoDB relationships** to manage course enrollments and **protect routes** based on roles.

Module 5: Express JS

1. **Task Management API with Express:** Develop a **RESTful API** using **Express.js** for a task management system, implementing **CRUD operations** and handling requests with **middleware**.
2. **E-Commerce Product Catalog API:** Create an **Express.js API** to serve product details, implement **routing** for different product categories, and use **middleware** for logging and authentication.
3. **Movie Review Platform with Templating:** Build a **movie review website** using **Express.js and a templating engine (EJS/Pug)** to render dynamic content and implement **route-based navigation**.
4. **Authentication System with Middleware:** Design an **Express-based login system** using **JWT authentication**, protect routes with **custom middleware**, and handle role-based access control.
5. **News Aggregator with API Integration:** Create a **news aggregator platform** using **Express.js**, fetch news from external APIs, and use **middleware** for request validation and rate limiting.
6. **Food Delivery App Backend:** Develop a **food delivery backend API** using **Express.js**, implement **nested routing** for users, restaurants, and orders, and optimize request handling with **middleware functions**.

COURSE TITLE		MACHINE LEARNING			CREDITS	4
COURSE CODE		MCA206	COURSE CATEGORY	ME	L-P-T	2-4-0
Version	1.0	Approval Details				
ASSESSMENT SCHEME						
First Periodical Assessment	Second Periodical Assessment	Seminar/ Assignments/ Project	Surprise Test / Quiz	Attendance	ESE	
10%	10%	10%	10%	10%	50%	
Course Description	This course provides a comprehensive introduction to Machine Learning (ML), focusing on the theoretical foundations, algorithms, and practical applications. Students will explore supervised, unsupervised, and reinforcement learning paradigms while gaining hands-on experience with tools like Python and its ML libraries. The course emphasizes critical problem-solving skills, the development of predictive models, and the evaluation of machine learning systems. By the end, students will be equipped to design, implement, and optimize ML solutions for diverse real-world challenges in fields like healthcare, finance, and technology.					
Course Objective	Understand foundational concepts of Machine Learning (ML). Apply ML techniques to solve real-world problems. Implement algorithms and evaluate models using programming tools. Explore supervised, unsupervised, and reinforcement learning paradigms.					
Course Outcome	By the end of the course, students will be able to: CO1: Understand the fundamental principles of ML. CO2: Apply and implement supervised learning algorithms. CO3: Analyze unsupervised learning for data exploration. CO4: Evaluate the mathematical basis of ML techniques. CO5: Create real-world problems using ML tools and techniques.					
MODULE			No. of lectures	Weightage (%)	CO Mapped	
MODULE 1: Introduction To Machine Learning						
1.1 History and evolution of Machine Learning 1.2 Applications in industries: Healthcare, Finance, Marketing, 1.3 Types of Machine Learning : Supervised, Semi supervised, Unsupervised, 1.4 Difference between AI, ML, and Data Science			7	15%	CO1	
MODULE 2 : Machine Learning Workflow and Tools						
2.1 Problem formulation, 2.2 Data collection and pre-processing, 2.3 Model selection and evaluation, 2.4 Overview of Python for ML, 2.5 Introduction to ML libraries: NumPy, Pandas, Scikit-learn Hands on practice on topics learned in this module as listed below:			10	15%	CO2	
MODULE 3: Supervised Machine Learning						
3.1 Regression Models: Linear Regression, Polynomial Regression, Ridge, Lasso, and Elastic Net Regression, 3.2 Classification Models: Logistic Regression, Decision Trees, Random Forest, Support Vector Machines (SVMs), Naïve Bayes, k-Nearest Neighbors (k-NN), Gradient Boosting Algorithms (e.g., XGBoost, LightGBM, CatBoost), 3.3Evaluation Metrics: Accuracy, Precision, Recall, F1- Score 3.4. Model Evaluation and Validation 3.4.1 Train/Test Split 3.4.2 Cross-Validation 3.4.3 Overfitting and Underfitting 3.4.4 Confusion Matrix Hands on practice on topics learned in this module as listed below:			15	20%	CO3	
MODULE 4: Semisupervised Machine Learning						
4.1 Introduction to Semi-Supervised Learning 4.1.1 Importance of Semi-Supervised Learning 4.1.2 Applications in real-world scenarios 4.2 Techniques in Semi-Supervised Learning 4.2.1 Self-Training 4.2.2 Co-Training 4.2.3 Graph-Based Methods 4.2.4 Semi-Supervised Support Vector Machines 4.2.5 Generative Models (e.g., Gaussian Mixture Models) 4.3 Introduction to Reinforcement Learning			12	20%	CO3	

Hands on practice on topics learned in this module as listed below:				
MODULE 5: Unsupervised Machine Learning				
5.1 Introduction to Unsupervised Learning 5.2 Unsupervised Learning Approaches 5.3 Applications and scenarios where unsupervised learning is used 5.4 Clustering Algorithms 5.4.1 K-means Clustering 5.4.2 Hierarchical Clustering 5.5 Dimensionality Reduction Techniques		8	15%	CO4
Hands on practice on topics learned in this module as listed below:				
MODULE 6: Case Studies				
6.1 REGRESSION Case Studies 6.2 Retail Store Sales Prediction 6.3 Restaurant Sales Prediction 6.4 Sport Player Salary Prediction 6.5 CLASSIFICATION Case Studies 6.6 Diabetes Prediction for Preventive Care 6.7 Credit Card Fraud Detection 6.8 Heart Diseases Prediction for Preventive Care 6.9 Introduction To Deep Learning		8	15%	CO5
Implement all the above case studies.				
TEXT BOOKS				
1	"Introduction to Machine Learning" by Ethem Alpaydin			
2	"Hands-On Machine Learning with Scikit-Learn, Keras, and TensorFlow" by Aurélien Géron			
3	"Deep Learning" by Ian Goodfellow, Yoshua Bengio, and Aaron Courville			
REFERENCE BOOKS				
1	"Pattern Recognition and Machine Learning" by Christopher M. Bishop			
2	"Python Machine Learning" by Sebastian Raschka and Vahid Mirjalili			
3	"The Elements of Statistical Learning" by Trevor Hastie, Robert Tibshirani, and Jerome Friedman			
E BOOKS				
1	"Machine Learning Yearning" by Andrew Ng"Data Science for Business: What You Need to Know			
2	"Data Science from Scratch: First Principles with Python" by Joel Grus			
MOOC				
1	https://work.caltech.edu/telecourse			
2	https://www.coursera.org/specializations/machine-learning-introduction			

MODULE
MODULE 1: Introduction To Machine Learning
1. Demonstrate various data pre-processing techniques for a given dataset. Write a python program to compute <ul style="list-style-type: none"> i. Reshaping the data, ii. Filtering the data, iii. Merging the data iv. Handling the missing values in datasets Feature Normalization: Min-max normalization
MODULE 2 : Machine Learning Workflow and Tools
1. Implementation of Python Libraries for ML application such as Pandas and Matplotlib. <ul style="list-style-type: none"> a) Create a Series using pandas and display b) Access the index and the values of our Series c) Compare an array using Numpy with a series using pandas d) Define Series objects with individual indices e) Access single value of a series f) Load datasets in a Data frame variable using pandas g) Usage of different methods in Matplotlib. 2. Implement Dimensionality reduction using Principle component Analysis method on a dataset iris
3. Build KNN Classification model for a given dataset. Vary the number of k values as follows and compare the results:

- i. 1 ii. 3 iii. 5 iv. 7 v. 11

MODULE 3: Supervised Machine Learning

1. Write a Python program to implement Simple Linear Regression for given dataset and plot the graph.
2. Write a Python program to implement Support Vector Machine for given dataset and plot the graph.
3. Write a Python program to implement Random Forest for given dataset and plot the graph.
4. Write a Python program to implement k-Nearest Neighbours for given dataset and plot the graph.
5. Write a Python program to implement Random Forest for given dataset and also calculate and plot the graph
6. Write a Python program to implement Logistic Regression for given dataset and also calculate and plot the graph.

Note: Apply evaluation metrics on all algorithms.

MODULE 4: Semisupervised Machine Learning

Consider a dataset, use Random Forest to predict the output class. Vary the number of trees as follows and compare the results:

- i. 20
- ii. 50
- iii. 100
- iv. 200
- v. 500

MODULE 5: Unsupervised Machine Learning

1. Write a python program to implement K-Means clustering Algorithm. Vary the number of k values as follows and compare the results:
 - i. 1
 - ii. 3
 - iii. 5
2. Implement Support Vector Machine for a dataset and compare the accuracy by applying the following kernel functions:
 - i. Linear
 - ii. Polynomial
 - iii. RBF

MODULE 6: Case Studies

Implement all the above case studies.

Note: Subject teacher can give additional assignments for practice apart from the mentioned assignment list.

COURSE TITLE		IOT: INTERNET OF THINGS			CREDITS	4
COURSE CODE		MCA207	COURSE CATEGORY	ME3.1	L-P-T	2-2-0
Version	1.0	Approval Details		07/2024	LEARNING LEVEL	
ASSESSMENT SCHEME						
First Periodical Assessment	Second Periodical Assessment	Seminar/ Assignments/ Project		Surprise Test / Quiz	Attendance	ESE
10%	10%	10%		10%	10%	50%
Course Description	This course introduces the fundamental concepts of the Internet of Things (IoT), exploring its applications, technologies, and the methodologies used for designing IoT solutions. Students will gain knowledge about IoT architectures, protocols, sensors, and the integration of IoT with cloud computing, big data, and machine learning.					
Course Objective	<ul style="list-style-type: none">To understand the core concepts and technologies of IoT.To learn about the architecture and protocols used in IoT systems.To explore the various IoT applications in different domains.To design and implement IoT solutions using hardware and software tools.To integrate IoT with emerging technologies like cloud computing and big data.					
Course Outcome	<ul style="list-style-type: none">CO1: Explain the fundamental concepts and architecture of IoT.CO2: Analyze various IoT protocols and communication models.CO3: Design and develop IoT solutions using appropriate hardware and software.CO4: Implement IoT solutions in different application domains.CO5: Integrate IoT systems with cloud services and big data analytics.CO6: Evaluate security and privacy issues in IoT deployments.					
Prerequisites: <ul style="list-style-type: none">Basic knowledge of computer networksUnderstanding of programming languages (Python/C/C++)						
MODULE 1: INTRODUCTION TO IOT						
Topic: Definition and evolution of IoT, architectures and models Key components and technologies, enabling technologies: RFID, sensor networks and cloud computing, IoT system design methodologies, Case studies of successful IoT implementations, IoT market trends and future directions				9	15	CO-1
MODULE 2: IOT PROTOCOLS AND COMMUNICATION						
Topic: IoT communication models, Protocols: MQTT, CoAP, AMQP, and HTTP, Wireless communication technologies: Wi-Fi, Bluetooth, Zigbee, LoRa, and NB-IoT				12	20	CO-2
MODULE 3: IOT HARDWARE PLATFORMS AND DEVICES						

Topic: Sensors, actuators, and microcontrollers, Raspberry Pi, Arduino, and other IoT development boards, Interfacing sensors and actuators with microcontrollers		12	20	CO-3
MODULE 4: IOT APPLICATION DEVELOPMENT				
Topic: IoT application domains: Smart Home, Healthcare, Agriculture, Industrial IoT, and Smart Cities, Case studies and project ideas		9	15	CO-4
MODULE 5: IOT WITH CLOUD COMPUTING AND BIG DATA				
Topic: Integration of IoT with cloud services, IoT data management and analytics, Role of big data in IoT		9	15	CO-5
MODULE 6: IOT SECURITY AND PRIVACY				
Topic: Security challenges in IoT, Privacy concerns and data protection, IoT security frameworks and best practices		9	15	CO-6
TEXT BOOKS				
1.	<ul style="list-style-type: none">Internet of Things: A Hands-On Approach by Arshdeep Bahga and Vijay MadisettiThe Internet of Things: Key Applications and Protocols by Olivier Hersent, David Boswarthick, and Omar ElloumiCloud Computing and the Internet of Things by Amita Kapoor			
REFERENCE BOOKS				
1.	Raspberry Pi Cookbook by Simon Monk			
2.	Security and Privacy in Internet of Things (IoTs): Models, Algorithms, and Implementations by Fei Hu			
E BOOKS				
1.	Designing the Internet of Things by Adrian McEwen and Hakim Cassimally Link: https://www.ebook3000.com/Designing-the-Internet-of-Things_256002.html			
2	Internet of Things: Principles and Paradigms by Rajkumar Buyya and Amir Vahid Dastjerdi Link: https://www.pdfdrive.com/internet-of-things-principles-and-paradigms-e158579198.html			
MOOC				
1.	Coursera: IoT (Internet of Things) Specialization by University of California, Irvine Link: https://www.coursera.org/specializations/internet-of-things			
2.	edX: The Internet of Things (IoT) by Curtin University Link: https://www.edx.org/course/the-internet-of-things-iot			

COURSE TITLE		BLOCKCHAIN			CREDITS	4	
COURSE CODE		MCA207	COURSE CATEGORY	ME3	L P T	2-2-0	
Version	1.0	Approval Details		07-2024			
ASSESSMENT SCHEME							
First Periodical Assessment	Second Periodical Assessment	Seminar/ Assignments/ Project		Surprise Test / Quiz	Attendance	ESE	
10%	10%	10%		10%	10%	50%	
Course Description	This course provides a comprehensive understanding of blockchain technology, its architecture, and its applications. Students will explore the principles behind blockchain, its cryptographic foundations, consensus mechanisms, and how it enables secure, transparent, and decentralized systems.						
Course Objective	<ul style="list-style-type: none">To introduce the fundamental concepts of blockchain technology.To understand the architecture and workings of blockchain and its applications.To explore cryptographic principles and consensus mechanisms used in blockchain.To provide hands-on experience with blockchain development and smart contracts.To analyze and evaluate real-world blockchain use cases.						
Course Outcome	<ul style="list-style-type: none">CO1: Understand the foundational principles of blockchain technology.CO2: Explain the architecture and components of blockchain.CO3: Analyze the cryptographic techniques used in blockchain.CO4: Evaluate different consensus mechanisms.CO5: Develop and deploy smart contracts on a blockchain platform.CO6: Assess the potential applications and implications of blockchain technology.						
Prerequisites: <ul style="list-style-type: none">Basic understanding of computer networks and cryptography.Familiarity with programming concepts and data structures.							
MODULE 1: INTRODUCTION TO BLOCKCHAIN							
Topic: History of blockchain, Basic concepts, Blockchain vs. traditional databases, Types of blockchains (public, private, consortium), Key features of blockchain technology.					9	15	CO-1
MODULE 2: BLOCKCHAIN ARCHITECTURE							
Topic: Blockchain structure, Blocks and transactions, Nodes and network, Distributed ledger technology, Blockchain lifecycle, Forks, Wallets.					12	20	CO-2
MODULE 3: CRYPTOGRAPHY IN BLOCKCHAIN							
Topic: Cryptographic hash functions, Public key cryptography, Digital signatures, Merkle trees, Zero-knowledge proofs.					9	15	CO-3
MODULE 4: CONSENSUS MECHANISMS							

