COMPUTER / COMPUTER SCIENCE ENGINEERING
(UG DEGREE STANDARD)

SUBJECT CODE: 303

UNIT - I: C PROGRAMMING AND OOP

Functions and Pointers in C: Storage classes – Recursion – Preprocessor directives – Arrays – Strings – Arrays, pointers and strings. Pointers to functions – Dynamics Memory Allocation – Structures – Unions – Enumeration Types – Bit fields – Files – Object Oriented Programming: Classes and methods – Constructors and Destructors – Class and Object – Scope – Overloading – Arrays – Type Casting – Pointer. Java API Packages – Inheritance – Sub Classes – Implications of Inheritance – Exception Handling – Assertions – Garbage Collection – String Class – Inheritance – Multiple Inheritance – Polymorphism – Abstract Classes and Methods – Overloading and Overriding – Pure Polymorphism – Operator instance of and Down Casting – Final Methods and Classes – Clone class – Multithreading – Files and Streams – Formatted Output – Object Concurrency – Serialization – Generic Collections – Generic Classes and Methods – Applets – Frameworks.

UNIT – II: DATA STRUCTURES AND DESIGN AND ANALYSIS OF ALGORITHMS

Arrays - Lists – Singly and Doubly linked lists – Stacks – Queues – Insert, Delete and Search operations – Trees – Binary Trees – Binary Search Trees – Representation, Insert, Delete, Traversal – AVL Trees, Heaps – Priority Queues – Graphs – Representation, Traversals – Hashing Algorithms – Growth of Functions – Asymptotic Notation, O, Ω, θ – Solving Recurrence Equations – Algorithms Strategies – Divide and Conquer – Quicksort, Merge Sort, Binary Search – Dynamic Programming – Warshall and Floyd's algorithms – Greedy Strategy – Minimum Spanning Tree – Shortest Path Algorithm – String Matching algorithms – Naïve, Knuth Morris Pratt – NP Problems – NP Complete – NP Hard – Reducibility – Vertex Cover, Hamiltonian Cycle – Travelling Salesperson Problem – Approximation algorithms.

UNIT – III: DIGITAL LOGIC, COMPUTER ORGANIZATION AND COMPUTER ARCHITECTURE

Boolean Algebra and Logic Gates – Combinational Logic – Sequential logic – Functional Units of a Digital Computer – Instruction Set Architecture – RISC and CISC Architectures – Data path and Control – Hazards – Structural, Data and Control Hazards – Dynamic Scheduling – Speculation – ILP and Thread Level Parallelism – Arithmetic – Addition and Subtraction – Binary Multiplication – Binary Division – Floating Point Numbers – Cache Memories – Virtual Memory – Associative memories – Accessing I/O devices – Interrupts - Direct Memory Access – Interface Circuits.

UNIT – IV: OPERATING SYSTEMS AND SYSTEM SOFTWARE INTERNALS

Evolution of OS-Virtual Machines – multiprocessor and multi core. Process states – description, control-execution of OS-Security issues. Threads - Types of threads, multi core and multithreading. Uni and multiprocessor scheduling, real time scheduling. Mutual exclusion, semaphores, monitors, massage passing, reader-writer problem. Deadlock prevention, avoidance, detection, integrated deadlock strategy, dining philosopher's problem. Address binding, logical versus physical address space, dynamic loading and linking, shared libraries, overlays, swapping, contiguous memory allocation, paging, segmentation-Demand paging, process creation, page replacement, frame allocation, thrashing-I/O devices, Organization of I/O function, I/O buffering, disk scheduling. File Management. Access and organization, file directories and sharing, secondary storage management. Linux Systems. One and Two Pass Assemblers – One and Two Pass Loaders, Linkers – One pass Macroprocessors and Emulators – Virtual Machines – Object Oriented VMs – Java VM Architecture – Profiling – Migration – Grids.

UNIT – V: DATABASE MANAGEMENT SYSTEMS

Database Applications – Data Models – Database Architecture – Key issues and Challenges in Database Systems – ER Models – ER to Relational Mapping – Object Relational Mapping – Relational Model - Constraints – Keys – Dependencies – Relational Algebra – Normalization – First, Second, Third & Fourth Normal Forms –

BCNF – Join Dependencies – SQL – Embedded & Dynamic SQL – Data Constraints – Database Security – Transaction Systems – ACID Properties – System & Media Recovery – Concurrency – Lacking Protocols – Log Based Recovery – Two Phase Commit Protocol - Recovery – Deadlocks & Managing Deadlocks – Indexing & Hashing Techniques – Query Processing & Optimization – Sorting & Joins – Database Tuning – Data Mining and Warehousing.

