

M.D. UNIVERSITY, ROHTAK
Scheme of studies & Examination
Bachelor of Engineering (Computer Science & Engineering)
Scheme of studies / Examination
SEMESTER VI
EFFECTIVE FROM 2005-06 SESSION

Sl. No.	Course No.	Subject	Teaching Schedule				Examination Schedule (Marks)				Duration of Exam (Hours)
			L	T	P	Total	Theory	Marks of Class work	Practical	Total	
1	<u>CSE-302</u> E	Principles of Software Engineering (CSE,IT)	3	1	-	4	100	50	-	150	3
2	<u>CSE-304</u> E	Intelligent Systems (CSE,IT)	3	1	-	4	100	50	-	150	3
3	<u>IT-305</u> E	Computer Networks (CSE, EL & Common with 5 th Sem. - IT)	3	1	-	4	100	50	-	150	3
4	IT-303 E	Systems Programming & System Administration (Common with 5 th Sem. – IT)	3	1		4	100	50	-	150	3
5	<u>EE-402</u> -E	Wireless Communication (CSE, IT & Common with 8 th Sem. EL)	3	1	-	4	100	50	-	150	3
6	EE-310-E	Digital System Design (EL,EE,CSE,EI, IC)	3	1	-	4	100	50	-	150	3
7	CSE-306 E	Intelligent Systems Lab. (CSE,IT)	-	-	2	2	-	25	25	50	3
8	<u>CSE-308</u> E	Operating Systems Lab. (Common with IT-V Sem.)	-	-	2	2	-	25	25	50	3
9	EE-330-E	Digital System Design Lab. (EL,EI, IC,CSE)	-	-	2	2	-	25	25	50	3
10	GPCSE-302E	General Proficiency	-	-	-	-	-	50	-	50	3
		TOTAL	18	6	6	30	600	425	75	1100	-

Note: 1. During the vacation period, following this semester, the student will carry out self study of **.net** technology and implement a mini-project based upon this study. This project will be evaluated in the coming 7th semester.

2. Students are allowed to use single memory, non-programmable scientific calculator during examination.

CSE-302 E**Principles of Software Engineering**

L	T	P
3	1	-

Class Work:	50
Exam:	100
Total:	150

Duration of Exam: 3 Hrs.

Unit-1: Introduction: The process, software products, emergence of software engineering, evolving role of software, software life cycle models, Software Characteristics, Applications, Software crisis.

Unit-2 : Software project management: Project management concepts, software process and project metrics Project planning, project size estimation metrics, project estimation Techniques, empirical estimation techniques, COCOMO- A Heuristic estimation techniques, staffing level estimation, team structures, staffing, risk analysis and management, project scheduling and tracking.

Unit-3 : Requirements Analysis and specification requirements engineering, system modeling and simulation Analysis principles modeling, partitioning Software, prototyping: , Prototyping methods and tools; Specification principles, Representation, the software requirements specification and reviews Analysis Modeling: Data Modeling, Functional modeling and information flow: Data flow diagrams, Behavioral Modeling; The mechanics of structured analysis: Creating entity/ relationship diagram, data flow model, control flow model, the control and process specification; The data dictionary; Other classical analysis methods.

Unit-4: System Design: Design concepts and principles: the design process: Design and software quality, design principles; Design concepts: Abstraction, refinement, modularity, software architecture, control hierarchy, structural partitioning, data structure, software procedure, information hiding; Effective modular design: Functional independence, Cohesion, Coupling; Design Heuristics for effective modularity; The design model; Design documentation.

Architectural Design: Software architecture, Data Design: Data modeling, data structures, databases and the data warehouse, Analyzing alternative Architectural Designs ,architectural complexity; Mapping requirements into a software architecture; Transform flow, Transaction flow; Transform mapping: Refining the architectural design.

Unit-5 : Testing and maintenance: Software Testing Techniques, software testing fundamentals: objectives, principles, testability; Test case design, white box testing, basis path testing; Control structure testing: Black box testing, testing for specialized environments ,architectures and applications. Software Testing Strategies: Verification and validation, Unit testing, Integration testing,; Validation testing, alpha and beta testing; System testing: Recovery testing, security testing, stress testing, performance testing; The art of debugging, the debugging process debugging approaches. Software re-engineering , reverse engineering ,restructuring, forward engineering.

