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<td>4  -  -</td>
<td>10  20  30</td>
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<tr>
<td>2</td>
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<td>Internet &amp; Web Technology</td>
<td>4  -  -</td>
<td>10  20  30</td>
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<td>Cryptography &amp; Network security</td>
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<td>10  20  30</td>
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<tr>
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<td>10  20  30</td>
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**Abbreviations:** L-Lecturer, T-Tutorial, P-Practical, TA-Teachers Assessment, CT-Class Test

**Minimum Pass Mark in each Theory subject is 35% and in each Practical subject is 50%**

**Elective Subjects:**
- Advanced Microprocessor & Peripherals
- Mobile Computing
- Multimedia And Animation Techniques
- Data Mining and Data Ware housing
**6th Semester**

**E-Commerce**

Semester & Branch: 6th sem CSE/IT/ETC  
Teachers Assessment: 10 Marks  
Theory: 4 Periods per Week  
Class Test: 20 Marks  
Total Periods: 60 Periods per Semester  
End Semester Exam: 70 marks  
Examination: 3 Hours  
TOTAL MARKS: 100 Marks

**RATIONALE**

E-commerce is the basic foundation paper for any hardcore computer engineer. In this subject students will be exposed to the theoretical aspects of different functional parts of E-commerce.

**COURSE CONTENT**

<table>
<thead>
<tr>
<th>COURSE CONTENT</th>
<th>PERIODS</th>
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<tr>
<td><strong>1. Introduction to E-Commerce</strong></td>
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<td>1.1 Introduction</td>
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<tr>
<td>1.2 What is E-commerce</td>
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<td>1.3 E-Business</td>
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<td>1.4 Categories of E-Commerce Applications</td>
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<td>1.5 Global Trading Environment &amp; Adoption of E-commerce</td>
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<td>1.6 Comparison between traditional and E-commerce</td>
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<td>1.7 Advantage and Disadvantage</td>
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<td><strong>2. Business Models of E-Commerce</strong></td>
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<td>2.2 Business Models of E-Commerce</td>
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<td><strong>3. B2B e-Commerce and EDI</strong></td>
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<td>3.5 EDI standards</td>
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<td>3.8 Reasons for Slow acceptability</td>
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<td>3.9 Electronic Fund Transfer (Canada case eliminated)</td>
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<td>3.10 XML and its application</td>
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<td>3.11 Comparison of HTML and XML</td>
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<td>3.12 Advantage of XML as a Technology</td>
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<td><strong>4. Business Applications of E-Commerce</strong></td>
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<td>4.2 Trade Cycle</td>
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<td>4.5 Implementing E-Procurement</td>
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<td>4.6 Competitive Advantage</td>
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<td>4.7 E-Commerce Application in Manufacturing</td>
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<td>4.8 E-Commerce Application in Wholesale</td>
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4.9  E-Commerce Application in Retail
4.10  E-Commerce Application in Service Sector

5.  **E-Commerce in Technology**  08
5.1  Introduction
5.2  IT infrastructure
5.3  Internet
5.4  Middleware
5.5  Intranet
5.6  Extranet
5.7  VPN
5.8  Firewall
5.9  Cryptography
5.10  Digital Signature
5.11  Digital Envelope
5.12  Digital certificates
5.13  Contents

6.  **Electronic Payment System**  08
6.1  Introduction
6.2  Electronic Payment Mechanism
6.3  Types of Payment System
6.4  Risks Associated with Electronic Payment
6.5  Risk Management option
6.6  Payment Gateway
6.7  Issues of Electronic Payment Technology
6.8  Recommendations
6.9  Internet Banking
6.10  Security Requirement
6.11  Secure Socket Layer
6.12  Biometrics

7.  **Security Issues in E-Commerce**  08
7.1  Introduction
7.2  E-commerce security issues
7.3  Risks involved in e-commerce
7.4  Protecting e-commerce system
7.5  Common E-commerce Security Tools
7.6  Client server Network security
7.7  Data and Message Security

8.  **Current Trends in Electronic World**  06
8.1  E-waste
8.2  E-Surveillance
8.3  E-governance
8.4  E-care

**Books**
1.  E-commerce and Mobile Commerce Technology  By : U.S Pandey and S Sukla (S.Chand)
2.  e-commerce  ; By : Bhushan Dewan (S.Chand & Company Ltd.)
3.  e-Commerce;  Bhasker;  TMH
4.  Concepts of e-commerce  ; A.K.Pandey; Katson
RATIONAL

Internet is the buzz word in today's society. It is a vast pool of information. Without the knowledge of Internet we are in total darkness. This paper deals with TCP/IP which is the backbone of Internet. Web pages are used to project the profile on an organization, product or person etc. This paper also deals with the design aspects of Web Page.

1.0 Internet Fundamentals

1.1 Motivation for internet working
1.2 Internet Architecture Board
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 Properties of Internet
1.8 Internet Architecture
1.9 Interconnection through IP Routers
1.10 All Networks are Equal
1.11 Internet address
1.12 Original classful addressing scheme
1.13 Address specify Network connections
1.14 Dotted Decimal Notation
1.15 Internet addressing authority

2.0 TCP/IP

2.1 TCP/IP internet layering model
2.2 Reliable stream transport service (TCP) , Need for stream delivery
2.3 Properties of reliable delivery service
2.4 Providing reliability
2.5 Idea behind slide windows
2.6 Ports connections and end points , Segment, stream, sequence number
2.7 TCP segment format
2.8 TCP header
2.9 TCP checksum
2.10 Acknowledgement
2.11 Time out and retransmission
2.12 Response to congestion
2.13 Establishment of a TCP connection
2.14 Source and destination address
2.15 Protocol number
2.16 Checksum
2.17 Closing TCP connection
2.18 TCP connection reset.