Topic: Proof of Work (PoW), Proof of Stake (PoS), Delegated Proof of Stake (DPoS), Practical Byzantine Fault Tolerance (PBFT), Consensus in permissioned and permissionless blockchains.		12	20	CO-4
MODULE 5: SMART CONTRACTS AND DEVELOPMENT				
Topic: Introduction to smart contracts, Ethereum and Solidity, Writing and deploying smart contracts, Tools and frameworks, Decentralized applications (DApps).		12	20	CO-5
MODULE 6: BLOCKCHAIN APPLICATIONS AND FUTURE TRENDS				
Topic: Blockchain in finance, supply chain, healthcare, government, Emerging trends in blockchain technology, Challenges and future of blockchain.		6	10	CO-6
TEXT BOOKS				
1.	<ul style="list-style-type: none">"Blockchain Basics" by Daniel Drescher"Mastering Blockchain" by Imran Bashir"Applied Cryptography" by Bruce Schneier			
REFERENCE BOOKS				
1.	"Blockchain: Blueprint for a New Economy" by Melanie Swan			
2.	"Ethereum and Solidity: The Complete Developer's Guide" by Ritesh Modi			
E BOOKS				
1.	"Mastering Bitcoin" by Andreas M. Antonopoulos https://github.com/bitcoinbook/bitcoinbook			
2	"Bitcoin and Cryptocurrency Technologies" by Arvind Narayanan et al. https://press.princeton.edu/books/hardcover/9780691171692/bitcoin-and-cryptocurrency-technologies			
MOOC				
1.	Coursera: "Blockchain Revolution" by INSEAD Link: https://www.coursera.org/specializations/internet-of-things			
2.	Coursera: "Bitcoin and Cryptocurrency Technologies" by Princeton University Link: https://www.coursera.org/learn/cryptocurrency			

COURSE TITLE		POWER BI			CREDITS	4
COURSE CODE		MCA207	COURSE CATEGORY	ME 3.2	L-P-T	2-2-0
Version	1.0	Approval Details		07-2024		
ASSESSMENT SCHEME						
First Periodical Assessment	Second Periodical Assessment		Seminar/ Assignments /Project	Practical Assessment/ Test	Attendance	ESE
10%	10%		10%	10%	10%	50%
Course Description	This course provides a comprehensive introduction to Microsoft Power BI, a leading business intelligence and data visualization tool. Students will learn to connect to diverse data sources, transform and clean data, build interactive reports and dashboards, and share insights with stakeholders. The course emphasizes practical skills and real-world applications of Power BI in data analysis and decision-making.					
Course Objective	1. To introduce students to the fundamentals of data visualization and business intelligence. 2. To enable students to proficiently use Power BI for data analysis, reporting, and dashboard creation. 3. To provide hands-on experience in data transformation, modeling, and advanced DAX calculations. 4. To prepare students to apply Power BI skills in real-world business scenarios. 5. To equip students with the knowledge required for Microsoft Power BI certification exams..					
Course Outcome	CO1: Understand the fundamental concepts of Business Intelligence and the role of Power BI. CO2: Acquire data from various sources and perform data cleaning and transformation using Power Query. CO3: Design and implement data models in Power BI, including creating relationships and optimizing data for performance. CO4: Utilize DAX language to create calculated columns, measures, and perform complex data analysis. CO5: Create interactive reports and dashboards using a variety of visualizations and interactive elements. CO6: Publish and share reports, collaborate with others, and understand the security and administration aspects of Power BI.					
Prerequisites: MS Excel, SQL and DBMS						

MODULE: Topic	Sessions	Weight age (%)	CO Mapping
MODULE 1: Introduction to Business Intelligence and Power BI			
1.1 Business Intelligence (BI) Concepts, 1.2 Evolution of BI and Self-Service BI, 1.3 Introduction to Power BI Desktop, Service, and Mobile, 1.4 Power BI Ecosystem and Components, 1.5 Data Sources in Power BI, 1.6 Benefits and Applications of Power BI	12	20%	CO-1
Hands on practice on topics learned in this module as listed below:			
MODULE 2: Data Acquisition and Transformation			
2.1 Connecting to Data Sources (Excel, SQL Server, Databases, etc.), 2.2 Power Query Editor Interface and Basic Transformations, 2.3 Data Cleaning and Transformation Techniques (Filtering, Sorting, Merging, Appending), 2.4 Creating	12	20%	CO2

Custom Columns and Calculated Columns, 2.5 Data Profiling and Quality Checks			
Hands on practice on topics learned in this module as listed below:			
MODULE 3: Data Modeling			
3.1 Data Modeling Concepts and Best Practices, 3.2 Creating and Managing Relationships between Tables, 3.3 Star and Snowflake Schema Design, 3.4 Data Types and their Impact on Performance, 3.5 Data Model Optimization Techniques	14	20%	CO-3
Hands on practice on topics learned in this module as listed below:			
MODULE 4: Data Analysis with DAX			
4.1 Introduction to DAX Language and Syntax, 4.2 Creating Calculated Columns and Measures, 4.3 Common DAX Functions (SUM, AVERAGE, FILTER, etc.), 4.4 Time Intelligence Functions (DATEADD, DATESBETWEEN, etc.), 4.5 Conditional Formatting and Calculations	12	20%	CO-4
Hands on practice on topics learned in this module as listed below:			
Module 5: Data Visualization and Report Creation			
5.1 Selecting Appropriate Visualizations, 5.2 Creating Charts, Graphs, Tables, Maps, and other Visualizations, 5.3 Customizing Visualizations (Formatting, Colors, Tooltips), 5.4 Adding Interactive Elements (Filters, Slicers, Drill-through), 5.5 Designing Effective Report Layouts	4	10%	CO-5
Hands on practice on topics learned in this module as listed below:			
Module 6: Hands on Application Development			
Design Principles for Effective Dashboards- Creating Interactive Reports and Dashboards in Power BI- Customizing Visualizations and Using Custom Visuals- Publishing and Sharing Reports in Power BI Service	2	10%	ALL CO

TEXT BOOKS	
1.	Larson, M., & Green, B. (2017). <i>Analyzing Data with Power BI and Power Pivot for Excel</i> . Retrieved from O'Reilly
2.	Alexander, C., & White, T. (2018). <i>Microsoft Power BI Quick Start Guide</i> . Birmingham, UK: Packt Publishing.
3.	Ferrari, M., & Russo, A. (2017). <i>The Definitive Guide to DAX: Business Intelligence with Microsoft Excel, SQL Server Analysis Services, and Power BI</i> . Redmond, WA: Microsoft Press.
E BOOKS	
1.	Sarkar, R. (2018). <i>Mastering Microsoft Power BI</i> . Retrieved from Packt
2.	Larson, M., & Green, B. (2017). <i>Analyzing Data with Power BI and Power Pivot for Excel</i> . Retrieved from O'Reilly
MOOC	
1.	Coursera: Data Analysis and Visualization with Power BI
2.	LinkedIn Learning: Power BI Essential Training

Hands on Practical Questions:	
MODULE 1: Introduction to Business Intelligence and Power BI	
1.	Retail Sales Analysis Dashboard: Develop a Power BI dashboard for a retail chain, integrating multiple data sources to analyze sales trends, customer demographics, and product performance.
2.	Healthcare Patient Monitoring System: Create a BI solution for hospitals using Power BI Desktop and Service to track patient admissions, treatment outcomes, and doctor performance.
3.	Financial Performance Reporting for Enterprises: Implement a self-service BI system using Power BI Ecosystem components to generate interactive reports on revenue, expenses, and profit margins.
4.	E-Commerce Customer Insights Dashboard: Design a Power BI mobile-friendly dashboard to visualize customer purchase behavior, abandoned carts, and personalized recommendations.
5.	Manufacturing Quality Control Monitoring: Use Power BI data sources to integrate IoT sensor data from factory machines, analyze defect rates, and optimize production processes.
6.	Banking Fraud Detection System: Develop a BI solution for fraud detection using Power BI Service , aggregating real-time transaction data and identifying suspicious patterns.
MODULE 2: Data Acquisition and Transformation	
1.	Sales Data Consolidation for Multi-Branch Retail: Connect Power BI to Excel and SQL Server to consolidate sales data from multiple branches, use merging and appending to create a unified dataset.
2.	Customer Segmentation for Marketing Campaigns: Utilize Power Query Editor to clean and transform customer data, create custom columns for segmentation based on purchase history, and perform data profiling to check data quality.
3.	Hospital Patient Records Management: Connect Power BI to a hospital database, filter and sort patient data, merge records from multiple sources, and ensure data accuracy with profiling techniques .
4.	Financial Transactions Fraud Detection: Use Power Query to extract transactional data, create calculated columns for anomaly detection, and apply data transformation techniques to identify suspicious activities.
5.	E-commerce Product Performance Analysis: Import product sales data from multiple sources , clean the dataset by handling missing values, create calculated metrics for product profitability, and generate insights for decision-making.
6.	Employee Performance Dashboard for HR: Extract HR data from SQL Server , apply data quality checks , merge records from attendance and performance databases, and create custom columns for ranking employees based on key performance indicators.
MODULE 3: Data Modeling	
1.	Sales and Inventory Data Model for Retail Business: Design a star schema for a retail business, linking sales data, inventory, and product tables with relationships to enable dynamic reporting on product performance and stock levels.
2.	Customer Insights Dashboard with Snowflake Schema: Implement a snowflake schema for customer data analysis, relating customer details, purchase history, and feedback tables, optimizing the model for performance and complex queries.
3.	Financial Reporting System with Optimized Data Model: Create a data model for financial reports, ensuring relationships between accounts, transactions, and departments are set correctly and implement data type optimizations for faster performance.
4.	Human Resources Analytics: Develop an HR analytics model using best practices to track employee performance, compensation, and department metrics, implementing relationship management between personnel and payroll tables.

5. **Real Estate Market Analysis:** Design a **data model** for a real estate market analysis system using a **star schema**, with tables for properties, sales transactions, and customer details, ensuring optimal performance with **data types** and indexing.
6. **IoT Data Processing for Smart Homes:** Build a **data model** for a smart home system, connecting device logs, user data, and energy consumption tables, optimizing the model for **real-time performance** and large data sets.

MODULE 4: Data Analysis with DAX

1. **Sales Performance Analysis with DAX:** Use **DAX functions** like **SUM** and **AVERAGE** to calculate total sales, average sales per product, and use **FILTER** to segment data by region or time period.
2. **Employee Salary and Bonus Calculation:** Implement **calculated columns** and **measures** with **DAX** to compute annual salary, performance bonuses, and apply **conditional formatting** based on performance thresholds.
3. **Customer Retention Dashboard:** Apply **time intelligence functions** like **DATESBETWEEN** to calculate customer retention rates over specific time periods and create custom metrics to track churn.
4. **Financial Year Analysis:** Use **DAX** to calculate yearly financial metrics by applying **DATEADD** to compare monthly sales growth and expenses over multiple years for trend analysis.
5. **Inventory Turnover Ratio Calculation:** Create a **measure** with **DAX** to calculate the inventory turnover ratio and apply **conditional formatting** to highlight low-turnover products.
6. **Project Performance Tracking:** Track project progress by using **DAX** to create calculated columns for project completion percentage and apply **time intelligence** to compare the current month's progress against historical performance.

Module 5: Data Visualization and Report Creation

1. **Sales Insights Dashboard with Interactive Visualizations:** Create a **Power BI dashboard** using **bar charts**, **pie charts**, and **tables** to visualize sales by product category, and add **interactive slicers** for filtering by region and time period.
2. **Geospatial Analysis of Customer Locations:** Use **maps** and **scatter plots** to visualize customer locations on a geographical map, allowing users to drill through for more details about customers in specific regions.
3. **Financial Overview Report with Customized Visualizations:** Design a **financial report** with **line charts** and **KPI indicators**, customize **tooltips** and **colors** to highlight key financial figures, and add **filters** for users to analyze quarterly performance.
4. **Employee Performance and Productivity Dashboard:** Implement a **dashboard** with **tables** and **bar graphs** to analyze employee performance, apply **conditional formatting** for ranking, and enable **drill-through** to view individual employee details.
5. **Inventory and Stock Level Monitoring:** Build an **interactive dashboard** using **stacked bar charts** and **maps** to visualize inventory levels across multiple stores, with interactive **filters** to drill into stock details by location and product type.
6. **E-Commerce Conversion Funnel Visualization:** Create a **conversion funnel report** using **Power BI charts** to track user journey stages (website visits, product views, purchases), and add **interactive slicers** to segment data by customer demographics or time period.

COURSE TITLE		MOBILE APPLICATION DEVELOPEMNT			CREDITS	3
COURSE CODE		MCA 301	COURSE CATEGORY	CM	L-P-T	3-0-0
Version	1.0	Approval Details	07-2024			

ASSESSMENT SCHEME					
First Periodical Assessment	Second Periodical Assessment	Seminar/ Assignments/ Project	Surprise Test/ Quiz	Attendance	ESE
10%	10%	10%	10%	10%	50%
Course Description	Mobile application development is one of the rising and growing trend in the industry of mobile. This course examines the principles of mobile application design and covers the necessary concepts which are required to understand mobile based applications and develop Mobile based Applications in particular. After completing this course, students will design and build a variety of real-time Apps using Mobile application development.				
Course Objective	The aim of this course is to help the student to attain the following industry identified competency through various teaching learning experiences:				
Course Outcome	<p>The theory, practical experiences and relevant soft skills associated with this course are to be taught and implemented, so that the student demonstrates the following <i>industry oriented</i> COs associated with the above mentioned competency:</p> <p>CO1 Interpret features of Mobile application development operating system. CO2 Configure Mobile application environment and development tools. CO3 Develop rich user Interfaces by using layouts and controls. CO4 Use User Interface components for mobile application development. CO5 Create Mobile application using database. CO6: Demonstrate Hybrid Mobile App Framework.</p>				
MODULE			No of lectures	Weightage	CO Mapped
MODULE 1: Mobile application and its tools					
1.1 Introduction to Mobile application, Mobile application Ecosystem. 1.2 Need of Mobile application, Features of Mobile application, 1.3 Tools and software required for developing an Mobile application, 1.4 Mobile application Architecture			5	12%	CO1
MODULE 2: Installation and configuration of Mobile application					

2.1 Operating System, Java JDK, Mobile application SDK, 2.2 Mobile application Development Tools (ADT), Mobile application Virtual Devices(AVDs), Emulators, 2.3 Dalvik Virtual Machine, Difference between JVM and DVM 2.4 Steps to install and configure Mobile application Studio and SDK		8	18%	CO1,CO2
MODULE 3: UI Components and Layouts				
3.1 Control Flow, Directory Structure, 3.2 components of a screen, 3.3 Fundamental UI Design Linear Layout; Absolute Layout; Frame Layout; Table Layout; Relative Layout		6	15%	CO3
MODULE 4: Designing User Interface With View				
4.1 Text View, Edit Text; Button, Image Button; Toggle Button; Radio Button And Radio Group; Checkbox; Progress Bar , 4.2 List View; Grid View; Image View; Scroll View; 4.3 Custom Toast Alert 4.4 Time And Date Picker		6	15%	CO4
MODULE 5: Activity, Multimedia and Databases				
5.1 Intent, Intent Filter , 5.2 Activity Lifecycle; 5.3 Broadcast Lifecycle ,5.4 Content Provider; Fragments Service: Features Of service, Mobile application platform service, 5.5 Defining new service, Service Lifecycle, Permission, example of service 5.6 Multimedia framework, Play Audio and Video, Text to speech, 5.7 Audio Capture, Camera Bluetooth, Animation , 5.8 SQLite Database, necessity of SQLite, 5.9 Creation and connection of the database		14	25%	CO4, CO5
MODULE 6 : Introduction to Flutter				
6.1. Overview of Flutter 6.2. Installation of Flutter 6.3. Architecture of Flutter 6.4. Introduction to Dart Programming 6.5. Demonstration of Simple application		6	15%	CO6
TEXT BOOKS				
1	Mobile application Dixit, Prasanna Kumar Vikas Publications, New Delhi 2014, ISBN:			
2	9789325977884 Pro Mobile application 5 Maclean David, Komatineni Satya, Allen Grant press Publications, 2015, ISBN: 978-1-4302-4680-0			
3	Mobile application Programming for Beginners Hortan, John Packet Publication, 2015, ISBN: 978-1-78588-326-2			
REFERENCE BOOKS				
1	"Android Programming: The Big Nerd Ranch Guide" by Bill Phillips and Chris Stewart "iOS Programming: The Big Nerd Ranch Guide" by Christian Keur and Aaron Hillegass Mobile App Development with Ionic: Cross-Platform Apps with Ionic, Angular, and Cordova" by Chris Griffith			
2				
3				
E BOOKS				

