

MULTIMEDIA & COMPUTER GRAPHICS

L T P
4 0 4

Curri. Ref. No.: CSE503

Total Contact Hrs.:45 Total Marks: 100

Theory: 100

Theory: 60

End Exam :70

Practical: 60

P.A.: 30

Prerequisite: CSE404, CSE407

Practical: 50

Credit: 6

End Exam.:25

P.A. :25

COURSE CONTENTS:

Theory:

Total Periods : 45

Periods : 3 P/W

UNIT	TOPIC/SUB-TOPIC	Total hrs.
1	Introduction to Computer Graphics	5
	1.1 Introduction	
	1.2 Image Processing and Picture analysis	
	1.3 Conceptual frame work for interactive graphics	
	1.4 Classification	
2	Hardware	4
	2.1 Various display devices	
	2.2 Video controller	
	2.3 Random - scan display processor	
	2.4 Image scanners	
	2.5 Interaction hardware	
3	Raster Graphics Techniques	8
	3.1 Interaction handling	
	3.2 Raster graphics features	
	3.3 Line drawing algorithms	
	3.4 Circle drawing algorithms	
	3.5 Scan conversion	

3.6	Polygon filling	
3.7	Pattern filling	
3.8	Halftoning	
3.9	Clipping techniques	
4	Geometric Transformation and Viewing	3
4.1	2D and 3D transformation	
4.2	Representation and composition	
4.3	3D viewing	
5	User Interfacing	5
5.1	Interaction handling models	
5.2	Window management	
5.3	Input/Output handling	
5.4	Tool kits	
6	Curves & Surfaces and Solid Modeling	7
6.1	Polygon meshes	
6.2	Parametric cubic curves	
6.3	Quadric surfaces, Bezier and B-spline curves	
6.4	Representing solids : sweep representation, boundary representation	
6.5	Spatial partitioning	
7	Visibility	5
7.1	Hidden line and Hidden surfaces	
7.2	Floating horizon algorithm	
7.3	Roberts algorithm, Z-buffer	
7.4	List priority algorithms	
8	Rendering	4
8.1	Illumination models	
8.2	Shadows	
8.3	Shading	
8.4	Transparency	
9	PROJECT REPORT	10
9.1	Introduction and Background of Animation	
9.2	Use of Animation	

- 9.3 Types of Animation – Cel Animation, Path Animation 2D & 3D Animation
- 9.4 Role of Computers in Animation
- 9.5 Key Frames and Tweening
- 9.6 Movement Creation – Coordinate system, transformations
- 9.7 Principles of Animations – squash and stretch, anticipations, staging, follow-through and overlapping, slow-in, slow-out, arcs, timing
- 9.8 Animation techniques – onion skinning, motion cycling, masking, flipbook animation sound addition.
- 9.9 3D – Animation – modelling, camera and centre of interest (COI), movements of Camera and special effects

10 Compression 5

- 10.1 Need for Compression
- 10.2 Types of Compression – Lossy and Lossless, intra and inter frame
- 10.3 CODEC
- 10.4 JPEG image coding standard

11 Application of Multimedia 4

- 11.1 Multimedia Application Development
- 11.2 Computer Games
- 11.3 Virtual Reality

TOTAL: 60

PRACTICAL

Total Periods : 60
 Periods : 4P/W

1. Sound Forge

Sound recording and editing through sound forge XP

- 1.1 The main screen
- 1.2 The data window
- 1.3 Opening an existing file - playing a sound file
- 1.4 Playing a section of a file
- 1.5 Copying data to a new file
- 1.6 Saving a file
- 1.7 Simple editing

- 1.8 Advanced editing
- 1.9 Editing sound formats
- 1.10 Applying sound processing functions
 - 1.11 Recording sound using sound forge.