3.0 INTERNET PROTOCOL

3.1 Connection less data gram delivery (Internet protocol)
3.2 Concept of unreliable delivery
3.3 Connection less delivery system
3.4 Purpose of internet protocol
3.5 IP header
3.6 Source and destination address
3.7 Protocol number
3.8 Checksum
3.9 Routing in an internet
3.10 Direct and indirect delivery
3.11 Table driven IP routing
3.12 Default roots
3.13 Host specific roots
3.14 Rooting with IP address

4.0 Subnet Address Extension
4.1 Introduction to subnet address extension
4.2 Minimizing network numbers
4.3 Transparent routers
4.4 Subnet addressing
4.5 Flexibility in subnet address assignment
4.6 Implementation of subnet with mask
4.7 Subnet mask representation
4.8 Routing in the presence of subnet

5.0 UDP
5.1 Introduction to UDP
5.2 Identifying the ultimate destination
5.3 Format of UDP message

6.0 DOMAIN NAME SYSTEM
   1.1 Hierarchical Names
6.2 Subnet Authority
   1.2 Internet Domain Names
   1.3 Official domain Names
   1.4 Mapping of domain name to address
   1.5 Domain name resolution
   1.6 Efficient translation
   1.7 Abbreviation of domain name

7.0 Internet Applications & Services
    7.1 E-Mail networks
    7.2 E-Mail protocols
    7.3 Format of an e-mail message
    7.4 E-mail routing
    7.5 E-mail clients, POP3, IMAP
    7.6 Public domain software
    7.7 Types of FTP servers
    7.8 FTP clients
    7.9 Telnet protocol
    7.10 Server domain
    7.11 clients
    7.12 IRC network & servers
    7.12 Channels
    7.13 World Wide Web
    7.14 Browser

8.0 HTML & Interactive Tools
    8.1 Document overview Explain Header elements
    8.2 Section headings
    8.3 Block oriented elements Discuss Lists
8.4 Inline elements
8.5 Visual markup
8.6 Hypertext links
8.7 Uniform Resource Locator Discuss Imagers
8.8 Tables
8.9 Special characters
8.10 CGI (Common Gateway Interface) Explain Active X
8.11 VB Script
8.12 Java Script
8.13 XML application
8.14 XML rules
8.15 Displaying XML documents
8.16 Parts of XML document
8.17 Concepts of DTD
8.18 Entity definition & classification Concepts of templates & its use
    Filtering & sorting

Books:

1. Internet working with TCP/IP Vol-I: Principles, Protocols & architecture
    By Douglas E. Comer - PHI
2. HTML: The definitive guide - By Chuck Musciano & Kennedy
3. Internet working with TCP/IP Vol-II: Design, implementation & internals
    By Douglas E. Comer -& David L. Stevens – PHI
4. Internet & Web page Design, By : Sisodia; BPB Publication
RATIONAL

Now a day almost all It related jobs use the internet as the backbone service. Therefore it is highly essential for an IT professional to have a fare idea on the security aspect of internet service. This paper aims to provide the student with the various security threats in internet and discuss the different techniques to implement this. One of such technique is implementation of cryptography in the confidential data to be floated in the internet.

1. Possible attacks on computers 05
   1.1 The need for security
   1.2 Security approach
   1.3 Principles of security
   1.4 Types of attacks

2. Cryptography concepts 10
   2.1 Plain text & Cipher Text
   2.2 Substitution techniques
   2.3 Transposition techniques
   2.4 Encryption & Decryption
   2.5 Symmetric & Asymmetric key cryptography

3. Symmetric & Asymmetric key algorithms 15
   3.1 Symmetric key algorithm types
   3.2 Overview of Symmetric key cryptography
   3.3 Data encryption standards
   3.4 Over view of Asymmetric key cryptography
   3.5 The RSA algorithm
   3.6 Symmetric & Asymmetric key cryptography
   3.7 Digital signature

4. Digital certificate & Public key infrastructure 10
   4.1 Digital certificates
   4.2 Private key management
   4.3 PKIX Model
   4.4 Public key cryptography standards

5. Internet security protocols 10
   5.1 Basic concept
   5.2 Secure socket layer
   5.3 Transport layer security
   5.4 Secure Hyper text transfer protocol(SHTTP)
   5.5 Time stamping protocol (TSP)
   5.6 Secure electronic transaction (SET)
6. User authentication

6.1 Authentication basics
6.2 Password
6.3 Authentication Tokens
6.4 Certificate based authentication
6.5 Biometric authentication

7. Network Security & VPN

7.1 Brief introduction of TCP/IP
7.2 Firewall
7.3 IP Security
7.4 Virtual Private Network (VPN)

Books:

1. Cryptography & Network security ; By: A. Kahate : TMH
2. Cryptography & Information security; Pachghare ;PHI
RATIONALE

This is a subject which will prepare the student to face the industrial environment, in a theoretical manner. It will expose the student to the various computer center management techniques, as well as computer selection procedures. It will acquaint the students to various types of site preparations. In this paper, the student will learn about the various components inside the computer system and their maintenance procedures. Here the student will also learn the various computer trouble shooting methodologies.