1	Mobile application Programming: The Big Nerd Ranch Guide" by Bill Phillips, Chris Stewart, and Kristin Marsicano
2	"Learning iOS Development: A Hands-On Guide to Building iPhone and iPad Apps" by Alok Mehta
MOOC	
1	https://www.coursera.org/specializations/mobile-application-app-development
2	https://www.udemy.com/courses/development/mobile-apps/?srsltid=AfmBOoqUogz5JGf2gfC2GA6En6SsR91bpviwqsaAhd6PVs6qoIbbwScx
3	https://www.edx.org/learn/mobile-development

COURSE TITLE		MOBILE APPLICATION DEVELOPMENT LAB			CREDITS	2
COURSE CODE		MCA301L	COURSE CATEGORY	SEC	L-P-T	0-4-0
Version	1.0	Approval Details	07-2024			
ASSESSMENT SCHEME						
Assignments			Internal Exam		Attendance	ESE
40%			40%		20%	--
Practical Assignment Questions						
MODULE 1: Mobile application and its tools						
1. Create “Hello World” application to display “Hello World” in the middle of the screen in red colour with white background.						
MODULE 2: Installation and configuration of Mobile application						
1.Install /configure java development kit (JDK), android studio and android SDK.						
2. Configure android development tools (ADT) plug-in and create android virtual device.						
MODULE 3: UI Components and Layouts						
1.Create an application to design a Visiting Card. The Visiting card should have a company logo at the top right corner. The company name should be displayed in Capital letters, aligned to the center. Information like the name of the employee, job title, phone number, address, email, fax and the website address is to be displayed. Insert a horizontal line between the job title and the phone number.						
2.Implement Linear and Absolute Layout Scenario: You’re designing an app where the login form needs to display username and password fields stacked vertically. You use LinearLayout for this simple vertical arrangement. Additionally, a separate section of the app requires precise control over the placement of some icons, so you use AbsoluteLayout for that section.						
3.Implement Frame, Table, and Relative Layouts Scenario: For a weather app, you need to create a layout with a header at the top, a content section with multiple elements arranged in a table (e.g., hourly forecast), and a floating button. You use FrameLayout to stack elements like the floating button over the content, TableLayout to arrange forecast data in rows, and RelativeLayout to position the header relative to the content.						
4.Create a screen that has input boxes for User Name, Password, Address, Gender(radio buttons for male and female), Age (numeric), Date of Birth (Date Picket), State (Spinner) and a Submit button. On clicking the submit button, print all the data below the Submit Button (use any layout)						
MODULE 4: Designing User Interface With View						
1.Create sample application with login module. (Check username and password), validate it for login screen or alert the user with a Toast.						
2. Create an application to design a Visiting Card. The Visiting card should have a company logo at the top right corner. The company name should be displayed in Capital letters, aligned to the center. Information like the name of the employee, job title, phone number, address, email, fax and the website address is to be displayed. Insert a						

horizontal line between the job title and the phone number.

3. Develop an Android application using controls like Button, TextView, EditText for designing a calculator

4. Write an android code to make phone call using Intent

5. Write an android code to turn ON/OFF Bluetooth

6. Write an android code to turn ON /OFF the Wi-Fi

MODULE 5: Activity And Multimedia with databases

1. Create a SIGN UP activity with Username and Password. Validation of password should happen

2. Create a SIGN UP activity with Username and Password. Validation of password should happen based on the following rules: - Password should contain uppercase and lowercase letters. - Password should contain letters and numbers. - Password should contain special characters. - Minimum length of the password (the default value is 8). On successful SIGN UP proceed to the next Login activity. Here the user should SIGN IN using the Username and Password created during signup activity. If the Username and Password are matched then navigate to the next activity which displays a message saying “Successful Login” or else display a toast message saying “Login Failed”. The user is given only two attempts and after that display a toast message saying “Failed Login Attempts” and disable the SIGN IN button. Use Bundle to transfer information from one activity to another.

3. Create an application that will create database to store username and password.

4. Create an application to change screen colour as per the user choice from a menu.

5. Develop a simple application with one Edit Text so that the user can write some text in it. Create a button called “Convert Text to Speech” that converts the user input text into voice.

6. Write an android application using SQLite to create table and perform CRUD operations (Example. COURSE table (ID, Name, Duration, Description), perform ADD, UPDATE, DELETE and READ operations)

MODULE 6: Security and Application Deployment

1. Deploy a Map-Based Application

Scenario: You're developing a food delivery app. You use **Google Maps** to allow users to track the delivery in real-time, view nearby restaurants, and get directions to the restaurant or the delivery destination. Deploy & publish this app on google play store

2. Develop a simple app for **bus ticket reservation** that allows users to select a bus route, choose the number of tickets, and complete the booking process. Deploy & publish this app on google play store

Note:- Additional lab experiments will be also given time to time according to topic as per the syllabus

COURSE TITLE		Software Project Management & DevOps			CREDITS	3	
COURSE CODE		MCA302	COURSE CATEGORY	CM	L- P- T	3- 0-0	
Version	1.0	Approval Details		07-2024			
ASSESSMENT SCHEME							
First Periodical Assessment /Seminar		Second Periodical Assessment		Assignments	Attendance	ESE	
10%		10%		20%	10%	50%	
Course Description		This course provides students with a deep understanding of Software Project Management (SPM) principles and the DevOps methodology. It covers project planning, execution, risk management, agile development, CI/CD pipelines, containerization, and automation. Students will gain hands-on experience in modern tools such as Git, Docker, Kubernetes, and Jenkins. The course prepares students to manage and deliver high-quality software efficiently.					
Course Objective		<div><div>1.</div><div>To understand the fundamentals of Software Project Management, including planning, execution, monitoring, and risk assessment.</div></div> <div><div>2.</div><div>To explore Agile, Scrum, and DevOps methodologies for software development and continuous integration.</div></div> <div><div>3.</div><div>To learn modern DevOps tools such as Git, Docker, Kubernetes, and Jenkins for automation and deployment.</div></div> <div><div>4.</div><div>To analyze and manage software project risks, resource allocation, and cost estimation techniques.</div></div> <div><div>5.</div><div>To develop skills in collaboration, automation, and monitoring in DevOps environments..</div></div>					
Course Outcome		<div>CO1 Apply Software Project Management principles to real-world projects, including planning, scheduling, and risk management.</div> <div>CO2 Utilize Agile, Scrum, and DevOps methodologies to improve software development efficiency and delivery.</div> <div>CO3 Implement CI/CD pipelines using DevOps tools like Git, Docker, and Jenkins for automation and deployment.</div> <div>CO4 Evaluate and manage risks, quality assurance, and cost estimation in software projects.</div> <div>CO5 Integrate monitoring, security, and best DevOps practices in software projects for continuous improvement.</div>					
Prerequisites: Basic understanding of Software Development Life Cycle							
MODULE: Topic					Sessions	Weigh tage (%)	CO Mappi ng
MODULE 1: Introduction to Software Project Management							
Definition, Scope, and Importance of SPM, Project Lifecycle & Phases, Role of a Project Manager, Stakeholder Management & Communication- Stakeholder Management & Communication					7	15%	CO1

Module 2: Project Planning and Risk Management			
Project Initiation & Feasibility Study, Work Breakdown Structure (WBS), Estimation Techniques (COCOMO, Function Point Analysis), Risk Identification, Assessment, and Mitigation, Quality Management and Project Monitoring (KPIs)	7	15%	CO2
MODULE 3: Agile & Scrum Methodology			
Introduction to Agile Development, Scrum Framework: Roles, Artifacts, Events, Sprint Planning, Execution & Retrospective, Kanban, Extreme Programming (XP), SAFe, Agile Metrics and Performance Tracking	7	15%	CO3
MODULE 4: DevOps Principles and Continuous Integration/Delivery (CI/CD)			
Introduction to DevOps and its Culture, CI/CD Concepts and Best Practices, Version Control with Git & GitHub, Jenkins, GitLab CI/CD, Travis CI, Automated Testing and Deployment Strategies	9	20%	CO2, CO3
MODULE 5: Containerization, Orchestration, and Cloud Deployment			
Introduction to Docker & Containerization, Building & Managing Containers, Kubernetes: Architecture & Components, Cloud DevOps: AWS, Azure, GCP CI/CD, Infrastructure as Code (IaC) with Terraform & Ansible	9	20%	CO3, CO5
MODULE 6: Monitoring, Security, and DevOps Best Practices			
Application & Infrastructure Monitoring (ELK, Prometheus, Grafana), Security in DevOps (DevSecOps), Threat Modeling & Vulnerability Assessment, DevOps Case Studies & Industry Trends, Future Trends in SPM & DevOps	6	15%	CO4, CO5
TEXTBOOKS			
1.	Software Project Management – Bob Hughes, Mike Cotterell, Rajib Mal		
2	The DevOps Handbook – Gene Kim, Patrick Debois, John Willis, Jez Humble		
REFERENCE BOOKS			
1.	Accelerate: The Science of Lean Software and DevOps – https://www.amazon.com/Accelerate-Science-Lean-Software-DevOps/dp/1942788339		
2.	Google SRE Handbook – https://sre.google/books/		
E BOOKS			
1.	Accelerate: The Science of Lean Software and DevOps – https://www.amazon.com/Accelerate-Science-Lean-Software-DevOps/dp/1942788339		
2	Google SRE Handbook – https://sre.google/books/		
3	Infrastructure as Code – https://www.oreilly.com/library/view/infrastructure-as-code/9781098114671/		
4	Free DevOps Course by Microsoft – https://learn.microsoft.com/en-us/devops/ Scrum Guide – https://scrumguides.org/		
MOOC			
1.	Coursera: DevOps, Cloud, and Agile Specialization – https://www.coursera.org/specializations/devops-cloud-agile		
2.	edX: DevOps Professional Certificate – https://www.edx.org/professional-certificate/linuxfoundationx-introduction-to-devops		

3.	Udemy: DevOps CI/CD with Jenkins, Kubernetes, Docker & AWS – https://www.udemy.com/course/devops-ci-cd-with-jenkins-kubernetes-docker-aws-git/
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COURSE TITLE		Cloud Migration and Management			CREDITS	4
COURSE CODE		MCA303	COURSE CATEGORY	ME4.1	L-P-T	3-2-0
Version	1.0	Approval Details		07/2024		
ASSESSMENT SCHEME						
First Periodical Assessment	Second Periodical Assessment	Seminar/ Assignments /Project	Surprise Test / Quiz	Attendance	ESE	
10%	10%	10 %	10%	10%	50%	
Course Description	This course provides insights into cloud migration strategies, tools, and security best practices. Students will learn to analyze risks, optimize cloud resources, and implement automation using DevOps and Infrastructure as Code. By the end, they will be able to develop efficient cloud-based solutions for modern IT environments.					
Course Objective	1.Understand the fundamental concepts, strategies, and challenges of cloud migration. 2. Identify various cloud migration approaches, tools, and best practices. 3.Analyze cloud security, compliance, and risk management in migration processes. 4. Apply cloud management techniques for resource optimization and cost efficiency. 5. Develop solutions for monitoring, automation, and performance tuning in cloud environments.					
Course Outcome	CO1: Understand the principles, benefits, and risks of cloud migration strategies. CO2: Identify suitable cloud migration methodologies and select appropriate tools. CO3: Analyze security, compliance, and governance challenges in cloud migration. CO4: Apply cloud resource management techniques to optimize performance and cost. CO5: Develop automated solutions for cloud monitoring and performance optimization.					
Prerequisites: Basic knowledge of Cloud Computing Concepts						
Module Name			No of lectures	Weightage	CO-PO mapping	
MODULE 1: Introduction to Cloud Migration						
1.1 Fundamentals of Cloud Migration 1.2 Business and Technical Drivers for Cloud Adoption 1.3 Migration Frameworks and Strategies (Rehost, Refactor, Rearchitect, Rebuild) 1.4 Challenges in Cloud Migration (Downtime, Compatibility, Security)			5	10%	CO-1	
MODULE 2: Cloud Migration Planning and Assessment						
2.1 Pre-Migration Considerations (Workload Analysis, Cost Estimation) 2.2 Cloud Readiness Assessment 2.3 Choosing the Right Cloud Service Model (IaaS, PaaS, SaaS) 2.4 Selecting Cloud Providers: AWS, Azure, Google Cloud			10	20%	CO-1 & CO-2	

2.5 Risk Management and Migration Roadmap				
MODULE 3: Cloud Migration Methodologies & Tools				
3.1 Lift and Shift (Rehosting) 3.2 Replatforming and Refactoring Approaches 3.3 Cloud-Native Migration Strategies 3.4 Migration Tools (AWS Migration Hub, Azure Migrate, Google Migrate for Compute Engine) 3.5 Downtime Minimization and Data Consistency		15	25%	CO-2
MODULE 4: Security, Compliance, and Risk Management				
4.1 Cloud Security Best Practices in Migration 4.2 Compliance and Legal Aspects (GDPR, HIPAA, ISO 27001) 4.3 Identity and Access Management (IAM) in Cloud 4.4 Disaster Recovery and Backup Strategies 4.5 Incident Response and Risk Mitigation		15	25%	CO-3
MODULE 5: Cloud Management and Optimization				
5.1 Cloud Cost Optimization Strategies (Right-Sizing, Reserved Instances) 5.2 Performance Monitoring & Analytics (CloudWatch, Azure Monitor, Stackdriver) 5.3 Auto-Scaling and Load Balancing 5.4 Cloud Governance & Policy Management 5.5 Introduction Cloud DevOps Integration for Continuous Monitoring		8	10%	CO-4
MODULE 6 : Automation and Future Trends in Cloud Migration				
6.1 Infrastructure as Code (IaC) for Cloud Migration (Terraform, AWS CloudFormation) 6.2 AI and Machine Learning in Cloud Optimization 6.3 Multi-Cloud and Hybrid Cloud Strategies 6.4 Edge Computing and Serverless Technologies 6.5 Emerging Trends and Innovations in Cloud Migration		7	10%	CO-5
TEXT BOOKS				
1	1. "Cloud Computing: Concepts, Technology & Architecture" – Thomas Erl, Ricardo Puttini, Zaigham Mahmood 2. "Architecting the Cloud: Design Decisions for Cloud Computing Service Models (SaaS, PaaS, and IaaS)" – Michael J. Kavis			
REFERENCE BOOKS				
1	1. "Cloud Migration Handbook: A Step-by-Step Guide to Efficiently Move Your IT Infrastructure to the Cloud" – José Antonio Hernández 2. "Cloud Computing Patterns: Fundamentals to Design, Build, and Manage Cloud Applications" – Christoph Fehling, Frank Leymann, Ralph Mietzner			
E BOOKS				
1	"AWS Migration Whitepaper" – Amazon Web Services			
2	"Microsoft Cloud Adoption Framework for Azure"			
MOOC				
1	"Google Cloud’s Architecting with Google Kubernetes Engine" – Coursera (Offered by Google Cloud)			

List of Practicals :

Unit No. 3

1. Lift and Shift (Rehosting) Migration to the Cloud
2. Replatforming an Application to the Cloud

Unit NO.5

1. Cloud Cost Optimization and Auto-Scaling Setup
2. Performance Monitoring & Cloud DevOps Integration for Continuous Monitoring

Unit NO.6

1. Using Infrastructure as Code (IaC) for Cloud Migration with Terraform
2. 2: AI and Machine Learning for Cloud Optimization