2 Adobe Premiere

- 2.1 Creating desktop video with Adobe Premiere
- 2.2 Creating on Adobe Premiere movie
- 2.3 Starting a new project importing clips, assembling the clipping construction window, previewing the movie, changing duration of a cell, creating a transition, adding other clips and transitions.
- 2.4 Applying filters to a clip
- 2.5 Changing the time unit in the construction window
- 2.6 Using preview command to preview the transition and filter effects
- 2.7 Adding sound to movie
- 2.8 Connecting and capturing source video through broadband cord
 - 2.9 Editing and compressing the video

3 Adobe Photoshop

- 3.1 Scanning image
- 3.2 Creating new images
- 3.3 Changing foreground and background colours
- 3.4 Creating and using paths
- 3.5 Editing and retouching
- 3.6 Duplicating images
- 3.7 Layers - linking with layers
- 3.8 Grouping a images
- 3.9 Rubber stamp and pattern stamp tool
- 3.10 Painting - paintbrush tool, air-brush tool, pencil tool, eraser tool, gradient tools
 - 3.11 Photoshop filters

4 Authorware Attain

- 4.1 Introduction - system requirements, installing, general features
- 4.2 Knowledge objects - introduction to knowledge objects, choosing a knowledge object, adding a knowledge object file, authorware knowledge objects

- 4.3 Authoring basics - icon based authoring what each icon does the toolbar, working with icons on the flow line, authoring - step by step, distribution requirements, packaging an AW piece, packaging an AW piece for the web.
- 4.4 Creating interactions - components of an interaction, How an interaction works, tracing the flow through an interaction, setting up an interaction step by step.
- 4.5 Directing the flow - Decision structure, frameworks, navigation structures -step by step
- 4.6 Transitions, Positioning and motion - using transition for special effects, positioning objects using the motion icon, making objects move step by step.

5 Director

- 5.1 Introduction - system requirement, installing director
- 5.2 Basic - Overview, work area, adding interactivity with lingo, using the score, using markers, selecting and editing frames in the scores using xtras
- 5.3 Sprites - creating, selecting and layering sprites positioning, splitting and joining sprites
- 5.3 Working with cast members and casts - using the cast window, creating cast members
- 5.4 Behaviours - attaching behaviour, creating and modifying behaviour
- 5.5 Colour, Tempo and transitions - animation, navigation and user interaction, movies in a window, sound, video and synchronization, distributing movies.

6 Tool book Instructor

- 6.1 Introduction - system requirement, installing instructor.
- 6.2 Understanding Instructor concepts - planning the project, building an application, using open script.
- 6.3 Exploring the Instructor interface - about the Instructor, Visual interface using tools in Instructor.
- 6.4 Using the book specialist - working with books and pages, working with Toolbook II catalogues, working with objects, setting object properties, adding buttons, working with text & hot words, working with list boxes and combo boxes, adding graphics, using multimedia, hiding, showing and animating objects, creating a quiz using question objects.

TEXT /REFERENCE BOOKS:

1. Multimedia Communication – by Keno et al – PH
2. Principles of Multimedia – by Ranjan Parekh, Mc Grew Hill.
3. Fundamentals of Computer Graphics & Multimedia – by Mukherjee – PHI
4. Multimedia – An Introduction – by John Villamil& Louis Molina – Prentice Hall
5. Multimedia – Production Planning & Delivery – by John Villamil& Louis Molina – Prentice Hall
6. Multimedia – Sound & Video – by Jose Lozano – Prentice Hall
7. Multimedia Graphics – by John Villamil&Leony Fernandez, Elias – Prentice Hall
8. Manuals for Sound Forge, Adobe Premiere, Adobe Photoshop, Authorware Attain, Director, Toolbook Instructor

DATABASE MANAGEMENT SYSTEM

L T P
3 0 4

Curri. Ref. No.: CSE410

Total Contact Hrs.:105 Total Marks: 150

Theory: 45

Practical: 60

Prerequisite: CSE404, CSE406,
CSE409

Credit: 5

Theory: 100

End Exam :70

P.A.: 30

Practical: 50

End Exam.:25

P.A. :25

COURSE CONTENTS:

Theory:

Total Periods : 45

Periods : 3 P/W

UNIT	TOPIC/SUB-TOPIC	TOTAL HRS.
1.0	Introduction to Database Management System	5
	1.1 Database System environment	
	1.2 File oriented Approach	
	1.3 Database Approach	
	1.4 Users of DBMS	
	1.5 Intended use of DBMS	
	1.6 Benefit of using database approach	
	1.7 Concepts of Client Server Architecture and distributed system	
2.0	Database System Concept and Application	5
	2.1 Date Models, Schemes and instances	
	2.2 DBMS architecture and Independence	
	2.3 Database Languages and Interfaces	
	2.4 The database system environment	
	2.5 Classification of DBMS	

3.0	E-R diagram	2
	3.1 Defining relations, Entity Set	
	3.2 E-R Model concept with examples	
4.0	SQL	12
	4.1 Data definition in SQL	
	4.2 Queries in SQL	
	4.3 Create, Update, Insert statements in SQL	
	4.4 Views in SQL	
	4.5 Specifying additional constraints as assertions	
	4.6 Specifying indexes	
5.0	Functional Dependencies and Normalization for Relational Database	4
	5.1 Functional dependencies	
	5.2 Normal forms based on primary keys	
	5.3 General definitions of second and third normal forms	
	5.4 BoyeCodd normal form	
6.0	Transaction Processing Concepts	3
	6.1 Introduction to transaction processing	
	6.2 Transaction and System concept	
	6.3 Desirable properties of transactions	
	6.4 Schedules and recover ability	
7.0	Concurrency Control Techniques	3
	7.1 Basic Concepts; Concepts of Locks : live lock, dead lock; Serializability	
8.0	Security and Integrity	5
	8.1 Security and integrity violation	
	8.2 Authorization	
	8.3 Authorization and Views	
	8.4 Granting of Privileges	
	8.5 Security specification in SQL	
	8.6 Encryption	

9.0 Distributed Databases	6
Principles of distributed database; data fragmentations, transparency, integrity, allocation of fragments, translation of global query to fragment query; concurrency control – elementary ideas	---

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	45

Practical

Total Period : 60
 Period : 4 P/W

1. Oracle

- 1.1 Introduction to Oracle
- 1.2 Datatypes and attributes constraints, primary key, unique, foreign key, check, not null

2. Introduction to Structured Query Language (SQL)

- 2.1 Data definition language (DDL) - Create, alter, drop table
- 2.2 Data manipulation language (DML) - Select, insert, update, delete
- 2.3 Data control language - Grant, revoke
- 2.4 Creating and deleting views, index

3. Introduction to PL/SQL

- 3.1 Block structure, variable and types, looping constructs, expression and operators, functions
- 3.2 Cursors variable, cursor fetch, loops
- 3.3 Procedure, functions, triggers
- 3.4 Error handling and exceptions 3.5 Composite datatypes

4. Developer 2000/IDS

- 4.1 Oracle forms - Form modules, blocks, items, windows, canvas views, triggers, master detail forms, menu, alert, LOV
- 4.2 Oracle reports – report generation with parameters

5. Visual Basic

- 5.1 Windows programming. Creation of forms, menus, etc
- 5.2 Basic Programming Constructs of Visual Basic-Array handling Common controls of Visual Basic-Creation of Label control, command button, textbox, checkbox, option button, frame, list box, combo box, scroll bars, timer, shape, line.
- 5.3 File System Control - Dirlist box, dDrivelist box, filelist box, and synchronization of above controls Common Dialog Controls, Connectivity with Databases (with RDBMS like Oracle), Ideas on implementing ODBC Object Orientation in Visual Basic, Creation of Active X Control using Visual Basic.

6. DBA function :

- 5.1 Installation of Oracle & D2K
- 5.2 Creation of a database
- 5.3 Routine maintenance of database
- 5.4 Backup & Recovery of database
- 5.5 Concept of inet.ora

TEXT / REFERENCE BOOKS:

1. Fundamentals of Database System - by Elmasri and Navathe - Addison-Wesley
2. An Introduction to Database Systems – by C.J. Date – Addison-Wesley
3. Principles of Database Systems – by John E. Hopcroft & Jeffrey D. Ullman – Galgotia Pub.
4. Developing personal oracle7 applications – by David Lockman – Sams Pub.
5. Oracle8 DBA handbook – by Kevin Loney – TMH