1.0 INTRODUCTION

1. Describe Need of Management in Computer Centres
2. Describe Types of Job carried out in computers in an organisation
3. Discuss Duties & responsibilities of personnel involved
4. Discuss Hierarchy of position of different levels
5. Explain need for training of staff.
6. Idea about various computer makes and installations in India
7. Name few major vendors in computer hardware and software.

2.0 SELECTION OF COMPUTER SYSTEM

1. Discuss Factors affecting selection and evaluation of Computers.
2. Discuss Different types of Industries and their computer requirements.
3. Give Selection and evaluation of appropriate configuration for different levels of industries.

3.0 SITE PREPARATION & INSTALLATION

1. Plan for computer room layout based on size
2. Discuss regarding different layout factors & their effect like false Flooring, False roofing, Air conditioning, dust Proofing
3. Explain the Need of power conditioning equipments like, CVT, UPS, Isolation circuits, with their principle of functioning.
4. Give Interpretation of the installation and wiring diagram
5. Describe the steps for actual installation as per the manufacturer's Specified procedures.

4.0 COMPONENTS INSIDE THE COMPUTERS (PC) & THEIR INTERCONNECTION

1. Introduction
2. Explain Hardware - BIOS interaction
3. Give Interconnection between subsystems of PC
4. Inside the system unit
   > Study of mother board and its components
   > Study of functioning of SMPS
   > Study of functioning of HDD system interface
   > Partitioning and formatting HDD
   > Different standards of expansion units ISA, EISA, VESA, PCI.
5. Discuss the Post sequence
6. Describe Keyboard interface
4.7 Study the steps for Assembling of a computer
4.8 Software settings of computer after installation (CMOS- setup)

5.0 BASIC MAINTENANCE OF COMPUTER
AND TROUBLE SHOOTING PROCEDURES.

5.1 Discuss Basic maintenance concepts
> Preventive
> Corrective and
> On-line maintenance
5.2 Discuss type & nature of fault
5.3 Diagnostic Program and tools
5.4 Give Firmware (POST) concepts
5.5 Discuss Fault elimination process
5.6 Discuss Systematic way of trouble shooting versus adhoc Trouble shooting.
> Symptoms observation
> Symptom analysis
> Fault diagnosis
> Fault rejection

6.0 Basic Networking Devices and their interfacing

6.1 Network Interfacing Card
6.2 Network interconnecting devices such as , Hub, Switch, Router
6.3 Types of network cable.
6.4 Types of network connector.

Books :
1. Computer Management & Planning - by Utpal Baneljee (TMH)
2. PC Hardware, B.Singh; Firewall
3. PC Architecture & Peripherals Part I & II; Firewall
Advanced Microprocessor & peripherals (ELECTIVE)

Semester & Branch: 6th sem CSE/IT  Teachers Assessment : 10 Marks
Theory: 4 Periods per Week Class Test : 20 Marks
Total Periods: 60 Periods per Semester End Semester Exam : 70marks
Examination: 3 Hours TOTAL MARKS : 100 Marks

RATIONALE
Microprocessor is the nervous system of any digital computer and is the major component in the field of Computer Engineering. This subject focuses on the latest developments in the field of microprocessor. It gives the Hardware knowledge to the students in the area of different microprocessor's pin configuration, their specification, internal architecture, I/O interfacing through PPI Intel 8255,8259 etc and overall knowledge in the field of Assembly Language programming for advanced microprocessors. Moreover the students will be exposed towards the real time advanced application of the microprocessor in different areas.

1. THE PROCESSORS: 8086/8088 – ARCHITECTURE, PIN DIAGRAMS AND TIMING DIAGRAM 10

   1.1 Register Organisation of 8086.
   1.2 Architecture.
   1.3 Signal Description of 8086.
   1.4 Physical Memory Organisation.
   1.5 General Bus Operation.
   1.6 I/O Addressing Capability.
   1.7 Special Processor Activities.
   1.8 Minimum Mode 8086 System & Timing.
   1.9 Maximum Mode 8086 System & Timing.
   1.10 The Processor 8086.

2. 80286-80287 A MICROPROCESSOR WITH MEMORY MANAGEMENT AND PROTECTION 10

   2.1 Salient Features of 80286.
   2.2 Internal Architecture of 80286.
   2.3 Signal Description of 80286.
   2.4 Real addressing Mode.
   2.5 Protected Virtual Address Mode (PVAM).
   2.6 Privilege.
   2.7 Protection.
   2.8 80286 Bus Interface.
   2.9 Basic Bus Operation.
   2.10 Fetch Cycle of 80286.
   2.11 80286 Minimum System Configuration.
   2.12 Interfacing Memory and I/O Device with 80286.
   2.13 Priority of Bus Use by 80286.
   2.14 Bus Hold and HLDA Sequence.
   2.15 Interrupt Acknowledge Sequence.
   2.16 Instruction Set Features.
   2.17 80287 Math Coprocessor.