COURSE TITLE		MERN Stack Development			CREDITS	4
COURSE CODE		MC A 303	COURSE CATEGO RY	ME 4.2	L-P-T	2-2-0
Version	1. 0	Approval Details		07-2024		LEARNI NG LEVEL
ASSESSMENT SCHEME						
First Periodical Assessment	Second Periodical Assessment		Seminar/ Assignments/ Project	Surprise Test / Quiz	Attendance	ES E
10%	10%		10%	10%	10%	50%
Course Description	This course introduces students to the MERN (MongoDB, Express.js, React.js, and Node.js) stack , enabling them to develop full-stack web applications . It covers database management, backend development, frontend development, and API integration , equipping students with practical knowledge for modern web application development.					
Course Objective	<ul style="list-style-type: none">Understand MERN Stack architecture and its components.Develop and manage MongoDB databases for storing application data.Implement RESTful APIs using Node.js and Express.js.Design and develop responsive frontend applications using React.js.Integrate frontend and backend using APIs.Deploy MERN stack applications on cloud platforms.					
Course Outcome	CO1 Understand the architecture and components of the MERN stack. CO2 Implement database operations using MongoDB and Mongoose. CO3 Develop RESTful APIs with Express.js and Node.js. CO4 Build interactive and responsive user interfaces using React.js. CO5 Integrate frontend and backend using API calls. CO6 Deploy MERN stack applications on cloud platforms.					
Prerequisites: Basic knowledge of HTML, CSS, and JavaScript; understanding of client-server architecture; familiarity with basic programming concepts.						
MODULE: Topic				Sessions	Weightage (%)	CO Mapping
MODULE 1: Introduction to MERN Stack						
1.1 Overview of Web Development Technologies, 1.2 Introduction to Full-Stack Development, 1.3 Understanding MERN Stack and Its Architecture, 1.4 Setup and Installation of MERN Stack Hands on practice on topics learned in this module as listed below:				6	10%	CO-1
MODULE 2: MongoDB & Mongoose						
2.1 Overview of Web Development Technologies, 2.2 Introduction to Full-Stack Development, 2.3 Understanding MERN Stack and Its Architecture, 2.4 Setup and Installation of MERN Stack Hands on practice on topics learned in this module as listed below:				12	20%	CO-2

MODULE 3: Node.js & Express.js			
3.1 Introduction to Node.js, 3.2 Setting up an Express.js Server, 3.3 Middleware and Routing, 3.4 RESTful APIs and HTTP Methods, 3.5 Authentication and Authorization (JWT) Hands on practice on topics learned in this module as listed below:	12	20%	CO-3
MODULE 4: React.js & Frontend Development			
4.1 Introduction to React.js and JSX, 4.2 React Components, Props, and State, 4.3 Handling Events and Forms, 4.4 React Router and Navigation, 4.5 State Management using Redux Hands on practice on topics learned in this module as listed below:	12	20%	CO-4
MODULE 5: Integration & API Communication			
5.1 Connecting Frontend with Backend using Fetch/Axios, 5.2 Handling Asynchronous Requests, 5.3 Authentication and Protected Routes, 5.4 Error Handling and Debugging, 5.5 Performance Optimization Hands on practice on topics learned in this module as listed below:	12	20%	CO-5
MODULE 6: Deployment & Cloud Hosting			
6.1 Introduction to Deployment Strategies, 6.2 Hosting MERN Apps on Vercel, Netlify, Heroku , 6.3 Managing Environment Variables, 6.4 Continuous Deployment (CD) using GitHub Actions, 6.5 Best Practices for Production Deployment Hands on practice on topics learned in this module as listed below:	6	10%	CO-5
TEXT BOOKS			
1.	Shama Hoque, <i>Full-Stack React, TypeScript, and Node</i> , Packt Publishing.		
2.	Ethan Brown, <i>Web Development with Node and Express</i> , O'Reilly Media.		
3.	Adam Boduch, <i>React and React Native</i> , Packt Publishing.		
REFERENCE BOOKS			
1.	Brad Traversy, <i>MERN Stack Front To Back</i> , Independently Published.		
2.	Kyle Simpson, <i>You Don't Know JS Series</i> , O'Reilly Media.		
3.	Robin Wieruch, <i>The Road to React</i> , Leanpub.		
E BOOKS			
1.	MongoDB Basics - https://www.mongodb.com/lp/book/mongodb-basics		
2	Node.js Handbook - https://thevalleyofcode.com/nodejs/		
MOOC			
1.	MongoDB University – Free Course on MongoDB Basics https://university.mongodb.com/courses		

- | | |
|----|--|
| 2. | Full-Stack MERN Course – FreeCodeCamp https://www.freecodecamp.org/news/mern-stack-full-tutorial/ |
|----|--|

Hands on Practical Questions:

MODULE 1: Introduction to MERN Stack

1. **MERN Stack Folder Setup for Blogging App:** Create the base folder structure for a full-stack blogging platform with separate folders for client and server. Initialize both using `npm` and `create-react-app`.
2. **Architecture Blueprint Documentation:** Draw and document the MERN Stack architecture for an e-commerce project showing the flow of data and components (frontend/backend/database).
3. **Simple React Homepage with Bootstrap Styling:** Create a React homepage using JSX and Bootstrap. Add a header, navigation bar, and footer.
4. **Express Server Basic Setup:** Set up a basic Express.js server with a root route that returns “MERN Stack API Working” on the browser.
5. **MongoDB Atlas Setup and Connection Test:** Create a MongoDB cluster on Atlas and connect it to your local Express app using Mongoose.
6. **Terminal-based CRUD Planning:** Create a command-line interactive menu using Node.js that simulates Create, Read, Update, and Delete operations (mock database with arrays).

MODULE 2: MongoDB & Mongoose

1. **Mongoose Schema for Inventory App:** Design and implement a product schema with fields like name, quantity, price, and category.
2. **CRUD API for Library System:** Develop Express.js routes using Mongoose to handle CRUD operations for books (title, author, genre).
3. **Student Record Filter using Aggregation:** Use Mongoose aggregation to get the number of students enrolled per course.
4. **MongoDB Query for Filtering and Sorting Products:** Write and test MongoDB queries to filter products by price range and sort them by name.
5. **Reference vs Embedded Document Example:** Implement both referenced and embedded schema relationships for a blog and its comments.
6. **Data Validation with Mongoose:** Add validation rules in Mongoose schema for user registration (e.g., email format, password length).

MODULE 3: Node.js & Express.js

1. **REST API for Task Manager:** Create a Node.js and Express API to manage tasks (create, update, delete). Use HTTP methods appropriately.
2. **Custom Middleware Logging:** Write middleware that logs request type, URL, and timestamp for every incoming request.
3. **User Authentication System with JWT:** Build a user login system with JSON Web Token authentication and protected routes.
4. **Express Router for Modular Routes:** Separate user, task, and admin routes using Express Router and link them in your main server file.
5. **Error Handling Middleware:** Implement centralized error handling in Express and test with invalid routes and exceptions.
6. **Environment Variable Configuration:** Securely store sensitive data (e.g., DB URI, JWT secret) in `.env` and access it in your server.

MODULE 4: React.js & Frontend Development

1. **User Profile Component with Props:** Create a reusable React component to display a user profile using props (name, email, avatar).
2. **Login Form with Validation:** Build a login form using `useState` and show error messages dynamically if fields are empty.
3. **Navigation with React Router:** Create a multi-page application with React Router including Home, About, and Contact pages.
4. **Redux-Based Counter App:** Implement a counter using Redux with actions for increment, decrement, and reset.
5. **Todo List with State and Props:** Create a Todo app where new tasks can be added, marked completed, or deleted. Use state and props.
6. **Search Filter with `useState` and `useEffect`:** Build a product list with a search bar that filters items as the user types.

Module 5: Integration & API Communication

1. **Blog Fetch and Display:** Fetch blog data from an Express API using Axios and display it in a React frontend component.
2. **Login Authentication with Token:** Implement login from React, send credentials to backend, store JWT token, and use it for accessing protected routes.
3. **Protected Route for Dashboard:** Create a protected route in React that only allows access if a valid token is present.
4. **Global Error Handling Component:** Show user-friendly error messages when backend APIs fail using a reusable error component.
5. **Loading Spinner for Async Calls:** Display a loading spinner during API requests and hide it once data is loaded.
6. **Memoization in React for Performance:** Use `React.memo` and `useMemo` in a list rendering component to optimize performance.

Module 6: Deployment & Cloud Hosting

1. **Deploy React Frontend on Vercel:** Deploy a React application on Vercel and configure a custom domain.
2. **Deploy Node Backend on Render:** Deploy an Express backend with MongoDB on Render and connect it to your frontend.
3. **Environment Variables on Production:** Use `.env` for production secrets like MongoDB URI, `JWT_SECRET`, and access them securely.
4. **Auto Deployment with GitHub Actions:** Set up a GitHub Actions workflow to auto-deploy the backend when code is pushed to the main branch.
5. **End-to-End MERN App Deployment:** Deploy a complete MERN app (frontend + backend + DB) with proper routing and API connection.
6. **Audit and Optimize Production Build:** Run a performance audit (Lighthouse) on your deployed frontend, analyze, and optimize.

COURSE TITLE		Artificial Intelligence and Deep Learning			CREDITS	4
COURSE CODE		MCA303	COURSE CATEGORY	ME4.3	L-P-T	3-2-0
Version	1.0	Approval Details	07-2024			
ASSESSMENT SCHEME						
First Periodical Assessment	Second Periodical Assessment	Seminar/ Assignments/ Project	Surprise Test / Quiz	Attendance	ESE	
10%	10%	10%	10%	10%	50%	
Course Description	This course introduces students to the fundamental concepts of Artificial Intelligence (AI) and Deep Learning (DL). Fundamental topics include intelligent agents, search algorithms, machine learning techniques, neural networks, and deep learning models for practical applications.					
Course Objective	<ul style="list-style-type: none">To understand the fundamental concepts of Artificial Intelligence and Deep Learning.To learn problem-solving strategies using search and optimization techniques.To explore machine learning and deep learning approaches for AI-driven solutions.To implement deep learning architectures for real-world applications.To evaluate AI models using appropriate metrics.					
Course Outcome	By the end of the course, students will be able to: CO1: Understand AI principles, problem-solving methods, and search techniques. CO2: Apply machine learning concepts for intelligent decision-making. CO3: Develop deep learning models using neural networks. CO4: Implement AI and DL techniques for real-world applications. CO5: Evaluate and optimize AI models for improved performance.					
MODULE				No. of lectures	Weightage (%)	CO Mapped
MODULE 1: Introduction to Artificial Intelligence						
1.1 Definition and History of AI 1.2 Applications of AI 1.3 Intelligent Agents and Environments 1.4 Problem-Solving using AI 1.5 AI Ethics and Social Implications				5	10%	CO1
MODULE 2 : Search and Optimization Techniques						
2.1 Uninformed Search Strategies (BFS, DFS) 2.2 Informed Search (A*, Greedy Search) 2.3 Constraint Satisfaction Problems (CSP) 2.4 Genetic Algorithms and Optimization				6	12%	CO1,CO2

MODULE 3: Machine Learning for AI			
3.1 Introduction to Machine Learning 3.2 Supervised, Unsupervised, and Reinforcement Learning 3.3 Decision Trees, Naïve Bayes, and SVM 3.4 Evaluation Metrics for AI Models	10	18%	CO2
MODULE 4: Fundamentals of Neural Networks			
4.1 Introduction to Neural Networks 4.2 Perceptron and Multi-Layer Perceptron (MLP) 4.3 Activation Functions and Backpropagation 4.4 Optimization Techniques (SGD, Adam)	8	20%	CO3
MODULE 5: Deep Learning Architectures			
5.1 Convolutional Neural Networks (CNN) 5.2 Recurrent Neural Networks (RNN) and LSTMs 5.3 Generative Adversarial Networks (GANs) 5.4 Attention Mechanisms and Transformers	6	15%	CO4, CO5
MODULE 6: Applications and Deployment of Deep Learning			
6.1 AI in Healthcare, Finance, and Robotics 6.2 Model Deployment using TensorFlow and PyTorch 6.3 AI Ethics and Bias in DL Models 6.4 Future Trends in AI and DL	10	25%	CO4, CO5
TEXT BOOKS			
1 2 3	"Artificial Intelligence: A Modern Approach" by Stuart Russell and Peter Norvig. "Deep Learning" by Ian Goodfellow, Yoshua Bengio, and Aaron Courville. "Pattern Recognition and Machine Learning" by Christopher M. Bishop.		
REFERENCE BOOKS			
1 2	"Hands-On Machine Learning with Scikit-Learn, Keras, and TensorFlow" by Aurélien Géron. "Neural Networks and Deep Learning" by Michael Nielsen.		
E BOOKS			
1 2	"Deep Learning with Python" by François Chollet. "AI Superpowers" by Kai-Fu Lee		
MOOC			
1 2	https://www.coursera.org/specializations/deep-learning https://www.udacity.com/course/ai-artificial-intelligence/		

COURSE TITLE		UI UX Design			CREDITS	4
COURSE CODE		MCA304	COURSE CATEGORY	ME5.2	L -P -T	3- 2- 0
Version	1.0	Approval Details	07/2024			
ASSESSMENT SCHEME						
First Periodical Assessment		Second Periodical Assessment	Assignment/ Portfolio Design	Quiz/ Surprise Test	Attendance	ESE
10%		10%	10%	10%	10%	50%
Course Description		This course explores the fundamentals of User Interface (UI) and User Experience (UX) Design with a focus on human-centered design, usability principles, visual aesthetics, prototyping, and modern UX research methodologies . Students will gain hands-on experience in wireframing, usability testing, interaction design, and the latest UI/UX trends using industry-standard tools like Figma, Adobe XD, Sketch, and usability testing frameworks .				
Course Objective		<div>1. To introduce students to UI/UX design principles and their role in product development.</div> <div>2. To equip students with user research techniques, including persona creation, journey mapping, and information architecture.</div> <div>3. To teach the principles of visual and interaction design for effective UI/UX solutions.</div> <div>4. To provide practical experience in wire framing, prototyping, and usability testing.</div> <div>5. To familiarize students with modern UI/UX trends, accessibility standards, and emerging technologies</div>				
Course Outcome		<div>1. CO1 Understand core UI/UX design principles, usability heuristics, and design thinking methodologies.</div> <div>2. CO2 Conduct user research, persona development, journey mapping, and create structured information architecture.</div> <div>3. CO3 Apply principles of visual design, interaction design, accessibility, and user behavior psychology.</div> <div>4. CO4 Develop wireframes, prototypes, and perform usability testing to validate user experience.</div> <div>5. CO5 Integrate responsive design, accessibility compliance, and emerging UI/UX trends in real-world applications.</div>				
Prerequisites: Basic understanding of Software Engineering process						
MODULE 1: Introduction to UI/UX Design						
Introduction to UI & UX, Differences Between UI and UX, Importance of User-Centered Design, Usability Heuristics (Nielsen’s 10 Principles), UI/UX in Product Development, Design Thinking Process				6	10%	CO1