SOFTWARE ENGINEERING

L T P
3 0 0

Curri. Ref. No.: CSE408

Total Contact Hrs.: Total Marks: 150

Theory: 45

Practical: 0

Prerequisite: CSE402

Credit: 3

Theory: 100

End Term Exam :70

P.A.: 30

Practical: 0

End Term Exam:0

P.A.:0

COURSE CONTENTS:

Theory

Total Period : 45

Period : 3 P/W

UNIT	TOPIC/SUB-TOPIC	TOTAL HRS.
1.0	Introduction to Software Engineering	4
	1.1 The evolving role of software	
	1.2 Software crisis-problems and causes	
	1.3 Software engineering paradigms	
	1.4 Classic life cycle	
	1.5 Prototyping	
	1.6 Spiral Model	
	1.7 Generic view of software engineering	
2.0	Software Requirement Analysis	6
	2.1 Requirement analysis fundamentals	
	2.2 Structured analysis : Basic notation and its extension, object oriented analysis and data modeling, process modeling	
3.0	Software Design	5
	3.1 Evolution of software design	
	3.2 Design fundamentals: Abstraction, refinement, modularity, software architecture	
	3.3 Flow oriented design and object-oriented design	

4.0	Quality Assurance	4
	4.1 Software quality factor	
	4.2 Software quality Assurance (SQA)	
	4.3 SQA activities	
	4.4 Software reliability, errors and faults	
	4.5 Software reliability models	
5.0	Verification and Validation	3
	5.1 Software testing strategies & techniques	
	5.2 Elementary ideas of black box & white box testing	
6.0	Software Evaluation	2
7.0	Software Documentation	3
8.0	Software Project Management	15
	8.1 Basic concepts of software project management process objectives, scope, estimation, COCOMO model	
	8.2 Project planning	
	8.3 Project scheduling, Gantt chart, pert chart	
	8.4 Managing people, project staffing, group working, working environment	
	8.5 Project monitoring, milestone, methods of project monitoring	
	8.6 Risk analysis, tracking and control, version management	
9.0	Case Tools :	3
	Rational University Seed Programme (Rational Rose)	---
		45

REFERENCE BOOKS

1. Software Engineering Beginners Approach – by Pressman – TMH
2. Software Engineering – by Pankaj Jalote – Narosa Pub. House
3. Fundamentals of Software Engg- Carlo Ghezzi, Mehdi Jazayeri, & Dino Mandrioli – PHI.
4. Software Engineering – by Sommerville – Addison-Wesley

BUSINESS DATA PROCESSING

L T P
3 0 4

Curri. Ref. No.: CSE505

Total Contact Hrs.: Total Marks: 100

Theory: 45

Practical: 0

Prerequisite: CSE404

Credit: 4

Theory:

End Term Exam :70

P.A.: 30

Practical: 50

End Term Exam:25

P.A.:25

COURSE CONTENTS:

Theory

Total Period : 45

Period : 3 P/W

UNIT	TOPIC/SUB-TOPIC	Total Hrs.
1	Introduction	2
	1.1 Introduction to Information - Time, Relevant, Precision	
2	Information Systems And Business Context	3
	2.1 Organisation,	
	2.2 Technology,	
	2.3 Management	
3	Information Systems In Management	10
	3.1 Types of information systems - Transaction processing system, Management information system, Decision support system, Executive information system, Office information system/knowledge work system	
4	Categories Of Information Systems On The Basis Of Processing	3
	4.1 Batch processing,	
	4.2 On-line processing,	
	4.3 Real-time processing.	