3. 80386 - 80387 AND 80486 THE 32-BIT PROCESSOR 10

   3.1 Salient Features of 80386DX.
   3.2 Architecture and Signal Description of 80386.
   3.3 Register Organisaion of 80386.
   3.4 Addressing Mode.
   3.5 Data Types of 80386.
3.6 Real Address Mode of 80386.
3.7 Protected Mode of 80386.
3.8 Segmentation.
3.9 Paging.
3.10 Virtual 8086 Mode.
3.11 Enhanced Instruction Set of 80386.
3.12 The Coprocessor 80387.
3.13 The CPU with a Numeric Coprocessor – 808486DX.

4. RECENT ADVANCE IN MICROPROCESSOR ARCHITECTURE – A JOURNEY FROM PENTIUM ONWARDS

4.1 Salient Features of 80586 (Pentium).
4.2 A Few Relevant Concepts of Computer Architecture.
4.3 System Architecture.
4.4 Branch Prediction.
4.5 Enhanced Instruction Set of Pentium.
4.6 What is MMX.
4.7 Intel MMX Architecture.
4.8 MMX Data Types.
4.9 Wraparound and Saturation Arithmetic.
4.10 MMX Instruction Set.
4.11 Salient Points About Multimedia Application Programming.
4.12 Journey to Pentium-Pro and Pentium-II.
4.13 Pentium III (P-III) - The CPU of the next Millennium.

5. PENTIUM 4 – PROCESSOR OF THE NEW MILLENNIUM

5.1 Genesis of Birth of Pentium 4.
5.1 Salient Features of Pentium 4.
5.1 Instruction Translation Look-aside Buffer (ITLB) and Branch Prediction.
5.1 Why Out of Order Execution.
5.1 Rapid Execution Module.
5.1 Memory Subsystem.
5.1 Hyper-threading Technology.
5.1 Hyper-threading in Pentium.
5.1 Extended Instruction Set in Advanced Pentium Processors.
5.1 Instruction Set Summery.
5.1 Need for Formal Verification.

6. AN INTRODUCTION TO MICROCONTROLLERS 8051 AND 80196

6.1 Intel’s Family of 8-bit Microcontrollers.
6.1 Architecture of 8051.
6.1 Signal Description of 8051.
6.1 Register Set of 8051.
6.1 Important Operational Features of 8051.
6.1 Memory and I/O Addressing by 8051.
6.1 Interrupts of 8051.
6.1 Instruction Set of 8051.
6.1 Design of a Microcontroller 8051 Based Length Measurement system for Continuously Rolling Cloth or Paper.
6.1 Intel’s 16-bit Microcontroller Family MCS-96.

Text Book
1. Advanced Microprocessor and Peripherals ; By: A.K.Ray, K.M.Bhurchandi (TMH)
2. Advanced Microprocessor and Peripherals ; By: B.Ray (TMH)
3. The Intel MP Family hw, sw & Applications; J.L.Antonakos ; Cengage Learning
Mobile Computing (ELECTIVE)

Semester & Branch: 6th sem  CSE  
Theory:  4 Periods per Week  
Total Periods:  60 Periods per Semester  
Examination:  3 Hours  

Teachers Assessment : 10 Marks  
Class Test :  20 Marks  
End Semester Exam :  70 marks  
TOTAL MARKS :  100 Marks

RATIONALE

Mobile Computing is the basic foundation paper for any hardcore computer engineer. In this subject students will be exposed to the theoretical aspects of different functional units of a digital computer and fundamental idea how different units of a computer system work together to achieve a common goal.

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<td>1. Introduction to Wireless networks &amp; Mobile Computing</td>
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<td>1.1 Networks</td>
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<td>1.2 Wireless Networks</td>
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<td>1.3 Mobile Computing</td>
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<td>1.4 Mobile Computing Characteristics</td>
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<td>1.5 Application of Mobile Computing</td>
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<td>2. Introduction to Mobile Development Frameworks</td>
<td>06</td>
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<td>2.1 C/S architecture</td>
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<td>2.4 Peer-to-Peer architecture</td>
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<td>2.5 Mobile agent architecture</td>
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<td>3. Wireless Transmission</td>
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<td>3.9 Cellular System</td>
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<td>4. Medium Access Control</td>
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<td>4.1 Introduction</td>
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<td>4.2 Hidden/Exposed Terminals</td>
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<td>4.3 The basic Access Method</td>
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<tr>
<td>4.4 Near/Far Terminals</td>
<td></td>
</tr>
<tr>
<td>4.5 SDMA, FDMA, TDMA, CDMA</td>
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<tr>
<td>5. Wireless LANs</td>
<td>06</td>
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<tr>
<td>5.1 Wireless LAN and communication</td>
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<tr>
<td>5.2 Infrared</td>
<td></td>
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<td>5.3 Radio Frequency</td>
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<tr>
<td>5.4 IR Advantages and Disadvantages</td>
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<tr>
<td>5.5 RF Advantages and Disadvantages</td>
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<tr>
<td>5.6 Wireless Network Architecture Logical</td>
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<tr>
<td>5.7 Types of WLAN</td>
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<tr>
<td>5.8 IEEE 802.11</td>
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</tbody>
</table>
5.9 MAC layer
5.10 Security
5.11 Synchronization
5.12 Power Management
5.13 Roaming
5.14 Bluetooth Overview