Module 2: User Research & Information Architecture			
Understanding Users & Behavior, Conducting User Research, Types of Research (Qualitative & Quantitative), Surveys & Interviews, Persona Creation, Empathy Mapping, Customer Journey Mapping, Card Sorting, Information Architecture, Site Maps & Navigation Systems	9	15%	CO2
MODULE 3: Visual & Interaction Design Principles			
Fundamentals of Visual Design, Color Psychology in UI, Typography & Readability, UI Components & Design Systems, Interaction Design, Motion UI & Micro interactions, Affordances & Signifiers in UI, Gamification & Persuasive Design	12	20%	CO3
MODULE 4: Wireframing & Prototyping			
Wireframing Techniques (Low/High Fidelity), Paper Prototyping, Digital Wireframing (Figma, Adobe XD, Sketch), Storyboarding & Scenario Mapping, Interactive Prototypes, Design Handoff to Developers	12	20%	CO4
MODULE 5: Usability Testing & Accessibility			
Usability Testing Methods (A/B Testing, Heuristic Evaluation, Eye-Tracking), Cognitive Load & UX, Web Content Accessibility Guidelines (WCAG), Designing for Different User Groups (Elderly, Disabled, Children), Responsive UI Design, Adaptive vs. Responsive Layouts	12	20%	CO5
MODULE 6: UI/UX Trends & Emerging Technologies			
Dark Mode UI, Neumorphism, Material Design & Fluent Design, Conversational UI (Chatbots, Voice UI), Augmented Reality (AR) & Virtual Reality (VR) in UX, Ethical Considerations in UX Design	9	15%	CO5
TEXTBOOKS			
1.	The Design of Everyday Things – Don Norman		
2	Don't Make Me Think: A Common Sense Approach to Web Usability – Steve Krug		
REFERENCE BOOKS			
1.	About Face: The Essentials of Interaction Design – Alan Cooper		
2.	Laws of UX: Using Psychology to Design Better Products – Jon Yablonski		
E BOOKS			
1.	Universal Principles of Design – William Lidwell https://www.amazon.com/dp/1592535879		
2	Google Material Design Guidelines – Google https://material.io/design/		
3	UX Design Guide – Nielsen Norman Group https://www.nngroup.com/articles/ux-guide/		
4	Web Content Accessibility Guidelines (WCAG) – W3C https://www.w3.org/WAI/standards-guidelines/wcag/		
MOOC			
1.	UI/UX Design Specialization – Coursera https://www.coursera.org/specializations/ui-ux-design		
2.	Human-Computer Interaction for UX Design – edX https://www.edx.org/course/human-computer-interaction-ux-design		
3.	Ultimate Figma UI/UX Design Course – Udemy https://www.udemy.com/course/figma-ux-ui-design/		
4.	Google UX Design Course Playlist – YouTube https://www.youtube.com/results?search_query=google+ux+design		

Hands on Practical Questions:
Module 1: Introduction to UI/UX Design
<ol style="list-style-type: none"> 1. Setup Figma/Adobe XD and Create Your First Artboard 2. Identify and Compare Good vs Bad UI Designs 3. Apply Nielsen's 10 Usability Heuristics to an Existing Website 4. Create a Design Thinking Canvas for a Selected Problem 5. Conduct a Competitor Analysis of Two Similar Apps
MODULE 2: Data Acquisition and Transformation
<ol style="list-style-type: none"> 1. Sales Data Consolidation for Multi-Branch Retail: Connect Power BI to Excel and SQL Server to consolidate sales data from multiple branches, use merging and appending to create a unified dataset. 2. Customer Segmentation for Marketing Campaigns: Utilize Power Query Editor to clean and transform customer data, create custom columns for segmentation based on purchase history, and perform data profiling to check data quality. 3. Hospital Patient Records Management: Connect Power BI to a hospital database, filter and sort patient data, merge records from multiple sources, and ensure data accuracy with profiling techniques. 4. Financial Transactions Fraud Detection: Use Power Query to extract transactional data, create calculated columns for anomaly detection, and apply data transformation techniques to identify suspicious activities. 5. E-commerce Product Performance Analysis: Import product sales data from multiple sources, clean the dataset by handling missing values, create calculated metrics for product profitability, and generate insights for decision-making. 6. Employee Performance Dashboard for HR: Extract HR data from SQL Server, apply data quality checks, merge records from attendance and performance databases, and create custom columns for ranking employees based on key performance indicators.
MODULE 3: Data Modeling
<ol style="list-style-type: none"> 1. Sales and Inventory Data Model for Retail Business: Design a star schema for a retail business, linking sales data, inventory, and product tables with relationships to enable dynamic reporting on product performance and stock levels. 2. Customer Insights Dashboard with Snowflake Schema: Implement a snowflake schema for customer data analysis, relating customer details, purchase history, and feedback tables, optimizing the model for performance and complex queries. 3. Financial Reporting System with Optimized Data Model: Create a data model for financial reports, ensuring relationships between accounts, transactions, and departments are set correctly and implement data type optimizations for faster performance. 4. Human Resources Analytics: Develop an HR analytics model using best practices to track employee performance, compensation, and department metrics, implementing relationship management between personnel and payroll tables. 5. Real Estate Market Analysis: Design a data model for a real estate market analysis system using a star schema, with tables for properties, sales transactions, and customer details, ensuring optimal performance with data types and indexing. 6. IoT Data Processing for Smart Homes: Build a data model for a smart home system, connecting device logs, user data, and energy consumption tables, optimizing the model for real-time performance and large data sets.
MODULE 4: Data Analysis with DAX

1. **Sales Performance Analysis with DAX:** Use **DAX functions** like **SUM** and **AVERAGE** to calculate total sales, average sales per product, and use **FILTER** to segment data by region or time period.
2. **Employee Salary and Bonus Calculation:** Implement **calculated columns** and **measures** with **DAX** to compute annual salary, performance bonuses, and apply **conditional formatting** based on performance thresholds.
3. **Customer Retention Dashboard:** Apply **time intelligence functions** like **DATESBETWEEN** to calculate customer retention rates over specific time periods and create custom metrics to track churn.
4. **Financial Year Analysis:** Use **DAX** to calculate yearly financial metrics by applying **DATEADD** to compare monthly sales growth and expenses over multiple years for trend analysis.
5. **Inventory Turnover Ratio Calculation:** Create a **measure** with **DAX** to calculate the inventory turnover ratio and apply **conditional formatting** to highlight low-turnover products.
6. **Project Performance Tracking:** Track project progress by using **DAX** to create calculated columns for project completion percentage and apply **time intelligence** to compare the current month's progress against historical performance.

Module 5: Data Visualization and Report Creation

1. **Sales Insights Dashboard with Interactive Visualizations:** Create a **Power BI dashboard** using **bar charts, pie charts, and tables** to visualize sales by product category, and add **interactive slicers** for filtering by region and time period.
2. **Geospatial Analysis of Customer Locations:** Use **maps** and **scatter plots** to visualize customer locations on a geographical map, allowing users to drill through for more details about customers in specific regions.
3. **Financial Overview Report with Customized Visualizations:** Design a **financial report** with **line charts and KPI indicators**, customize **tooltips and colors** to highlight key financial figures, and add **filters** for users to analyze quarterly performance.
4. **Employee Performance and Productivity Dashboard:** Implement a **dashboard** with **tables and bar graphs** to analyze employee performance, apply **conditional formatting** for ranking, and enable **drill-through** to view individual employee details.
5. **Inventory and Stock Level Monitoring:** Build an **interactive dashboard** using **stacked bar charts and maps** to visualize inventory levels across multiple stores, with interactive **filters** to drill into stock details by location and product type.
6. **E-Commerce Conversion Funnel Visualization:** Create a **conversion funnel report** using **Power BI charts** to track user journey stages (website visits, product views, purchases), and add **interactive slicers** to segment data by customer demographics or time period.

Module 2: User Research & Information Architecture

6. Design a User Survey Form for a Target Application
7. Conduct a User Interview and Document Insights
8. Create User Personas Based on Research
9. Build an Empathy Map for a Selected User Persona
10. Develop a Customer Journey Map
11. Perform a Card Sorting Exercise
12. Create a Site Map and Define Navigation for a Website

Module 3: Visual & Interaction Design Principles

13. Design a Color Palette Based on Product Emotions
14. Choose and Apply Typography for Web and Mobile
15. Create a UI Component Library (Buttons, Inputs, Cards)

16. Design a Homepage Using Visual Hierarchy Principles
 17. Add Microinteractions (Hover, Click, Tap)
 18. Apply Gamification Techniques to a User Flow
- Module 4: Wireframing & Prototyping
19. Create Low-Fidelity Wireframes (Paper/Digital)
 20. Convert Low-Fidelity Wireframes into High-Fidelity Screens
 21. Design a Multi-Screen App Flow (3–5 Screens)
 22. Build an Interactive Prototype with Transitions
 23. Perform Developer Handoff and Export Design Specs
- Module 5: Usability Testing & Accessibility
24. Conduct a Heuristic Evaluation of a Peer Project
 25. Perform A/B Testing on Two Versions of a Design
 26. Conduct a Web Accessibility Audit (WCAG Guidelines)
 27. Redesign a Screen for Accessibility (Visually Impaired Users)
 28. Create Responsive Layouts for Mobile, Tablet, and Desktop
- Module 6: UI/UX Trends & Emerging Technologies
29. Design a Dark Mode Version of an Existing App
 30. Create a Conceptual Mockup for Voice UI or AR-based UI

COURSE TITLE		Cloud API & Services			CREDITS	4
COURSE CODE		MCA304	COURSE CATEGORY	ME5.1	L P T	2-4-0
Version	1.0	Approval Details				
ASSESSMENT SCHEME						
First Periodical Assessment	Second Periodical Assessment	Seminar/ Assignments/ Project		Surprise Test / Quiz	Attendance	ESE
10%	10%	10%		10%	10%	50%
Course Description	Students will learn cloud security best practices, including encryption, IAM, and threat mitigation. The course emphasizes hands-on learning through real-world case studies and practical implementations.					
Course Objective	1. Understand the fundamentals, architecture, and significance of Cloud APIs in cloud computing. 2. Identify different cloud service models and APIs provided by cloud platforms. 3. Analyze security, compliance, and governance factors in cloud APIs. 4. Utilize cloud APIs for integrating storage, networking, and compute services. 5. Create cloud-based applications and automation workflows using APIs and DevOps tools.					
Course Outcome	CO1: Understand cloud API fundamentals, architecture, and benefits. CO2: Identify cloud service models, API types, and cloud providers. CO3: Analyze security, compliance, and governance factors in cloud APIs. CO4: Utilize cloud APIs for integrating storage, networking, and compute services. CO5: Create cloud-based applications using APIs, DevOps, and automation techniques.					
Prerequisites: Basic knowledge of Cloud Computing						
Module Name				No of lectures	Weightage	CO-PO mapping
MODULE 1: Introduction to Cloud APIs						
1.1 Overview of Cloud Computing and APIs 1.2 Role and Importance of APIs in Cloud Services 1.3 RESTful vs. SOAP APIs in Cloud Computing 1.4 API Authentication & Authorization (OAuth, API Keys, JWT) 1.5 Cloud API Development & Challenges				10	15%	CO-1
MODULE 2: Cloud Service Models and API Types						
2.1 Infrastructure as a Service (IaaS) APIs: AWS EC2, Google Compute Engine, Azure Virtual Machines 2.2 Platform as a Service (PaaS) APIs: AWS Lambda, Google App Engine, Azure Functions 2.3 Software as a Service (SaaS) APIs and Integration Techniques 2.4 API Management: Gateways, Rate Limiting, and Versioning 2.5 Cloud API Performance Optimization & Monitoring				10	15%	CO-1 & CO-2

MODULE 3: Cloud Storage and Database APIs			
3.1 Cloud Storage APIs: AWS S3, Google Cloud Storage, Azure Blob Storage 3.2 Database APIs: AWS DynamoDB, Google Firestore, Azure Cosmos DB 3.3 Data Streaming and Messaging APIs: Kafka, AWS Kinesis, Google Pub/Sub 3.4 Cloud Backup, Disaster Recovery, and Migration APIs 3.5 Use Cases and Best Practices in Cloud Storage & Database APIs Hands on practical based on this unit.	10	20%	CO-2
MODULE 4: Security and Governance in Cloud APIs			
4.1 Security Challenges in Cloud APIs (Data Leakage, DDoS Attacks) 4.2 API Security Measures: Encryption, Authentication, and Firewalls 4.3 Compliance and Legal Considerations (GDPR, HIPAA, ISO 27001) 4.4 Identity & Access Management (IAM) APIs for Secure Authentication 4.5 API Monitoring, Logging, and Risk Management Hands on practical based on this unit.	10	20%	CO-3
MODULE 5: Cloud Networking and Compute APIs			
5.1 Networking APIs: AWS VPC, Azure Virtual Network, Google Cloud VPC 5.2 Compute APIs: AWS EC2, Azure Compute, Google Compute Engine 5.3 Load Balancing & Auto-Scaling APIs 5.4 DNS Management, Traffic Routing, and API Orchestration 5.5 API-Driven Infrastructure and Cloud Automation	10	15%	CO-4
MODULE 6 : Cloud API Development, Automation, and Future Trends			
6.1 API Development Lifecycle for Cloud Services 6.2 Automating Cloud Operations with APIs (Terraform, CloudFormation) 6.3 DevOps Integration and CI/CD Pipelines using Cloud APIs 6.4 Multi-Cloud and Hybrid Cloud API Strategies 6.5 Future Trends in Cloud API Management and AI-Driven Automation Hands on practical based on this unit.	10	15%	CO-5
TEXT BOOKS			
1.	1. "Designing Web APIs: Building APIs That Developers Love" – Brenda Jin, Saurabh Sahni, Amir Shevat 2. "Cloud Computing: Concepts, Technology & Architecture" – Thomas Erl, Zaigham Mahmood, Ricardo Puttini		
REFERENCE BOOKS			
1.	1. "API Design Patterns" – JJ Geewax 2. "Cloud Computing: Theory and Practice" – Dan C. Marinescu		
E BOOKS			
1.	"REST API Design Handbook" – Mark Masse		

2.	"Google Cloud APIs: The Complete Guide" – Google Cloud Documentation
MOOC	
1.	"Developing APIs with Google Cloud's Apigee API Platform" – Coursera (Offered by Google Cloud)
2.	"Introduction to Cloud Computing" by IBM on Coursera (coursera.org/learn/introduction-to-cloud)

List of Practicals based on

Unit No.3

1. AWS S3 - File Upload, Download, and Management
2. Google Cloud Storage - Upload and Manage Objects
3. Azure Blob Storage - Upload, List, and Delete Files
4. AWS DynamoDB - Create Table and Perform CRUD Operations
5. AWS Backup - Automate Backups

Unit No.4

- 1: Secure API Integration with IAM and Encryption (Addressing Security Challenges in Cloud APIs)
2. Compliance and API Monitoring (GDPR, HIPAA, ISO 27001)

Unit No.6

- 1: Building a Simple RESTful API with Cloud Services
- 2: Automating Infrastructure Deployment with Terraform
- 3: Setting Up a CI/CD Pipeline with AWS CodePipeline

COURSE TITLE		Tableau			CREDITS	4
COURSE CODE		MCA305	COURSE CATEGORY	ME 5.3	L-P-T	2-2-0
Version	1.0	Approval Details		07-2024	LEARNING LEVEL	
ASSESSMENT SCHEME						
First Periodical Assessment		Second Periodical Assessment	Seminar/ Assignments/Project	Surprise Test / Quiz	Attendance	ESE
10%		10%	10%	10%	10%	50%
Course Description		This course provides an in-depth introduction to Tableau , a leading data visualization tool used for business intelligence and data analytics. The course covers data connections, visualization techniques, dashboard creation, and advanced analytics , helping students develop skills to analyze and present data effectively. By the end of the course, students will be able to build interactive dashboards and reports to support decision-making processes.				
Course Objective		<ul style="list-style-type: none">Understand the fundamentals of Tableau and its role in data visualization.Connect to various data sources and perform data preparation using Tableau.Create and customize visualizations using different chart types.Design interactive dashboards and stories for data analysis.Utilize advanced Tableau features such as calculated fields, parameters, and LOD expressions.Implement data-driven decision-making using Tableau.				
Course Outcome		CO1: Understand Tableau’s interface, data visualization principles, and data preparation techniques. CO2: Connect Tableau with various data sources and perform data transformation operations. CO3: Build interactive and customized data visualizations for effective analysis. CO4: Design and optimize dashboards with advanced interactivity features. CO5: Apply advanced analytical techniques and performance optimization strategies. CO6: Analyze case studies and implement industry best practices in Tableau.				
Prerequisites: Basic knowledge of Data Analytics & Visualization, understanding of SQL and Databases, and familiarity with Spreadsheets (Excel/Google Sheets).						