5 Data And File Concepts 3

5.1 File structures and data access - Sequential access, Direct access, Indexed sequential access

6 Data Management 6

6.1 The requirement - Data redundancy, Maintaining consistency within the data collection.

6.2 Program-data interdependence, Flexibility in use of data and sharing data.

6.3 Data management trends.

7 Applications Of Information System 12

7.1 Inventory management,

7.2 Sales management,

7.3 Personnel management

8 Management Information System 6

8.1 MIS services - Routine performance reports, Excepting reports, On-demand reports, Predictive reports

8.2 Implementing an MIS.

Practical

Total Period : 60
 Period : 4 P/W

- 1) Study of the Management Information System in real environment.
- 2) Study & understanding of the business process activities.
- 3) Mapping of domain knowledge to Information system design
- 4) Feasibility study
- 5) Requirement analysis
- 6) Application of Object Oriented Modelling of Business Data Processing
- 7) Use of UML in design of system – use case diagram, activity diagram start chart, etc.
- 8) Implementation of USE case diagram in system design and development.

REFERENCE BOOKS:

1. Management Information System – by S. Sadagopan – PHI
2. Management Information System – by S. Shajahan & R. Priyadarshini – New Age International
3. Management Information System – by R.K. Wadhwa – Kanishka Publishers

INTERNETWORKING & WEB TECHNOLOGY

L T P
 3 0 4

Total Contact Hrs.:

Theory: 45
 Practical: 60

Prerequisite: CSE412**Credit: 5****Total Marks: 150****Curri. Ref. No.: CSE506****Theory: 100**

End Term Exam :70

P.A.: 30

Practical: 50

End Term Exam: 25

P.A.:25

COURSE CONTENT:**THEORY:**

Total Period : 45

Period : 3 P/W

UNIT	TOPIC/SUB-TOPIC	TOTAL HRS.
1.	Internet Fundamentals	3
	1.1 Motivation for internetworking	
	1.2 History and scope of internet	
	1.3 Internet protocol and standardization	
	1.4 Role of ISP & Factors for choosing an ISP	
	1.5 Internet service providers in India	
	1.6 Types of connectivity such as Dial Up, Leased, VSAT etc.	
	1.7 Internet server and client modules on various operating systems	

2. TCP/IP

12

- 2.1 TCP/IP internet layering model
- 2.2 Reliable stream transport service (TCP)
 - 2.2.1 Need for stream delivery
 - 2.2.2 Properties of reliable delivery service
 - 2.2.3 Providing reliability
 - 2.2.4 Idea behind slide windows
 - 2.2.5 Ports connections and end points
 - 2.2.6 Segment, stream, sequence number
 - 2.2.7 TCP segment format
 - 2.2.8 TCP header
 - 2.2.9 TCP Checksum computation
 - 2.2.10 Acknowledgement and retransmission
 - 2.2.11 Time out and retransmission
 - 2.2.12 Response to congestion
 - 2.2.13 Establishment of a TCP connection
 - 2.2.14 Source and destination address
 - 2.2.15 Protocol number
 - 2.2.16 Checksum
 - 2.2.17 Closing TCP connection
 - 2.2.18 TCP connection reset
- 2.3 Connection less data gram delivery (Internet Protocol)
 - 2.3.1 Concept of unreliable delivery
 - 2.3.2 Connection less delivery system
 - 2.3.3 Purpose of internet protocol
 - 2.3.4 IP header
 - 2.3.5 Source and destination address
 - 2.3.6 Protocol number
 - 2.3.7 Checksum
 - 2.3.8 Routing in an internet
 - 2.3.9 Direct and indirect delivery
 - 2.3.10 Table driver IP routing
 - 2.3.11 Default roots

- 2.3.12 Post specific roots
- 2.3.13 Rooting with IP address
- 2.3.14 Obtaining a subnet mask
- 2.3.15 Benefits of TCP/IP
- 2.4 Subnet Address Extension
 - 2.4.1 Introduction to subnet address extension
 - 2.4.2 Minimizing network numbers
 - 2.4.3 Transparent routers
 - 2.4.4 Subnet Addressing
 - 2.4.5 Flexibility in subnet address assignment
 - 2.4.6 Implementation of subnet with mask
 - 2.4.7 Subnet mask representation
 - 2.4.8 Routing in the presence of subnet
- 2.5 User Data gram Protocol
 - 2.5.1 Introduction to UDP
 - 2.5.2 Identifying the ultimate destination
 - 2.5.3 Format of UDP message
- 2.6 Domain Name System
 - 2.6.1 Internet addressing
 - 2.6.2 IP address/domain name address; why both
 - 2.6.3 Mapping of domain name to address
 - 2.6.4 Domain name resolution
 - 2.6.5 Efficient translation
 - 2.6.6 Abbreviation of domain name
 - 2.6.7 Obtaining authority for a sub domain