6. Ubiquitous Wireless Communication
6.1 Introduction
6.2 Scenario of Mobile Communication
6.3 Mobile Communication Generations 1G to 3G
6.4 3rd Generation Mobile Communication Network
6.5 Universal Mobile telecommunication System (UMTS)

7. Mobile IP
7.1 Overview
7.2 Working with mobile IP
7.3 Mobile IP Entities
7.4 Mobility Agents
7.5 Components of Mobile IP
7.6 Mobile IPv6 Features
7.7 Mobile IPv6 Address Types
7.8 Mobile IPv6 Address Scope
7.9 Mobile IP Operation

8. Mobile Computing
8.1 WWW architecture for Mobile computing
8.2 Need of WAP
8.3 Benefits of WAP
8.4 Examples of WAP
8.5 WAP- Architecture
8.6 WAP protocols
8.7 WML
8.8 WAP Push architecture
8.9 Push-Pull based data acquisition
8.10 I-mode
8.11 WAP 2.x

9. Wireless Telecomm Networks
9.1 GSM
9.2 GPRS
9.3 IS-95
9.4 CDMA-2000
9.5 W-CDMA
9.6 Wireless Sensor Networks

10. Messaging Services
10.1 Short Message Services (SMS)
10.2 Multimedia Message Services (MMS)
10.3 Multimedia transmission over wireless

Books
1. Mobile Computing ; By : Dr. N.NJani, Kamaljit I. Lakhtaria, Dr. Ashish N. Jani & Nita Kanabar (S.Chand & Company Ltd.)
Data Mining & Data Ware Housing (Elective)

Semester & Branch: 6th sem CSE  Teachers Assessment : 10 Marks
Theory: 4 Periods per Week  Class Test : 20 Marks
Total Periods: 60 Periods per Semester  End Semester Exam : 70 marks
Examination: 3 Hours  TOTAL MARKS : 100 Marks

RATIONALE

Data Mining & Data ware Housing is the upcoming features in the fields of Information Technology which is based on coverage of large databases and making queries, optimization of queries, statistical analysis of query results and deriving future trends.

1. Introduction to Data Mining & Data Warehousing 10
   1.1 Motivation
   1.2 Data mining & Data warehousing Technology
   1.3 Data Models
   1.4 Data warehousing and OLAP: User Perspective
   1.5 Data Mining User Perspective
   1.6 Related disciplines
   1.7 Other issues and future trends

2. Frequent Pattern Mining 10
   2.1 Basic Problem Definition
   2.2 Mining Association rules
   2.3 Applications
   2.4 Variations
   2.5 Interestingness
   2.6 FIM Algorithms

3. Classification 10
   3.1 Basic Problem Definition
   3.2 Applications
   3.3 Evaluation of classifiers
   3.4 Other issues
   3.5 Classification Techniques

4. Clustering 10
   4.1 Basic Problem definition
   4.2 Clustering Applications
   4.3 Measurement of similarity
   4.4 Evaluation of clustering algorithms
   4.5 Classification of clustering algorithms
   4.6 Partitioning Methods
   4.7 Hierarchical Methods
   4.8 Density Based methods
   4.9 Grid based methods
   4.10 Outlier Detection
5. **Pattern Discovery in Real world data**
   5.1 Relational data
   5.2 Transactional data
   5.3 Multidimensional data
   5.4 Distributed data
   5.5 Spatial data
   5.6 Data streams
   5.7 Time series Data
   5.8 Text and Web data
   5.9 Multimedia Data

6. **Data Warehousing**
   6.1 Fundamentals
   6.2 Data Warehouse Data characteristics
   6.3 Data Warehouse components
   6.4 Approaches to build Data marts and Data Warehouse
   6.5 ETL
   6.6 OLAP
   6.7 Storage and chunks

**Text Book**: Data Mining by V. Pudi and PRadha Kishna, Oxford University Press.
MULTIMEDIA AND ANIMATION TECHNIQUES (Elective)

Semester & Branch: 6th sem CSE  
Theory:  
4 Periods per Week  
Total Periods:  
60 Periods per Semester  
Examination:  
3 Hours  

Teachers Assessment : 10 Marks  
Class Test : 20 Marks  
End Semester Exam : 70 marks  
TOTAL MARKS : 100 Marks

**Topic**

1.0 Multimedia Elements Multimedia Application  
   1.1 I/P, O/P devices  
   1.2 Evaluation of Multimedia systems  
   1.3 Storage media

2.0 Architecture & Issues For Distributed Multimedia System.  
   2.1 Multimedia System Architecture.  
   2.2 Distributed Multimedia.  
   2.3 Synchronization, Orchestration & QOS Architecture  
   2.4 Framework for Multimedia System.