MODULE: Topic	Sessions	Weightage (%)	CO Mapping
MODULE 1: Introduction to Tableau			
1.1 Introduction to Data Visualization, 1.2 Importance of Tableau in Business Intelligence, 1.3 Tableau Interface and Components, 1.4 Data Types and Field Operations	3	10%	CO-1
Hands on practice on topics learned in this module as listed below:			
MODULE 2: Data Connection and Preparation			
Topic: 2.1 Connecting to Different Data Sources (Excel, SQL, Cloud, etc.), 2.2 Data Extraction and Live Connection, 2.3 Data Cleaning, Filtering, and Sorting, 2.4 Merging and Joining Data	5	15%	CO-2
Hands on practice on topics learned in this module as listed below:			
MODULE 3: Building Data Visualizations			

Topic: 3.1 Creating Basic Charts (Bar, Line, Pie, Scatter), 3.2 Creating Maps and Geospatial Visualizations, 3.3 Using Filters and Parameters in Charts, 3.4 Customizing Charts (Colors, Labels, Tooltips)		6	20%	CO-3
Hands on practice on topics learned in this module as listed below:				
MODULE 4: Interactive Dashboards and Storytelling				
Topic: 4.1 Creating Dashboards in Tableau, 4.2 Adding Filters, Actions, and Navigation, 4.3 Designing for Performance and Usability, 4.4 Creating a Story in Tableau		8	25%	CO-4
Hands on practice on topics learned in this module as listed below:				
MODULE 5: Advanced Tableau Features				
Topic: 5.1 Creating Calculated Fields and Using Table Calculations, 5.2 Using LOD (Level of Detail) Expressions, 5.3 Implementing Forecasting and Trend Analysis, 5.4 Performance Optimization in Tableau		6	20%	CO-5
Hands on practice on topics learned in this module as listed below:				
MODULE 6: Case Studies and Industry Applications				
Topic: 6.1 Real-world Applications of Tableau, 6.2 Case Studies from Finance, Healthcare, and Retail, 6.3 Best Practices in Data Visualization		2	10%	CO-6
Hands on practice on topics learned in this module as listed below:				
TEXT BOOKS				
1.	Joshua N. Milligan, "Learning Tableau 2022," Packt Publishing.			
2.	Daniel G. Murray, "Tableau Your Data!: Fast and Easy Visual Analysis with Tableau Software," Wiley.			
REFERENCE BOOKS				
1.	Fundamentals of Data Visualization: https://serialmentor.com/dataviz/			
2.	Tableau Public - Learning Resources: https://public.tableau.com/en-us/s/resources			
MOOC				
1.	Tableau for Beginners - Coursera: https://www.coursera.org/learn/data-visualization-tableau			
2.	Data Visualization with Tableau - Udemy: https://www.udemy.com/course/tableau-for-beginners/			
3.	Tableau Training - EdX: https://www.edx.org/course/data-visualization-with-tableau			

Hands on Practical Questions:	
MODULE 1: Introduction to Tableau	
1. Open Tableau and explore the interface. Identify and label key components: Data pane, Sheet, Columns/Rows shelves, and Marks card. 2. Load a sample Excel file and classify the fields into dimensions and measures. Change the data type of fields where required. 3. Create a table showing Sales by Region. Use formatting to bold headers and apply color to high-performing regions. 4. Use the “Show Me” feature to visualize Profit by Sub-Category using different chart types and discuss when each is appropriate. 5. Create a visualization comparing sales and quantity using dual-axis and synchronize axes.	

6. Perform a basic field operation: Create a calculated field to show "Profit Ratio = Profit/Sales" and display it in a chart.
MODULE 2: Data Connection and Preparation
<ol style="list-style-type: none"> 1. Connect Tableau to a live MySQL database and load the sales data. Switch the connection to Extract mode and compare performance. 2. Connect Excel and CSV datasets and join them on the common field "Product ID." Display joined fields in a table. 3. Clean imported data by renaming fields, removing null values, and changing data types appropriately. 4. Apply filters to show only the top 10 profitable products in the last quarter. 5. Create a sorted view of categories based on descending order of sales. Use manual sorting and field-based sorting. 6. Use Data Interpreter to clean a raw Excel sheet and describe the before/after structure.
MODULE 3: Building Data Visualizations
<ol style="list-style-type: none"> 1. Create a bar chart showing total sales by category. Add data labels and color by profit. 2. Build a line chart to show the sales trend over the last 12 months. Use continuous date fields. 3. Use the sample Superstore dataset to create a pie chart showing market share by region. 4. Design a map showing sales by state in India. Use filled map visualization and add tooltips. 5. Add interactive filter controls to show data by Region and Sub-Category. 6. Create a parameter to switch between Sales and Profit in a bar chart and update title dynamically using calculated fields.
MODULE 4: Interactive Dashboards and Storytelling
<ol style="list-style-type: none"> 1. Create a dashboard combining three different sheets (Sales by Region, Profit by Category, and Top 10 Customers). 2. Add a filter to control all sheets in the dashboard simultaneously using a global filter. 3. Implement dashboard actions: Create a filter action where clicking a region updates customer data below. 4. Use a parameter action to allow the user to switch views between bar and pie chart in the dashboard. 5. Optimize dashboard performance by removing unused fields and using extracts. 6. Create a story using at least three sheets to present an analysis of product performance across different years.
MODULE 5: Advanced Tableau Features
<ol style="list-style-type: none"> 1. Create a calculated field to show Discount Category: "Low," "Medium," "High" based on discount % thresholds. 2. Use a table calculation to compute Running Total of Sales by Month. 3. Implement a FIXED LOD expression to show average profit per customer regardless of filter applied. 4. Build a forecast for next 6 months' sales using built-in forecasting. Customize confidence intervals. 5. Create a trend line and explain the correlation between Discount and Profit visually. 6. Optimize performance by creating an extract and using aggregated data for large datasets
MODULE 6: Case Studies and Industry Applications
<ol style="list-style-type: none"> 1. Create a sales analysis dashboard for a retail company showing sales trends, profit heatmaps, and region-wise performance. 2. Design a financial KPI dashboard showing Revenue, Expenses, and Net Profit using bullet graphs and gauges. 3. Create a healthcare data dashboard that highlights patient counts by department and monthly admission trends. 4. Analyze a real-world dataset (e.g., stock data or COVID-19 cases) and build an insightful visualization.

5. Redesign a cluttered chart using best practices (color theory, grid alignment, interactivity).
6. Evaluate an existing public Tableau dashboard (from Tableau Public) and suggest improvements based on data storytelling principles.

COURSE TITLE		CYBER SECURTY & ETHICAL HACKING			CREDITS	4
COURSE CODE		MCA305	COURSE CATEGORY	ME6.1	L-T-P	2-2-0
Version	1.0	Approval Details	07-2024			

ASSESSMENT SCHEME					
First Periodical Assessment	Second Periodical Assessment	Seminar/ Assignments/ Project	Surprise Test/ Quiz	Attendance	ESE
10%	10%	10%	10%	10%	50%
Course Description	This course provides an in-depth exploration of cyber security principles, threats, and defenses in the modern digital landscape. Students will examine foundational concepts such as the CIA Triad, cyber threats, and vulnerabilities, along with the implications of cyber crimes and digital forensics. The course covers the challenges and solutions for securing mobile and wireless devices, as well as addressing organizational security concerns. Additionally, students will be introduced to ethical hacking practices and security testing to identify and address vulnerabilities. By the end of the course, students will be equipped with the knowledge to assess and mitigate cyber security risks in diverse environments.				
Course Objective	<ul style="list-style-type: none"> • To Understand the core principles of cyber security. • To Evaluate legal and forensic dimensions in cyber security. • To Identify and mitigate security risks in mobile and wireless environments. • To Assess and address organizational cyber security threats. • To Apply ethical hacking techniques for security testing. 				
Course Outcome	<p>After the end of course student will be able to</p> <p>CO1. Understand Cyber Security Fundamentals CO2. Analyze Legal and Forensic Aspects in Cyber Security CO3. Assess Security Risks in Mobile and Wireless Devices CO4. Examine Organizational Cyber Security Issues CO5. Apply Ethical Hacking and Security Testing Techniques</p>				
MODULE			No of lectures	Weightage	CO Mapped
MODULE 1: Introduction to Cyber Security					
1.1 Basic Cyber Security Concepts,1.2 layers of security, Vulnerability, threat, Harmful acts, 1.3 Internet Governance – Challenges and Constraints, Computer Criminals, CIA Triad, 1.4 Assets and Threat, motive of attackers, active attacks, passive attacks, Software attacks, hardware attacks, 1.5 Cyber Threats-Cyber Warfare, Cyber Crime, Cyber terrorism, Cyber Espionage, etc., Comprehensive Cyber Security Policy.			4	12%	CO1

MODULE 2: Cyberspace and the Law & Cyber Forensics			
2.1 Introduction, Cyber Security Regulations, Roles of International Law. 2.2 The INDIAN Cyberspace, National Cyber Security Policy. 2.3 Introduction, Historical background of Cyber forensics, Digital Forensics Science, The Need for Computer Forensics, 2.4 Cyber Forensics and Digital evidence, Forensics Analysis of Email, 2.5 Digital Forensics Lifecycle, Forensics Investigation, Challenges in Computer Forensics	5	18%	CO2
MODULE 3: Cybercrime: Mobile and Wireless Devices			
3.1 Introduction, Proliferation of Mobile and Wireless Devices, Trends in Mobility, 3.2 Credit card Frauds in Mobile and Wireless Computing Era, 3.3 Security Challenges Posed by Mobile Devices, 3.4 Registry Settings for Mobile Devices, Authentication service Security, 3.5 Attacks on Mobile/Cell Phones, Organizational security Policies and Measures in Mobile Computing Era, Laptops.	5	18%	CO3
MODULE 4 Cyber Security: Organizational Implications:			
4.1 Introduction, cost of cybercrimes and IPR issues, web threats for organizations, 4.2 security and privacy implications, 4.3 social media marketing: security risks and perils for organizations, 4.4 social computing and the associated challenges for organizations	4	12%	CO4
MODULE 5: Ethical Hacking Foundations			
5.1 An Introduction to Ethical Hacking : Security Fundamental, Security testing, Hacker and Cracker,5.2 Test Plans-keeping It Legal, Ethical and Legality 5.3 The Technical Foundations of Hacking: The Attacker’s Process, The Ethical Hacker’s Process, Security and the Stack	6	20%	CO1,CO5
MODULE 6: Footprinting and Scanning			
6.1 Information Gathering, Determining the Network Range, 6.2 Identifying Active Machines, 6.3 Finding Open Ports and Access Points, 6.4 OS Fingerprinting Services,6.5 Mapping the Network Attack Surface	6	20%	CO5
TEXT BOOKS			
1	Nina Godbole and SunitBelpure, Cyber Security Understanding Cyber Crimes,Computer Forensics and Legal Perspectives,Wiley		
2	B.B.Gupta,D.P.Agrawal,HaoxiangWang,ComputerandCyberSecurity:Principle s, Algorithm, Applications, and Perspectives, CRC Press, ISBN 9780815371335,2018.		
3	Hacking the Hacker, Roger Grimes, Wiley		
4	Learn Ethical Hacking from Scratch: Your stepping stone to penetration testing Zaid Sabih by Packt Publishing Ltd.		
	Learning Nessus for Penetration TestingBy Himanshu Kumar, PACKT publication		
REFERENCE BOOKS			
1	Cyber Security Essentials, James Graham, Richard Howard and Ryan Otson, CRCPress.		
2	Introduction to Cyber Security, Chwan-Hwa(john) Wu,J. David Irwin, CRC Press T&FGroup.		

3	Ethical Hacking and Penetration Testing Guide <u>Rafay Baloch</u> by CRC Press
E BOOKS	
1	"The Basics of Cyber Safety: Computer and Mobile Device Safety Made Easy" by John Sammons
2	"Cybersecurity and Cyberwar: What Everyone Needs to Know" by P.W. Singer and Allan Friedman
3	"Hacking: The Art of Exploitation" by Jon Erickson
MOOC	
1	https://nptel.ac.in/courses/106/105/106105217/
2	https://www.edx.org/learn/cybersecurity/rochester-institute-of-technology-cybersecurity-fundamentals
3	https://www.udemy.com/course/the-complete-internet-security-privacy-course-volume-1/?srsltid=AfmBOoqProuYCdjxqX_KBWXg6mmaTlhnwNuUo00_PCeB2YZwSyjEeyOE&couponCode=ST10MT30325G2

Hands on Practice Assignments	
MODULE 1:	
<ol style="list-style-type: none"> 1. Write simple Python scripts for tasks like string manipulation, reading from and writing to files, basic network communication. 2. Implement basic encryption and decryption algorithms in Python Caesar cipher, AES, DES 	
MODULE 2:	
<ol style="list-style-type: none"> 1. Write a program in python to generate and verify hashes (MD5, SHA-256) for files and messages. 2. Build a simple Python Client-Server application, understanding socketS 3. Write a python script to capture and analyze network packets(using libraries like Scapy or PySpark 	
MODULE 3:	
<ol style="list-style-type: none"> 1. Create a web scraper in Python to gather data from websites(using BeautifulSoup, Selenium) 2. Perform a Simple penetration testing task using Python (Eg: port scanning, vulnerability scanning with tools like Nmap in Python. 	
MODULE 4:	
<ol style="list-style-type: none"> 1. Use python to interact with security-related APIs (eg. VirusTotal, Shodan) 	

2. Write python scripts for basic static malware analysis (file signature analysis, string extraction).

MODULE 5:

1. Use Google and Whois for Reconnaissance.
2. Use Nmap scanner to perform port scanning of various forms
–ACK, SYN, FIN, NULL, XMAS.