3. Internet Applications and Services

4

- 3.1 Email
 - 3.1.1 Email networks
 - 3.1.2 Email protocols
 - 3.1.3 Format of an email message
 - 3.1.4 Email routing
 - 3.1.5 Email clients, POP3, IMAP

3.2	FTP		
3.2.1	Public domain software		
3.2.2	Types of FTP servers		
3.2.3	FTP clients		
3.3	Telnet		
3.3.1	Telnet protocol		
3.3.2	Server domain		
3.3.3	Telnet clients		
3.3.4	Terminal emulation		
3.4	Internet Relay Chat		
3.4.1	IRC network and servers		
3.4.2	Channels		
4.	Internet Security		3
4.1	Overview of Internet Security threats & Vulnerability		
4.2	The need for computer security		
4.3	Firewalls: introductory concepts & its necessity		
4.4	Specific intruder approach		
4.5	Security strategies		
4.6	Security tools		
4.7	Encryption		
4.8	Enterprise networking & access to Internet		
4.9	Antivirus programs		
5.	E – Commerce		10
5.1	Electronic Commerce Environment & Opportunities		
5.1.1	Background		
5.1.2	Electronic commerce environment		
5.1.3	Electronics market place technologies		
5.1.4	Modes of electronic commerce		
5.2	Overview		
5.2.1	Electronic data interchange		
5.2.2	Migration to OPEN EDI		
5.2.3	Electronic commerce with www/Internet		
5.3	Electronics Payment System		
5.3.1	Types of electronics payment system		
5.3.2	Digital token based electronics payment system		
5.3.3	Smart cards & electronics payment system		
5.3.4	Credit card based electronics payment system		
5.3.5	Risk and electronics payment system		
5.3.6	Designing electronics payment system		
5.4	Electronic Cash & Electronics Payment Scheme		
5.4.1	Internet monetary payment & security requirements		
5.4.2	Payment & purchase order process		
5.4.3	On-line Electronic cash		
5.5	Master Card / Visa secure Electronic Transaction		
5.5.1	Business requirements		
5.5.2	Concepts		
5.5.3	Payment processing.		
6.	HTML & Interactive tools		5
6.1	Document overview		
6.2	Header elements		
6.3	Section headings		
6.4	Block oriented elements		
6.5	Lists		
6.6	Inline elements		
6.7	Visual markup		
6.8	Hypertext links		
6.9	Uniform Resource Locator		
6.10	Imagers		

- 6.11 Tables
- 6.12 Special characters
- 6.13 CGI (Common Gateway Interface)
- 6.14 Active X
- 6.15 VB Script
- 6.16 Java Script and java.
- 6.17 PERL

7. Introduction to ASP	5
7.1 Concepts of ASP	
7.2 Benefits of using ASP	
7.3 Creating ASP pages	
7.4 Generating web pages dynamically with ASP	

8. Search Engines	3
8.1 Technology overview	
8.2 Popular search engines	
8.3 Registration of web site in a search engines	

Total: 45

PRACTICAL

Total Periods : 60

Periods : 4 P/W

1. Installation of network components under NT or 95/98/ LINUX
2. Installation of TCP/IP
3. Installation of Intranet
4. Configuration of one web server including Apache, ISS
5. Deployment of HTML files in Intranet servers
6. Creation of simple HTML pages, using the following tags.
 <Hn></Hn>
 <P></P>