3.0 Compression/Decompression & File Formats  
   3.1 Need  
   3.2 Types  
   3.3 Evaluating & Visibility  
   3.4 Video Compression Technique  
   3.5 Introduction to Standardization of Algorithm  
   3.6 File Formats  
   3.7 History of RIF, TIFF  
   3.8 Introduction to RIFF, AVI  
   3.9 JPEG-objectives, Architecture, JPEG-DCT encoding, Quantization.  
   3.10 JPEG-stastical coding, predictive lossless coding, JPEG performance  
   3.11 MPEG-objectives, Architecture, BIT stream syntax performance  
   3.12 MPEG2 & MPEG4

4.0 Multimedia Authoring and User Interface  
   4.1 Multi Media Authoring System and its type  
   4.2 Hypermedia Application Design consideration  
   4.3 User Interface Design  
   4.4 Information Access  
   4.5 Object Display / Playback Issues

5.0 Distributed Multimedia Systems  
   5.1 Components of Distributed Multimedia Systems  
   5.2 Distributed Client Server Operation  
   5.3 Multimedia Object Server  
   5.4 Multi Server Network topologies  
   5.5. Distributed Multimedia Databases

6.0 Multimedia Tool  
   6.1 Introduction to Multimedia tool – Flash  
   6.2 Creating & Modifying elements  
   6.3 Line tool, fill/attributes, different shapes, text tools & pen tool  
   6.4 Selecting lines fill with arrow tool, selecting shapes, using lasso tool performing basic editing tools, selecting & deselecting elements, modifying created objects.

**Books:**
1. Multimedia Systems; Buford; Pearson  
3. Principles of Multimedia, Parekh; TMH  
4. Multimedia Technology, Banerji, Ghos; TMH
### Project Work & Seminar

<table>
<thead>
<tr>
<th></th>
<th>Practical Exam</th>
<th>Term Work</th>
<th>TOTAL MARKS</th>
</tr>
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<tbody>
<tr>
<td>Semester &amp; Branch</td>
<td>6th sem CSE</td>
<td>50 Marks</td>
<td>100 Marks</td>
</tr>
<tr>
<td>Practical:</td>
<td>6 Periods per Week</td>
<td>50 Marks</td>
<td></td>
</tr>
<tr>
<td>Total Periods:</td>
<td>90 Periods per Semester</td>
<td>100 Marks</td>
<td></td>
</tr>
<tr>
<td>Examination:</td>
<td>4 Hours</td>
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</table>

1. The students should be divided into a group of not more than 5 students. Each faculty should preferably guide one group & he should act as project guide. The students should select the projects of advanced topic of their own choice (Hardware / Software) in consultation with project guide.

2. The sessional records should be maintained and evaluated by a team of faculty members and the final marks awarded by the team.

3. In the end examination, students will be evaluated by External Examiner from outside and Internal Examiner.
Computer Maintenance & Networking Lab

Semester & Branch: 6th sem CSE
Practical: 4 Periods per Week
Total Periods: 60 Periods per Semester
Examination: 4 Hours
Practical Exam: 50 Marks
Term Work: 25 Marks
TOTAL MARKS: 75 Marks

1. STUDY OF COMPUTER COMPONENTS
   1.1 Study of motherboard
   1.2 Study of HDD and interface
   1.3 Study of expansion slab and signals
   1.4 Study of SMPS functioning

2. ASSEMBLING A COMPUTER PC
   2.1 Connecting hardware components.
   2.2 Setting up the CMOS
   2.3 Loading operating system (windows 98/2k)
   2.4 Loading different available application softwares

3. SYSTEM MAINTENANCE & TROUBLE SHOOTING
   3.1 Different methods of preventive maintenance
   3.2 Software level (CMOS or OS) troubleshooting
   3.3 Card level trouble shooting
   3.4 Elementary troubleshooting of SMPS faults
   3.5 Elementary troubleshooting of monitor faults
   3.6 Elementary trouble shooting of printer faults.

Networking Lab

4. HARDWARE INSTALLATION:
   4.1 Define the procedure of Installation of LAN Pre- installation
   4.2 Cable Installation
   4.3 Network Equipment (Hub, Switch etc) Installation
   4.4 Post-installation

5. SOFTWARE INSTALLATION:
   5.1 Installation & Administration of Window NT/2000 server
   5.2 Server & workstation installation
   5.3 Interconnection, domain network
   5.4 Network Management
   5.5 Network Printer management & Application Management
Web Development Lab

Semester & Branch: 6th sem CSE/IT  Practical Exam : 50 Marks
Practical: 6 Periods per Week  Term Work : 25 Marks
Total Periods: 90 Periods per Semester  TOTAL MARKS : 75 Marks
Examination: 4 Hours

HTML
1. Creation of simple HTML pages, using the following tags.

   <Hn>   </Hn>
   <P>   </P>
   <Br>
   <A HREF>   </A>
   <Font

2. Creation of tables and lists using HTML
3. Creation of simple forms incorporating GUI components (command button, text box, radio button, check box, combo box) in HTML pages
4. Practical on different Internet services (WWW.Mail, FTP, Chat)
5. Simple application using conditional statements
6. Develop application using loop constraints
7. Creation of classes, interfaces and packages
8. Simple application using threads and runnable interface
9. Simple application using thread synchronization methodology
10. Creating application to create user defined exception
11. Simple application to handle built exceptions
12. Write application to incorporate simple I/O classes
13. Creating application for text file handling
14. Creating application for random file handling
15. Writing applet and embedding it into HTML file
16. Create applet to display different graphical shapes (line, circle, ellipse, arcs, rectangle) and incorporate color in those shapes
17. Create applet to incorporate GUI components (command button, text box, text area, list box, combo box, check box, frame, check box group)
18. Create applet-using layout manager
19. Write applet to incorporate events
20. Create multi threaded applet 3