MODULE 6:

1. Use WireShark sniffer to capture network traffic and analyze.
2. Create a simple keylogger using python
3. Use Metasploit to exploit

COURSE TITLE		E commerce & Digital Marketing			CREDITS	4
COURSE CODE		MCA 306	COURSE CATEGORY	M E	L-P-T	2-2-0
Version	1.0	Approval Details		07/2024	LEARNING LEVEL	
ASSESSMENT SCHEME						
First Periodical Assessment	Second Periodical Assessment	Seminar/ Assignments/ Project		Surprise Test / Quiz	Attendance	ESE
10%	10%	10%		10 %	10%	50%
Course Description	This course provides an in-depth understanding of e-commerce fundamentals, digital marketing strategies, and the role of emerging technologies in online business. Students will explore various business models, payment systems, SEO, social media marketing, and analytics to enhance digital presence and business growth.					
Course Objective	<p>The objectives of this course are to:</p> <ul style="list-style-type: none">• Provide a foundational understanding of e-commerce concepts, platforms, and business models.• Introduce digital marketing techniques, including SEO, SEM, and content marketing.• Explore social media marketing strategies and paid advertising campaigns.• Discuss the significance of analytics, customer engagement, and conversion optimization.• Understand cybersecurity measures, legal aspects, and ethical considerations in e-commerce.					
Course Outcome	<p>CO1 Explain fundamental concepts of e-commerce and digital marketing.</p> <p>CO2 Analyze different e-commerce business models and online payment systems.</p> <p>CO3 Apply digital marketing techniques such as SEO, SEM, and social media strategies.</p> <p>CO4 Utilize analytics tools for performance tracking and conversion rate optimization.</p> <p>CO5 Understand legal, security, and ethical concerns in e-commerce.</p>					
Prerequisites: Basic knowledge of the internet, web technologies, fundamental business concepts, and familiarity with social media and online platforms.						
MODULE 1: Introduction to E-Commerce						
Topic: 1.1 Definition, Evolution, and Benefits, 1.2 Difference Between Traditional & Digital Commerce, 1.3 E-Commerce Platforms (Shopify, WooCommerce, Magento), 1.4 Components of E-Commerce, 1.5 Current Trends in E-Commerce				5	15%	CO-1 & CO-2
MODULE 2: E-Commerce Business Models & Payment Systems						
Topic: 2.1 B2B, B2C, C2C, C2B Models, 2.2 Dropshipping & Direct-to-Consumer Models, 2.3 Online Payment Gateways (PayPal, Stripe, Razorpay), 2.4 Mobile Wallets & Cryptocurrencies, 2.5 Security Concerns in Online Transactions				5	15%	CO-2
MODULE 3: Fundamentals of Digital Marketing						

Topic: 3.1 Overview of Digital Marketing & Trends, 3.2 Search Engine Optimization (SEO) – On-page & Off-page, 3.3 Search Engine Marketing (SEM) – Google Ads, PPC, 3.4 Email Marketing & Automation, 3.5 Influencer Marketing		6	20%	CO-3
MODULE 4: Social Media & Content Marketing				
Topic: 4.1 Social Media Strategies (Facebook, Instagram, LinkedIn), 4.2 Video Marketing (YouTube, TikTok, Reels), 4.3 Blogging & Content Strategy, 4.4 Affiliate Marketing & Sponsored Content, 4.5 Case Studies of Successful Digital Marketing Campaigns		6	20%	CO-3
MODULE 5: Analytics & Conversion Optimization				
Topic: 5.1 Website Traffic Analysis (Google Analytics), 5.2 Conversion Funnel & User Behavior, 5.3 A/B Testing & Landing Page Optimization, 5.4 Customer Retargeting & Lead Nurturing		4	15%	CO-4
MODULE 6: Legal, Security & Ethical Aspects				
Topic: 6.1 Data Privacy & GDPR Compliance, 6.2 Cybersecurity Threats in E-Commerce, 6.3 Ethical Issues in Digital Marketing, 6.4 Consumer Rights & Online Fraud Prevention, 6.5 Role of AI & Machine Learning in Security		4	15%	CO-5
TEXT BOOKS				
1.	E-Commerce: Business, Technology, Society – Kenneth C. Laudon & Carol Traver			
2.	Digital Marketing for Dummies – Ryan Deiss & Russ Henneberry			
REFERENCE BOOKS				
1.	Marketing 4.0: Moving from Traditional to Digital – Philip Kotler			
2.	The Art of SEO – Eric Enge, Stephan Spencer, & Jessie Stricchiola			
3.	Google Analytics Demystified – Joel Davis			
E BOOKS				
1.	E-Commerce Concepts & Technologies – https://www.researchgate.net			
2	The Beginner’s Guide to SEO – https://moz.com/beginners-guide-to-seo			
3	The Digital Marketing Playbook – https://openlibrary.org			
MOOC				
1.	Google Digital Garage - Fundamentals of Digital Marketing (Free Certification) – https://learndigital.withgoogle.com			
2.	Coursera – E-Commerce & Digital Marketing Specialization – https://www.coursera.org			

COURSE TITLE		Recent Technologies (Prompt Engineering, RPA & Generative AI)			CREDITS	4
COURSE CODE		MCA305	COURSE CATEGORY	MC6.3	L-P-T	2-4-0
Version	1.0	Approval Details		07-2024		
ASSESSMENT SCHEME						
First Periodical Assessment		Second Periodical Assessment	Seminar/ Assignments/ Project	Surprise Test / Quiz	Attendance	ESE
10%		10%	10%	10%	10%	50%
Course Description		This course introduces students to cutting-edge technologies such as Prompt Engineering, Robotic Process Automation (RPA), and Generative AI. The curriculum covers theoretical concepts and practical applications to equip students with skills for modern AI-driven automation. The course also emphasizes ethical considerations and industry use cases to provide a comprehensive understanding of these emerging technologies.				
Course Objective		By the end of this course, students will be able to: 1. Understand the fundamentals of Prompt Engineering, RPA, and Generative AI. 2. Develop and optimize AI-generated prompts for automation and content generation. 3. Implement RPA solutions for workflow automation. 4. Utilize Generative AI for creative and business applications. 5. Evaluate ethical considerations and industry applications of these technologies.				
Course Outcome		CO1 Understand Prompt Engineering, RPA, and Generative AI concepts. CO2 Apply Prompt Engineering techniques for AI interactions. CO3 Develop basic RPA workflows and automation solutions. CO4 Implement Generative AI models for content creation and problem-solving. CO5 Analyze ethical concerns and real-world applications of these technologies.				
Prerequisites: Basic programming, AI fundamentals, automation basics, data handling, problem-solving, cloud & web technologies (optional).						
MODULE: Topic				Sessions	Weightage (%)	CO Mapping
MODULE 1: Introduction to Recent Technologies						
1.1 Overview of AI, RPA, and Generative AI, 1.2 Evolution of automation and AI-driven solutions, 1.3 Importance and scope of emerging technologies				3	10%	CO-1
Hands on practice on topics learned in this module as listed below:						
MODULE 2: Fundamentals of Prompt Engineering						

2.1 Concept and importance of Prompt Engineering, 2.2 Types of prompts and their effectiveness, 2.3 Optimizing prompts for different AI models (e.g., GPT, LLMs), 2.4 Hands-on exercises on AI prompt tuning Hands on practice on topics learned in this module as listed below:	6	20%	CO-1 & CO-2
MODULE 3: Robotic Process Automation (RPA)			
3.1 Introduction to RPA and its significance, 3.2 Tools and platforms for RPA (UiPath, Blue Prism, Automation Anywhere), 3.3 Creating simple RPA bots, 3.4 Case studies on industry applications Hands on practice on topics learned in this module as listed below:	6	20%	CO-1 & CO-3
MODULE 4: Introduction to Generative AI			
4.1 Basics of Generative AI and its evolution, 4.2 Working of GANs, Transformers, and LLMs, 4.3 Applications in text, image, and code generation, 4.4 Hands-on experiment using OpenAI, Midjourney, or other models Hands on practice on topics learned in this module as listed below:	6	20%	CO-1 & CO-4
MODULE 5: Applications and Case Studies			
5.1 Real-world applications in business and creative industries, 5.2 Generative AI in marketing, design, and automation, 5.3 RPA use cases in banking, healthcare, and logistics, 5.4 Industry-specific prompt engineering examples Hands on practice on topics learned in this module as listed below:	6	20%	CO-2 to CO-5
MODULE 6: Ethical Considerations & Future Trends			
6.1 Ethical concerns in AI and automation, 6.2 Bias, fairness, and security challenges, 6.3 Future trends in AI, RPA, and automation technologies, 6.4 Responsible AI development and governance Hands on practice on topics learned in this module as listed below:	3	10%	CO-5
TEXT BOOKS			
1.	"Hands-On Machine Learning with Scikit-Learn, Keras, and TensorFlow" – Aurélien Géron		
2.	"Artificial Intelligence: A Guide for Thinking Humans" – Melanie Mitchel		
3.	"Introduction to Robotic Process Automation" – Alok Mani Tripathi		
REFERENCE BOOKS			
1.	"Generative Deep Learning" – David Foster		
2.	"Robotic Process Automation: Guide to Building Software Robots" – Tom Taulli		
3.	"The Age of AI: And Our Human Future" – Henry Kissinger, Eric Schmidt		
E BOOKS			
1.	"Artificial Intelligence: Foundations of Computational Agents" – David Poole, Alan Mackworth https://artint.info/2e/html/ArtInt2e.html		

2	"Deep Learning with Python" – François Chollet https://github.com/fchollet/deep-learning-with-python-notebooks
3.	"AI & Machine Learning for Coders" – Laurence Moroney https://github.com/lmoroney/mlday
MOOC	
1.	Coursera - Prompt Engineering for ChatGPT https://www.coursera.org/learn/prompt-engineering
2.	Udacity - Introduction to Generative AI https://www.udacity.com/course/introduction-to-generative-ai--ud304

Hands on Practical Questions:

MODULE 1: Fundamentals of Prompt Engineering

1. **Compare AI, RPA, and Generative AI** using a mind-mapping or diagram tool (e.g., Lucidchart, Miro). Create a digital map showing their differences, similarities, and overlapping use cases.
2. **Research and prepare a timeline** of automation evolution from rule-based systems to modern AI and RPA. Present this using a visual infographic.
3. **Explore any AI-based tool** (e.g., ChatGPT, Google Bard) and summarize how it can solve real-world problems in education, marketing, or healthcare.
4. **Interview an AI tool** (like ChatGPT) to list current trends in AI and automation. Ask at least 5 relevant prompts and analyze its responses.
5. **Create a short video or screencast** summarizing the importance and scope of emerging technologies, highlighting one practical example from each.
6. **Build a simple web page or poster** using Canva or HTML summarizing what you learned about AI, RPA, and Generative AI with industry use case snippets.

MODULE 2: Fundamentals of Prompt Engineering

1. **Experiment with prompt formats** (declarative, interrogative, instructive) in ChatGPT. Evaluate which format generates the most accurate answer for a given task (e.g., recipe creation, explanation of a topic).
2. **Design prompts** for 3 different tasks: a creative story, a business email, and a Python code snippet. Evaluate how well the output meets expectations.
3. **Tune a single prompt iteratively** (change tone, add constraints) and compare results. Document changes and resulting outputs in a table.
4. **Create prompts optimized for a customer service bot** and a creative writing assistant. Highlight the differences in style and detail.
5. **Use a prompt to summarize a news article** and another to write a poem on the same topic. Reflect on how prompt framing affects AI output.
6. **Compare responses from different AI models** (e.g., GPT-3.5 vs Claude or Gemini, if available) using the same prompt. Analyze their response styles.

MODULE 3: Robotic Process Automation (RPA)

1. **Design a simple RPA workflow** using UiPath or Power Automate that automatically downloads an email attachment and saves it to a folder.
2. **Create a bot to automate a repetitive task**, such as extracting data from an Excel sheet and sending it via email.
3. **Simulate an attendance marking bot** that records student names and time stamps in a spreadsheet.
4. **Use UiPath/Blue Prism/Automation Anywhere trial version** to build a bot that fills out an online form based on input from an Excel file.
5. **Explore RPA in real industries:** Pick one domain (e.g., banking) and create a flowchart showing how RPA is used to streamline operations.

6. **Record and document the steps** to create a basic task automation using any open-source RPA tool. Submit a step-by-step guide or video.

MODULE 4: Introduction to Generative AI

1. **Generate an image using Midjourney or DALL·E** based on a creative prompt. Write the prompt and reflect on the quality of the output.
2. **Generate a short poem, blog post, and code snippet** using ChatGPT. Compare how each content type is handled differently by the model.
3. **Use OpenAI or similar tool to translate text** between English and Hindi, then generate a poem in Hindi. Reflect on linguistic fluency and style.
4. **Compare a GAN-based image output** and a transformer-based text output. Identify the role of the underlying model in content generation.
5. **Use ChatGPT to simulate a coding tutor** – give it a prompt to explain recursion with JavaScript examples. Evaluate its teaching ability.
6. **Create a comic strip idea using AI tools**: generate the story using GPT and visuals using Midjourney. Assemble in Canva or PowerPoint.

Module 5: Applications and Case Studies

1. **Design a use case of Generative AI in Marketing**: Create social media content (text + image) using AI tools for a fictional brand.
2. **Choose a creative field** (e.g., design, video editing, writing) and showcase how AI tools can enhance productivity. Provide before/after results.
3. **Simulate a business scenario** where RPA is used to automate invoice processing. Explain steps and tools used.
4. **Develop a prompt for a fashion design assistant AI** and show how the AI generates a seasonal design concept.
5. **Identify an industry problem** (e.g., customer query response delays). Use prompt engineering to simulate a chatbot solution with examples.
6. **Document 3 real-life AI/RPA applications** from recent news or case studies and present their impact on business operations.

Module 6: Ethical Considerations & Future Trends

1. **Analyze a biased AI response** using ChatGPT. Try a few prompts and note any unintended stereotypes or biases. Suggest how to mitigate them.
2. **Simulate an ethical dilemma** using AI – ask ChatGPT to solve a real-world conflict and analyze the fairness of its solution.
3. **Compare privacy policies** of AI platforms (OpenAI, Bard, etc.). Highlight how they handle user data and potential risks.
4. **Design a responsible AI charter** for your classroom/lab use. Mention rules on data privacy, fairness, and ethical prompts.
5. **Create a poster or visual report** on AI risks and mitigation – focus on security, hallucinations, misuse, and privacy breaches.
6. **Predict AI's role in future jobs**: Use ChatGPT to simulate 3 career profiles of 2035 and write a blog post or video script on them.

COURSE TITLE		Research Project			CREDITS	6
COURSE CODE		MCA303	COURSE CATEGORY	RP	L- P- T	0-12-0
Version	1.0	Approval Details	07-2024			
ASSESSMENT SCHEME						
First Periodical Review	Second Periodical Review	Third Periodical Review	Research Paper Publication Review	Final Research Report	ESE	
10%	20%	20%	20%	30%	-	

Prerequisites:

Understanding of Research Methodology, Writing and drafting reports in MS-WORD/
LaTeX

Course Objectives:

- To Gain a comprehensive understanding of research, its process, and different types.
- To develop the ability to identify and define research problems effectively.
- To Explore various research strategies and apply appropriate methodologies to solve Research problems.

Course Outcomes:

On completion of the course, learners should be able to

CO#	Cognitive Domain	Course Outcomes
CO1	Understand	Demonstrate a clear understanding of research concepts, processes, and methodologies, including literature review and research proposal development.
CO2	Analyze	Compare and contrast quantitative and qualitative research approaches, identify a research interest area, and apply suitable research design.
CO3	Apply	Develop strong academic writing and presentation skills for effectively communicating research findings

Guidelines :

- The research project duration should be a minimum of 3 to 4 months.
- The project can be undertaken individually or in groups (maximum 3 students) based on the scope and complexity of the research.
- The group should have maximum 3 students depending on level or size of the research project.
- The project should be working research which falls under one or more of the following research categories: Fundamental, Applied, Exploratory, Descriptive, Qualitative, Quantitative, Empirical, Theoretical, Survey-based, or Design & Creation.
- Data collection can be primary and/or secondary, with sources including Kaggle,

GitHub, Google Dataset Search, IEEE DataPort, and government data repositories. Data should be latest and updated, preferably post-2020.

- Students/groups must present or publish their research in reputed journals or conferences indexed in Scopus, Web of Science, Google Scholar, or other recognized platforms, such as National/International Conferences, Proceedings, Double-Blind Reviewed Journals, ISSN/ISBN-numbered publications, etc.
- The literature survey must include references from at least 25 research publications from reputed sources. The total references cited should exceed 50.
- For final evaluation, students/groups must submit a detailed research report similar to a thesis, including:
 - Introduction to the Proposal
 - Theoretical Background
 - Literature Survey
 - Proposed Work
 - Results & Analysis
 - Discussion & Comparison with Previous Work
 - References
- The submitted research project documentation/report should follow the UGC/AICTE rules and regulations about the plagiarism.
- The plagiarism check should follow UGC/AICTE guidelines, and should be conducted using platforms like Turnitin, Drillbit, or similar software. The plagiarism limit is $\leq 10\%$ for text-based research and $\leq 15\%$ for coding-based research.
- The research project report format should follow these guidelines:
 - **Font:** Times New Roman
 - **Font Size:** 12 pt (body text), **14 pt (titles & headings)**
 - **Spacing:** 1.5 line spacing
 - **Justified text alignment**
 - **Figure/Table names** should be in *Italics*
- References & Citations must follow APA style.
- Institute will organize research conferences on a rotational basis to accommodate student presentations and discussions.