<A HREF>

7. Creation of tables and lists using HTML
8. Creation of simple forms incorporating GUI components (command button, text box, radio button, check box, combo box) in HTML pages
9. Practical on different Internet services (WWW, Mail, FTP, Chat)
10. Simple application using conditional statements
11. Develop application using loop constraints
12. Creation of classes, interfaces and packages
13. Simple application using threads and runnable interface
14. Simple application using thread synchronization methodology
15. Creating application to create user defined exception
16. Simple application to handle inbuilt exceptions
17. Write application to incorporate simple I/O classes
18. Creating application for text file handling
19. Creating application for random file handling
20. Writing applet and embedding it into HTML file
21. Create applet to display different graphical shapes (line, circle, ellipse, arcs, rectangle) and incorporate colour in those shapes
22. Create applet to incorporate GUI components (command button, text box, text area, list box, combo box, check box, frame, check box group)
23. Create applet-using layout manager

24. Write applet to incorporate events
25. Create multi threaded applet
26. Elementary problems on CGI
27. Elementary problems on Active X
28. Elementary problems on VBscript
29. Elementary problems on Java Script
30. Elementary problems on PERL
31. Elementary ideas on PHP, MySQL, JSP

REFERENCE BOOKS:

1. Internet working with TCP/IP Vol – I : principles, protocols and architecture – by Douglas E. Comer – PHI
2. Internet working with TCP/IP Vol – II : design, implementation and internals – by Douglas E. Comer & David L. Stevens – PHI
3. Internet working with TCP/IP Vol – III : client server programming and applications – by Douglas E. Comer & David L. Stevens – PHI
4. HTML : the definitive guide – by Chuck Musciano& Bui Kennedy - SPD
5. E-MAIL security : how to keep your electronic messages private – by Bruce Schneier – John Wiley
6. Dynamic HTML : the definitive reference – by Danny Goodman – SPD
7. Dynamic HTML in Action – by Schurman&Pardi – PHI/Microsoft Press

PROFESSIONAL PRACTICES – IV

L T P
3 0 2

Total Contact Hrs.:

Total Marks: 150

Theory: 0

Practical: 45

Prerequisite: Nil

Credit: 2

Curri. Ref. No.: CSE510

Theory: 0

End Term Exam :0

P.A.: 0

Practical: 50

End Term Exam: 0

P.A.:50

PRACTICAL

Total Periods : 45

Periods : 3P/W

AIM: The course aims to equip students with basic knowledge and skills about Computer networking, data communication and troubleshooting of common problems.

OBJECTIVE: - On completion of this course, the Student will be able to:

- Install different types of software
- Perform System maintenance & trouble shooting
- Communicate between PC and other related device

SUGGESTED LIST OF ACTIVITIES TO BE DONE:

- Installation of Operating system and other software
- Installation of Open source software application
- Installation of database (SQL/MySQL)
- System maintenance and troubleshooting
- Communication between PC and other devices like mobile or palmtop through Bluetooth or other technologies.

SUGGESTED LEARNING RESOURCES

1. Computer Troubleshooting – by K. MacRae, G. Marshal, Haynes Publishing.
2. Handbook of Computer Troubleshooting – by M. Byrd, J. Pearson, R.A. Saigh, The Glen Lake Publishing Company.

Sample path for Term V in Computer Science & Engineering.

Sl. No	Code	Course	Study Scheme				Evaluation Scheme								Total Marks	Credit
			Pre-requisite	Contact Hours / Week			Theory			Practical						
				L	T	P	End Exam	Progressive Assessment			End Exam	Progressive Assessment				
								Class Test	Assignment	Attendance		Sessional	Viva voce			
1	CSE503	Multimedia & Computer Graphics	CSE407 CSE404	4	0	4	70	15	10	5	25	25	0	150	6	
2	CSE410	Database Management System	CSE404 CSE406	3	0	4	70	15	10	5	25	25	0	150	5	
3	CSE408	Software Engineering	CSE402	3	0	0	70	15	10	5	0	0	0	100	3	
4	CSE504	Business Data Processing	CSE404	3	0	4	70	15	10	5	25	25	0	150	5	
5	CSE505	Internetworking & Web Technology	NIL	3	0	4	70	15	10	5	25	25	0	150	5	
6	CSE510	Professional Practice-IV	NIL	0	0	3	0	0	0	0	0	50	0	50	2	
TOTAL				16	0	19	350	75	50	25	100	150	0	750	26	