Unit-6 : Software Reliability and Quality Assurance :Quality concepts, Software quality assurance , SQA activities; Software reviews: cost impact of software defects, defect amplification and removal; formal technical reviews: The review meeting, review reporting and record keeping, review guidelines; Formal approaches to SQA; Statistical software quality assurance; software reliability: Measures of reliability and availability ,The ISO 9000 Quality standards: The ISO approach to quality assurance systems, The ISO 9001 standard, Software Configuration Management.

Unit-7: Computer Aided software Engineering: CASE, building blocks, integrated case environments and architecture, repository.

Text Book:

- Software Engineering – A Practitioner’s Approach, Roger S. Pressman, 1996, MGH.

Reference Books:

- Fundamentals of software Engineering, Rajib Mall, PHI
- Software Engineering by Ian Sommerville, Pearson Edu, 5th edition, 1999, AW,
- Software Engineering – David Gustafson, 2002, T.M.H
- Software Engineering Fundamentals Oxford University, Ali Behforooz and Frederick J. Hudson 1995 JW&S,
- An Integrated Approach to software engineering by Pankaj Jalote , 1991 Narosa,

Note: Eight questions will be set in all by the examiners taking at least one question from each unit. Students will be required to attempt five questions in all.

L	T	P
3	1	-

Class Work:	50
Exam:	100
Total:	150
Duration of Exam:	3 Hrs.

Unit-1: Foundational issues in intelligent systems: Foundation and history of AI, AI problems and techniques – AI programming languages, introduction to LISP and PROLOG- problem spaces and searches, blind search strategies, Breadth first- Depth first- heuristic search techniques Hill climbing: best first- A * algorithm AO* algorithm- game tree, Min max algorithms, game playing- alpha beta pruning.

Unit-2: Knowledge representation issues, predicate logic- logic programming, semantic nets- frames and inheritance, constraint propagation, representing knowledge using rules, rules based deduction systems.

Unit-3: Reasoning under uncertainty, review of probability, Baye's probabilistic interferences and Dempster shafer theory, Heuristic methods, symbolic reasoning under uncertainty, Statistical reasoning, Fuzzy reasoning, Temporal reasoning, Non monotonic reasoning.

Unit-4: Planning, planning in situational calculus, representation for planning, partial order planning algorithm, learning from examples, discovery as learning, Learning by analogy, explanation based learning, neural nets, genetic algorithms.

Unit-5: Principles of Natural language processing, rule based systems architecture, Expert systems, knowledge acquisition concepts, AI application to robotics, and current trends in intelligent systems.

Text Book:

- Artificial Intelligence: A Modern Approach., Russell & Norvig. 1995, Prentice Hall.

Reference Books:

- Artificial Intelligence, Elaine Rich and Kevin Knight, 1991, TMH.
- Artificial Intelligence-A modern approach, Stuart Russel and peter norvig, 1998, PHI.
- Artificial intelligence, Patrick Henry Winston., 1992, Addition Wesley 3rd Ed.,

Note: Eight questions will be set in all by the examiners taking at least one question from each unit. Students will be required to attempt five questions in all.

IT-305 E

Computer Networks

L T P
3 1 -

Class Work: 50
Exam: 100
Total: 150
Duration of Exam: 3 Hrs.

Unit-1: OSI Reference Model and Network Architecture: Introduction to Computer Networks, Example networks ARPANET, Internet, Private Networks, Network Topologies: Bus-, Star-, Ring-, Hybrid -, Tree -, Complete -, Irregular –Topology; Types of Networks : Local Area Networks, Metropolitan Area Networks, Wide Area Networks; Layering architecture of networks, OSI model, Functions of each layer, Services and Protocols of each layer

Unit-2: TCP/IP: Introduction, History of TCP/IP, Layers of TCP/IP, Protocols, Internet Protocol, Transmission Control Protocol, User Datagram Protocol, IP Addressing, IP address classes, Subnet Addressing, Internet Control Protocols, ARP, RARP, ICMP, Application Layer, Domain Name System, Email – SMTP, POP,IMAP; FTP, NNTP, HTTP, Overview of IP version 6.

Unit-3: Local Area Networks: Introduction to LANs, Features of LANs, Components of LANs, Usage of LANs, LAN Standards, IEEE 802 standards, Channel Access Methods, Aloha, CSMA, CSMA/CD, Token Passing, Ethernet, Layer 2 & 3 switching, Fast Ethernet and Gigabit Ethernet, Token Ring, LAN interconnecting devices: Hubs, Switches, Bridges, Routers, Gateways.