Evaluation Parameters :

- | | |
|---|-------|
| • Originality of Proposed Work | – 10% |
| • literature survey | – 10% |
| • Proposed Work | – 10% |
| • Results Obtained | – 10% |
| • Detailed Report | – 30% |
| • Work Presented/Published By Student/Group Of Students | – 20% |
| • Final Presentation. | – 10% |

Important Links:

For plagiarism check - https://www.turnitin.com/login_page.asp?lang=en_us
<https://www.drillbitplagiarism.com/>

Tools :

For coding - SPSS, R, Python, MATLAB, SAS

For report writing - LaTeX, MS-Word

For Citation Management - Zotero/Mendeley

Coding - Jupyter Notebook or similar IDEs

Reference Books :

1. **Research Methodology: A Handbook of Methods and Techniques** by S. R. K. Sharma (2011), Sage Publications India.
2. **Research Methodology in Social Sciences** by K. R. Sharma (2013), Ramesh Book Depot.
3. **Statistical Methods for Research** by S. P. Gupta (2017), Sultan Chand & Sons.
4. **Research Methodology: An Introduction** by R. P. Srivastava (2012), Kitab Mahal.
5. **Fundamentals of Research Methodology in Social Sciences** by K. L. Sharma (2015), Atlantic Publishers.
6. **Practical Research: Planning and Design** by P. D. Leedy & J. E. Ormrod (2019), Pearson Education.
7. **The SAGE Handbook of Qualitative Research** by N. K. Denzin & Y. S. Lincoln (2017), SAGE Publications.
8. **Research Methods in Education** by L. Cohen, L. Manion, & K. Morrison (2018), Routledge.
9. **Methods in Social Research** by W. J. Goode & P. K. Hatt (1952), McGraw-Hill.
10. **Action Research: A Guide for the Teacher Researcher** by G. E. Mills (2017), Pearson Education.

Date:

CERTIFICATE

This is to certify that Mr/Ms., has successfully / Partially completely his research project work entitled “.....” in partial fulfilment of MCA – II SEM –III MCA306RP Research Project for the year 2025-2026. He/She has worked under our guidance and direction.

<Project Guide Name>

Project Guide

<Director Name>

Director,

Date:

Place

A

RESEARCH PROJECT REPORT

ON

TITLE OF RESEARCH PROJECT

IN PARTIAL FULFILLMENT OF

MASTER OF COMPUTER APPLICATION

BY

NAME OF STUDENT

MCA –II SEM – III

(2024-2025)

UNDER THE

GUIDANCE OF

FAUCLTY NAME

SUBMITTED TO

SAVITRIBAI PHULE PUNE UNIVERSITY

<NAME OF THE COLLEGE>

Cover Page
Completion certificate of Institute
Presenters Certificate
Publishers Certificate
Self-declaration
Originality Report/Plagiarism Report
Acknowledgement

INDEX

Chapter	Details	Page Number
I.	i. List of Acronyms ii. List of Figures iii. List of Tables	
1	Introduction 1.1 introduction 1.2 Statement of the Problem 1.3 Objectives of the research 1.4. Hypothesis of the study 1.4. Significance of the study	
2	Review of Literature	
3	Research Methodology/ Research Design	
4	Proposed Work	
5	Results and Discussion	
6	Findings and Suggestions	
7	Future scope	
8	Limitations of the study	
9	References and Bibliography (APA style)	
10.	Annexure	

COURSE TITLE		INDUSTRIAL INTERNSHIP / ON JOB TRAINING			CREDITS	12
COURSE CODE		MCA404	COURSE CATEGORY	OJT	L-P-T	0-24-0
Version	1.0	Approval Details	07-2024			

ASSESSMENT SCHEME					
Review 1	Review 2	Review 3	Final review	Attendance	ESE
10%	10%	10%	10%	15%	45%

The project is an outcome of technical skills and domain knowledge acquired by the students during the program. Students demonstrate problem solving skills, analytical ability, logical thinking, communication skills and team work during the course of the project. The project can be implementation of a research work published in any reputed journal.

The project work shall be based on the knowledge acquired by the student during the course and has to be done compulsorily as industrial internship. The project aims to provide an opportunity of designing and building complete system or subsystems based on area where the student likes to acquire specialized skills.

Project work is to be carried out either individually or in a group. Each group or individual will be assigned a guide. At the end of the term the student should submit at least two copies of the project report in a prescribed format. Examination will be carried out by a pair of examiners for each group with one internal and one external examiner appointed.

Evaluation Details:

- Individual student, one project per student, must carry out major project.
 - Student must submit a Detailed Project Report (60 to 80 Pages) in a format as specified by the department.
 - Internal guides will evaluate the performance (Continuous Internal Evaluation) for 250 Marks.
 - The Report will be evaluated for 450 marks by both internal and external evaluators.
 - Internal and external examiners will evaluate final viva-voce for 200 marks which includes demonstration and presentation of project work jointly. The project may be done individually or in groups. However, if project is done in groups, each student must be given a responsibility for distinct modules.
1. Selected project/module must have relevant scope as per the marks assigned and can be carried out in the Institute or outside with prior permission of the Institute.
 2. Internal guide should monitor and evaluate the progress of the project on individual basis through handwritten workbook maintained by students containing various project milestones with learnings and remarks from internal guide for concurrent evaluation.
 3. The Semester IV project should be having sufficient scope for 400 marks. The project work will

carry 300 marks for internal assessment and 250 marks for external assessment.

4. Students are expected to show working demo of the project during final evaluation in semester IV.
5. The project report should be prepared as per the University prescribed format with all the chapters mentioned in project guidelines. And it should be printed on back-to-back pages (one copy) which should be signed by the internal guide and the Director of the Institute. A client (colleges, Non IT organization, and IT organization) certificate should be attached to prove the authenticity of the project work done.
6. The project will be assessed internally as well as externally by the examiners appointed by the institutions and University.

Type of Projects

1. Application Development

The students are advised to choose a project that involves window-based development, web-based development, mobile-based development, projects based on machine learning. Analysis and interpretation of any company specific data is not permitted.

2. Embedded Systems / IoT

A project should be developed and implemented for application specific system after thorough investigation of the latest development in the field of electronics or communication to facilitate their efficient operation. The Real Time Operating System (RTOS) or open source platform can be used to develop embedded applications such as Robotics, Microcontroller / Microprocessor based projects etc. An IOT project can be used to design products for reliability and security using simple electronics concepts and integrating with a cloud platform to get the data real-time and make some operational analysis. It has to use efficient algorithms for strong authentication and security protocols and disable non-essential services.

Few examples of IoT applications

Smart home, Health care applications, Smart waste management, Activity Tracker etc.

3. ETL Projects

Extract, transform, load (ETL) is the process of integrating the data from one or more sources. It is expected from the student that he should demonstrate the entire ETL process with reference to any domain like finance, banking, insurance, retail etc.

Data extraction consists of extracting the data from homogeneous or heterogeneous sources and transforming it into a proper format using data cleansing. The data can be finally loaded into a final target database such as operational data base, a data mart or data warehouse. This data can be further used for the purpose of querying and analyzing.

4. Research Projects

The research project will be able to demonstrate the skills of working scientifically, and through the project the students will be able to understand how to do a literature review, and how to appraise the literature to address questions. To explore an area of interest (develop some expertise and a deeper

understanding of a topic). Understand the tools to critically and thoughtfully appraise problems which are faced every day; to learn communicate scientific research in verbal presentations and written form. As an example, the students can identify any problem, by observation or through survey to understand the problem in depth and propose the solution by applying the research methodology.

Project Guidelines:

1. Application Development Project

Chapter No		Details
1		Introduction
	1.1	Company Profile / Institute Profile / Client Profile
	1.2	Abstract
	1.3	Existing System and Need for System
	1.4	Scope of System
	1.5	Operating Environment - Hardware and Software
	1.6	Brief Description of Technology Used 1.6.1 Operating systems used (Windows or Unix) 1.6.2 RDBMS/No Sql used to build database (mysql/ oracle, Teradata, etc.)
2		Proposed System
	2.1	Study of Similar Systems (If required research paper can be included)
	2.2	Feasibility Study
	2.3	Objectives of Proposed System
	2.4	Users of System
3		Analysis and Design
	3.1	System Requirements (Functional and Non-Functional requirements)
	3.2	Entity Relationship Diagram (ERD)
	3.3	Table Structure
	3.4	Use Case Diagrams
	3.5	Class Diagram
	3.6	Activity Diagram
	3.7	Deployment Diagram
	3.8	Module Hierarchy Diagram
	3.9	Sample Input and Output Screens (Screens must have valid data. All reports must have at-least 5 valid records.)
4		Coding
	4.1	Algorithms
	4.2	Code snippets
5		Testing
	5.1	Test Strategy

	5.2	Unit Test Plan
	5.3	Acceptance Test Plan
	5.4	Test Case / Test Script
	5.5	Defect report / Test Log
6		Limitations of Proposed System
7		Proposed Enhancements
8		Conclusion

9		Bibliography
10		Publication / Competition certificates
11		Appendix – Cost sheet , Data sheet
12		User Manual (All screens with proper description/purpose Details about validations related to data to be entered.)

2. Embedded Systems / IoT Project

Chapter No		Details
1		Introduction
	1.1	Company Profile / Institute Profile / Client Profile
	1.2	Abstract
	1.3	Existing System and Need for System
	1.4	Scope of System
	1.5	Operating Environment - Hardware and Software
	1.6	Brief Description of Technology Used 1.6.1 Operating systems used (Windows or Unix) 1.6.2 Database (if applicable)
2		Proposed System
	2.1	Study of Similar Systems (If required research paper can be included)
	2.2	Feasibility Study
	2.3	Objectives of Proposed System
	2.4	Users of System
3		Analysis and Design
	3.1	Technical requirements – H/W , S/W
	3.2	System Architecture / Block Diagram
	3.3	System Hardware Details
	3.4	Pin Diagrams
	3.5	Interface diagrams
	3.6	Design Sequence
	3.7	System Software Details
	3.8	Process / System Flow chart
4		Coding
	4.1	Algorithms
	4.2	Code snippets (if applicable)
5		Testing
	5.1	Results & reports
	5.2	Test cases
	5.3	Acceptance Testing
	5.4	Test reports in IEEE format
6		Limitations of Proposed System

7		Proposed Enhancements
		Conclusion
9		Bibliography
10		Publication / Competition certificates
11		Appendix – Cost sheet , Data sheet
12		User Manual (All screens with proper description/purpose Details about validations related to data to be entered.)

3. ETL Projects

Chapter No		Details
1		Introduction
	1.1	Company Profile / Institute Profile / Client Profile
	1.2	Existing System functionality (Source System for which the ANALYTICS is being developed)
	1.3	Business process understanding and specifications 1.3.1 Business Requirement Specifications: 1.3.1.1 The o/p from BR Analysis are BRS Business Requirement Specifications (Business specific Rules to be mentioned here from analysis point of view) 1.3.1.2 Identify the dimensions, required attributes, measures, filter conditions, adjustments for KPIs going to be used in the Target system and its availability in the Source System. If any gaps suggest remediation of gaps 1.3.2 Business Rules Collection 1.3.3 Identify the Key Performance Indicator (specified by client) 1.3.4 Establish the User Acceptance Criteria
	1.4	Scope of the project
	1.5	Operating Environment - Hardware & Software, Description of Tools / Technology to be used in the Target system 1.5.1.1 Operating systems used (Windows or Unix) 1.5.1.2 RDBMS/NoSql used to build database (mysql/ oracle, Teradata, etc.) 1.5.1.3 ETL tools used (Talend/Informatica, Datastage etc) 1.5.1.4 OLAP/ Data mining/ machine learning/ analytics tools used (Python/ Cognos, BO, etc.) 1.5.1.5 Data visualization tools (power BI / Tableau)
2		Proposed System
	2.1	Creating multiple ETL strategies - Specifying metadata details, identifying heterogeneous architectures, processes for I/O only for ETL, scrapping , identifying the volatilities in the channels ,

		designing strategies in the context of the business and existing ERP
	2.2	Comparing them in the context of selected business system (as per the business requirements)
	2.3	Suggesting optimum solution (process)
3		Analysis and Design
	3.1	Use Case Diagram
	3.2	Activity diagram to demonstrate Process flow (execution of ETL process)
	3.3	Design of Target system (Elaborate the tiers of DW architecture in the Target System)
	3.4	Database schema / Table specifications of Target system
	3.5	Details of Source & Targets of mapping in the database
	3.6	Details of Load (Full/Incremental etc.)
	3.7	Design of ETL schema/strategy
4	4.1	Design of strategy for Visualization 4.1.1 Visualizations in support of comparison of performance of various ETL strategies 4.1.2 Data visualization using different techniques (if any)
5		Drawbacks and Limitations Proposed Enhancements
6		Conclusion

4. Research Projects

Research projects especially are designed to gain knowledge about some specified area and the deliverable is that knowledge gained, usually encapsulated in some form of report.

Students are expected to contribute something new to academic or practical knowledge in their research area—something original that is more than the accepted knowledge.

Completing a Research Project as part of your coursework is an opportunity to:

- learn to read and interpret other people's research critically by doing your own. This gives you an insight into the effects of practical difficulties and theoretical debates on published research
- develop and apply the knowledge that you have learnt in 4 semesters of your curriculum.
- submit a paper for peer-reviewed publication. (If successful, this will give a boost to your c.v.)
If you wish to enroll in a research degree such as PhD, a research project as part of your coursework will assist the committee evaluating your application in assessing whether you are ready to do independent research.

Research Index

1. Title page

2. Acknowledgements

You should acknowledge the assistance given to you by your supervisors, and any other person or organization that has helped you in the planning, conduct, analysis or reporting of your project.

3. Abstract

This is a synopsis of your study question, aims and objectives, background literature, methods, results, key conclusions and recommendations. This should be 250–300 words long and should be very clear and easy to follow.

4. Introduction

In this section of your report you introduce the subject, provide the background to the topic or problem, outline the study question (or problem or study hypothesis), and outline the aims and objectives of your study.

5. Literature review

This is a review of the literature on the topic or problem you are studying. It should include a review of any other studies or projects similar or relevant to yours, and perhaps a review of the literature on the method you have chosen if your project tests a new method of research or analysis.

6. Methods

This section includes the methodology of your research. It will cover such issues as: In case of Computer Management Research :

- Study design
- Study population, sampling frame and numbers, sampling method
- survey design
- survey or data collection instruments
- protocol for obtaining data
- ethical issues and how they are addressed
- information letters, consent forms
- data management and analysis methods
- statistical analysis and tests
- In case of Computer Science Research:
- Study design
- System Architecture
- Implementation
 - Experimental Implementation
 - Simulation
- Data management and analysis methods
- Analysis and testing

7. Results

In this section you present the results of your research. Tables, figures and graphs are an excellent means of presenting this sort of information. All tables, figures and graphs, should be numbered consecutively throughout the whole report, and labelled with a clear and concise descriptive title.

8. Discussion

In this section you interpret your results and discuss their implications, with reference to other published research. Any limitations in your research methodology should also be referred to here. Examiners expect you to acknowledge these limitations as an integral part of your evaluation of your project.

9. Conclusion

This section summarizes the key results and the conclusions that you can draw from these results. It also needs to reflect what your initial project aims and objectives were.

10. Recommendations

It is good research practice to make recommendations or to suggest directions for further research or actions as a result of your project findings.

11. References

This is a list of all the references and sources you used in your literature review, methodology and discussion. This includes books, journal articles, abstracts, conference and symposium papers, media articles, and any form of published literature or comment.

12. Appendices

This section may contain copies of any questionnaires if any or evaluation instruments used covering letters, participant information and ethics approvals, or additional explanations.