XML
1. Creation of XML file
2. Viewing XML file using Cascading Style Sheet Viewing XML file using Extended Style Sheet (XSL)
3. Display single record
4. Display all records
5. Sorting & filtering of records
6. Displaying records in the table
7. XML data binding in HTML
8. Displaying single record
9. Navigating between records using buttons Embedding XML data in HTML table Displaying the records in table in different page
10. XML file with attribute
### Laboratory Requirement For Diploma in CS&E

<table>
<thead>
<tr>
<th>Sl. No.</th>
<th>Name of Lab./ Comp. Centre</th>
<th>Semester</th>
<th>Name of the Practical</th>
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</thead>
<tbody>
<tr>
<td>1</td>
<td>Common Computer Centre</td>
<td>3&lt;sup&gt;rd&lt;/sup&gt;</td>
<td>Data Structure Lab using C</td>
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<tr>
<td></td>
<td></td>
<td>3&lt;sup&gt;rd&lt;/sup&gt;</td>
<td>MIS Lab</td>
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<td></td>
<td></td>
<td>4&lt;sup&gt;th&lt;/sup&gt;</td>
<td>Operating System Lab</td>
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<td></td>
<td></td>
<td>4&lt;sup&gt;th&lt;/sup&gt;</td>
<td>OOP Lab</td>
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<tr>
<td>2</td>
<td>Advanced Computer Centre</td>
<td>5&lt;sup&gt;th&lt;/sup&gt;</td>
<td>DBMS Lab</td>
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<tr>
<td></td>
<td></td>
<td>5&lt;sup&gt;th&lt;/sup&gt;</td>
<td>Graphics &amp; Multimedia Lab</td>
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<tr>
<td></td>
<td></td>
<td>5&lt;sup&gt;th&lt;/sup&gt;</td>
<td>Programming in Java</td>
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<td></td>
<td></td>
<td>6&lt;sup&gt;th&lt;/sup&gt;</td>
<td>Web Development Lab</td>
</tr>
<tr>
<td>3</td>
<td>Digital Electronics Lab.</td>
<td>3&lt;sup&gt;rd&lt;/sup&gt;</td>
<td>Digital Electronics lab</td>
</tr>
<tr>
<td>4</td>
<td>Microprocessor Lab.</td>
<td>4&lt;sup&gt;th&lt;/sup&gt;</td>
<td>Microprocessor &amp; Interfacing lab</td>
</tr>
<tr>
<td>5</td>
<td>Computer Maintenance &amp; Networking Lab.</td>
<td>6&lt;sup&gt;th&lt;/sup&gt;</td>
<td>Computer Maintenance &amp; Networking Lab</td>
</tr>
</tbody>
</table>

### Suggested Equipment for different Laboratories For Diploma in CS&E

<table>
<thead>
<tr>
<th>Sl. No.</th>
<th>Name of the Lab.</th>
<th>Name &amp; Specification of Equipments</th>
<th>Quantity</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Common Computer Centre</td>
<td><strong>Server PC</strong> –&lt;br&gt;Intel Xeon E 3110 (Dual Core) 3.00GHz &amp; 6MB Cache 1333MHz FSB &amp; 2GB RAM 146 GB SAS 15k rpm &amp; 3.5&quot; Hot Swap Optical DVD- ROM; pre loaded MS server Software, 3 Years Onsite warranty or <strong>Higher version</strong>&lt;br&gt;&lt;br&gt;<strong>Desktop PC</strong> –&lt;br&gt;a. CPU: Intel Core 2 Duo 8400, 3 GHz, 6 MB L2 cache and 1333 MHz FSB.&lt;br&gt;b. Chipset : Intel Q 35 or better on OEM Motherboard.&lt;br&gt;c. Bus Architecture : Integrated Graphics, 2 PCI, 1 PCI Express x 1 and 1 PCI Express x 16.&lt;br&gt;d. Memory: 2 GB 667 MHz DDR2 RAM Expandable to 8 GB.&lt;br&gt;e. Hard Disk Drive : 360 GB 7200 rpm Serial ATA HDD.&lt;br&gt;f. Monitor : 43.2 cm (17 inch) TFT Digital Colour Monitor TCO-03 certified.&lt;br&gt;g. Keyboard : 104 keys.&lt;br&gt;h. Mouse : Optical Scroll.&lt;br&gt;i. Bays: 4 Nos.(2 Nos. 5.25 inches for Optical Media Drives and 2 Nos. 3.5 inches for Hard Disk Drives).&lt;br&gt;j. Ports : 6 USB Ports (with at least 2 in front) audio ports for microphone</td>
<td>01 no. 30 nos</td>
</tr>
</tbody>
</table>
| **2** Advanced Computer Centre (The PCs should be on LAN either wireless or wired with internet connection to each PC) (For 30 Students / batch) | **headphone in front.**

k. **Cabinet** : Mini tower.

l. **DVD ROM Drive** : 8X or better DVD R/W Drive.

m. Networking facility: 10/100/1000 on board integrated Network Port with remote booting facility remote system installation, remote wake up, out of band management using any standard management software.


o. **OS Certifications** : Win Logo XP/Vista Business OS and Linux certification.