UNIT – VI: SOFTWARE ENGINEERING

Software life-cycle and process models; Process assessment models; Project management activates. Requirements elicitation and analysis; Functional and non-functional requirements; User and system requirements, Requirement validation and specification. Design principles; System Models-Context, Behavioural, Data and object models, Architectural design-system structuring, Control models; Structured and object-oriented design; User interface design; Verification and validation planning; Test plan creation and test case generation; Black-box and White-box testing techniques; Unit, integration, validation and system testing; Object-oriented testing; Software inspections. Software maintenance; Reengineering; Legacy systems; Software reuse. Roles and responsibilities in a software team, Project Planning and Scheduling; Software measurement and estimation; Risk analysis and management; Quality management; Configuration management. Quality assurance and Process Improvement; ISO 9000, CMMI, TQM and Six Sigma; programming environments; Project management tools; Requirements analysis and design tools; Testing tools; Configuration management tools; CASE tools.

UNIT - VII: COMPUTER NETWORKS AND SECURITY

ISO/OSI Model – HTTP – FTP – Telnet – Email – DNS – Application Performance. User Datagram Protocol (UDP) – Reliable Data Transfer – Transmission control Protocol (TCP) - Flow Control – Congestion Control. Internet Protocol – IPV4 Packet Format – IP Addressing – Subnetting – Classless Inter Domain Routing (CIDR) – BOOTP/DHCP-ICMP – Routing Principles – Distance Vector Routing (RIP) – Link State Routing (OSPF) – Path Vector Routing (BGP). Framing – Addressing – Error Detection/ Correction – Multiple Access Protocols – Address Resolution Protocol

(ARP) – Ethernet Basics – CSMA/CD – Frame Format – Switching – Types (datagram, virtual) – Wireless LAN (802.11). Encryption Techniques – DES – Modes of operation – Triple DES – AES – RSA - Attacks. Diffie – Hellman key exchange – Elliptic curve cryptography key exchange – Message Authentication codes – Hash functions – Digital Signatures. Kerberors – X.509 – PGP, S/MIME-IP Security – Web Security – SSL, TLS, SET – System security.

UNIT – VIII: EMBEDDED SYSTEMS

Embedded System design process, Embedded processors – ARM Processor – Architecture, ARM and Thumb Instruction sets – Embedded C Programming – Looping Structures – Register Allocation – Function calls – Pointer aliasing – Structure arrangement – bit fields – unaligned data and endianness – inline functions and inline assembly – portability issues. Profiling and cycle counting – instruction scheduling – Register allocation – Conditional execution – looping constructs – bit manipulation – optimized primitives. Multiple tasks and processes – Context switching – Scheduling policies – Interprocess communication mechanisms – Exception and interrupt handling – Performance issues. Meeting real time constraints – Multi-state systems and function sequences – Embedded software development tools – Emulators and debuggers – Design methodologies.

UNIT – IX: CLOUD COMPUTING AND VIRTUALIZATION

Cloud Components, Infrastructure, Architecture, Applications, Benefits, Limitations, Cloud Deployment Models, Cloud Technologies. Infrastructure as a Service (IaaS) – Storage as a Service – Compute as a Service – Platform as a Service (PaaS) – Software as a Service (SaaS) : CRM as a Service, Social Computing Services, Document Services. Taxonomy, Server Virtualization, Desktop Virtualization, Network Virtualization, Storage Virtualization, Hypervisor. Hardware and Infrastructure – Server, Clients, Network, Services. Accessing the Cloud-Web Applications, Web API, Web Browsers. Scalable data storage techniques. Map reduce Framework – Hadoop, HDFS. Cloud Security: Requirements, Security Threats, Cloud Security Mechanisms. Scalability, Availability, Migration, Security, Network Congestion, Leasing and Billing, on-demand allocation problems.

UNIT – X: WEB TECHNOLOGY AND MOBILE COMPUTING

Internet and WWW Protocols, Client side Programming: HTML, CSS, JavaScript, XML, DTD, Schema, XSLT, server side Programming: Python, PHP, Web Servers: configuration, security, Core Java: I/O, AWT, Network Programming, RMI, JDBC, Applets, Swing, Advanced Java: JSP, Servlets, Beans, MVC. Web Frameworks: sessions, user management, legacy databases and applications, Web Application development. Web Services : SOAP, UDDI, WSDL. Pervasive Computing – Architecture and Applications – Smart devices and operating systems, secure services – Mobile Applications: Mobile Ecosystem – Medium Access and Telecommunications: Frequencies – Signals – Antennas – Signal propagation – Media Access Control – Protocols, Localization and calling, Handove – GPRS. Wireless Networks: Infrastructure and ad hoc networks – WLAN, IEEE 802.11 standards protocols. Piconet – Bluetooth – architecture and services. Mobile IP – DHCP – Routing in Mobile ad hoc networks.