q. **Preloaded Software**: Quick heal Antivirus (Latest Version) with 1 Year License.

r. **Multimedia**: Stereo Headphone with microphone.

s. **Warranty**: Three years onsite warranty.

or **Higher version**

| **0.65 KVA UPS** (offline) with 15 min Backup | 30 Nos. |
| **1 KVA UPS** (On Line) with 30 min backup | 01 No. |

**Application Softwares**:
MS Office, Turbo C, Visual studio, C++

| **Laser Printer** | 01 no. |
| **Image Scanner** | 01 no. |

| **Server PC** – Intel Xeon E 3110 ( Dual Core) 3.00GHz & 6MB Cache 1333MHz FSB & 2GB RAM 146 GB SAS 15k rpm & 3.5” Hot Swap Optical DVD- ROM; pre loaded MS server Software, 3 Years Onsite warranty or **Higher version**

<table>
<thead>
<tr>
<th><strong>Desktop PC</strong> –</th>
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<tbody>
<tr>
<td>a. <strong>CPU</strong> : Intel Core 2 Duo 8400, 3 GHz, 6 MB L2 cache and 1333 MHz FSB.</td>
</tr>
<tr>
<td>b. <strong>Chipset</strong> : Intel Q 35 or better on OEM Motherboard.</td>
</tr>
<tr>
<td>c. <strong>Bus Architecture</strong> : Integrated Graphics, 2 PCI,1 PCI Express x 1 and 1 PCI Express x 16.</td>
</tr>
<tr>
<td>30 nos</td>
</tr>
</tbody>
</table>
d. Memory: 2 GB 667 MHz DDR2 RAM Expandable to 8 GB.
e. Hard Disk Drive: 360 GB 7200 rpm Serial ATA HDD.
f. Monitor: 43.2 cm (17 inch) TFT Digital Colour Monitor TCO-03 certified.
g. Keyboard: 104 keys.
h. Mouse: Optical Scroll.
i. Bays: 4 Nos. (2 Nos. 5.25 inches for Optical Media Drives and 2 Nos. 3.5 inches for Hard Disk Drives).
j. Ports: 6 USB Ports (with at least 2 in front) audio ports for microphone and headphone in front.
k. Cabinet: Mini tower.
l. DVD ROM Drive: 8X or better DVD R/W Drive.
m. Networking facility: 10/100/1000 on board integrated Network Port with remote booting facility remote system installation, remote wake up, out of band management using any standard management software.
o. OS Certifications: Win Logo XP/Vista Business OS and Linux certification.
q. Preloaded Software: Quick heal Antivirus (Latest Version) with 1 Year License.
r. Multimedia: Stereo Headphone with microphone.
s. Warranty: Three years onsite warranty.

Higher version

0.65 KVA UPS (offline) with 15 min Backup
30 Nos.

1 KVA UPS (On Line) with 30 min backup
01 No.

Application Softwares:
30 User

Laser Printer
01 no.

Image Scanner
01 no.
<table>
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<tbody>
<tr>
<td></td>
<td></td>
<td>Offline UPS .65 KVA, 15 min backup</td>
<td>15 nos.</td>
</tr>
<tr>
<td></td>
<td>Microprocessor Lab. (For 30 Students / batch)</td>
<td>Microprocessor Trainer with interfacing ccts. 8085 based Based on 8085 CPU operating at 6.144 MHz 8 K bytes of EPROM Monitor 8 K bytes of RAM with BATTERY Backup (Optional) On-board memory expansion upto 64 KB Three Ch. TIMER/COUNTER using 8253 48 I/O lines using 2 nos. of 8255 RS232 C interface through SID/SOD lines Two mode of commands: - Hex Key pad Mode, - Serial Mode 28 keys hexadecimal keyboard and six seven segment displays through 8279 All address, data &amp; control lines are available on 50 pin FRC Facility for Downloading/Uploading files from/to PC Power Supply of +5 V / 1.5 A, ±12 V / 250 mA Interfacing cards for – Stepper Motor control with 2KG Stepper Motor, Traffic light control, DC Motor control, A/D &amp; D/A Conversion, Logic Board Control, KB &amp; Display interface board, 8255 interface board</td>
<td>15 nos.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Offline UPS .65 KVA, 15 min backup</td>
<td>15 nos.</td>
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<tr>
<td>5.</td>
<td>Computer Maintenance &amp; PC layout demonstrator with all</td>
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<tr>
<td>Networking Lab. (For 30 Students / batch)</td>
<td>components</td>
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<tr>
<td>PC Spare parts</td>
<td>15 sets</td>
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<tr>
<td>Digital Multi meter</td>
<td>15 nos.</td>
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<tr>
<td>Tool Kit Set (For servicing PC)</td>
<td>15 sets</td>
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<td>Networking Cable (CAT-6 (Twisted pair) Fiber Optics)</td>
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<tr>
<td>Clamping Tool</td>
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<tr>
<td>Router</td>
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<td></td>
<td></td>
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<tr>
<td>Switch</td>
<td>01</td>
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<td></td>
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<tr>
<td>Operating Software (Windows XP, Linux / Unix, Windows NT)</td>
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<td>Antivirus Software</td>
<td>05 nos.</td>
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<td>Diagnostic software</td>
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<td>Offline UPS .65 KVA, 15 min backup</td>
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