Unit-4: Wide Area Networks: Introduction of WANs, Routing, Congestion Control, WAN Technologies, Distributed Queue Dual Bus (DQDB), Synchronous Digital Hierarchy (SDH)/ Synchronous Optical Network (SONET), Asynchronous Transfer Mode (ATM), Frame Relay, Wireless Links.

Unit-5: Introduction to Network Management: Remote Monitoring Techniques: Polling, Traps, Performance Management, Class of Service, Quality of Service, Security management, Firewalls, VLANs, Proxy Servers, Introduction to Network Operating Systems: Client-Server infrastructure, Windows NT/2000.

Text Book:

- Computer Networks (3rd edition), Tanenbaum Andrew S., International edition, 1996.

Reference Books:

- Data Communications, Computer Networks and Open Systems (4th edition), Halsall Fred, 2000, Addison Wesley, Low Price Edition.
- Business Data Communications, Fitzgerald Jerry,.
- Computer Networks – A System Approach, Larry L. Peterson & Bruce S. Davie, 2nd Edition
- Computer Networking – ED Tittel, 2002, T.M.H.

Note: Eight questions will be set in all by the examiners taking at least one question from each unit. Students will be required to attempt five questions in all.

IT-303 E Systems Programming & System Administration

L T P
3 1 -

Class Work: 50
Exam: 100
Total: 150

Duration of Exam: 3 Hrs.

Unit-1: Evolution of Components Systems Programming, Assemblers, Loaders, Linkers, Macros, Compilers. software tools, Text editors, Interpreters and program generators, Debug Monitors, Programming environment.

Unit-2: Compiler: Brief overview of compilation process, Incremental compiler, Assembler: Problem statement, single phase and two phase assembler, symbol table; Loader schemes, compile and go Loader, general loader schemes, absolute loader, Subroutine linkage, Reallocating loader, Direct linkage Loader, Binders, Linking loader, overlays.

Unit-3: Macro language and macro-processor, macro instructions, features of macro facility, macro instruction arguments, conditional macro expansion, macro calls with macro instruction defining macros.

Unit-4: Theoretical Concept of Unix Operating System: Basic features of operating system; File structure: CPU scheduling; Memory management: swapping, demand paging; file system: block

and fragments, inodes, directory structure; User to user communication.

Unit-5: Getting Started with Unix: User names and groups, logging in; Format of Unix commands; Changing your password; Characters with special meaning; Unix documentation; Files

and directories; Current directory, looking at the directory contents, absolute and relative pathnames,

some Unix directories and files; Looking at the file contents; File permissions; basic operation on files; changing permission modes; Standard files, standard output; Standard input, standard error; filters and pipelines; Processes; finding out about processes; Stopping background process; Unix editor vi.

Unit-6: Test Manipulation: Inspecting files; File statistics; Searching for patterns; Comparing files; Operating on files; Printing files; Rearranging files; Sorting files; Splitting files; Translating characters; AWK utility.

Unit-7: Shell Programming: Programming in the Borne and C-Shell; Wild cards; Simple shell programs; Shell variables; Shell programming constructs; interactive shell scripts; Advanced features.

Unit-8: System Administration: Definition of system administration; Booting the system; Maintaining user accounts; File systems and special files; Backups and restoration; Role and functions of a system manager.

Overview of the linux. operating system

Text Books:

- Systems Programming by Donovan, TMH.
- The unix programming environment by Brain Kernighen & Rob Pike, 1984, PHI & Rob Pike.
- Design of the Unix operating system by Maurich Bach, 1986, PHI.
- Introduction to UNIX and LINUX by John Muster, 2003, TMH.

Reference Book:

- Advanced Unix programmer's Guide by Stephen Prato, BPB
- Unix- Concept and applications by Sumitabha Das, 2002, T.M..H

Note: Eight questions will be set in all by the examiners taking at least one question from each unit. Students will be required to attempt five questions in all.

L T P	CLASS WORK	:	50
3 1 0	EXAM	:	100
	TOTAL	:	150
	DURATION OF EXAM	:	3 HRS

UNIT 1. INTRODUCTION TO WIRELESS COMMUNICATION SYSTEMS:

Evolution of mobile radio communications, examples of wireless comm. systems, paging systems, Cordless telephone systems, comparison of various wireless systems.

UNIT 2. MODERN WIRELESS COMMUNICATION SYSTEMS:

Second generation cellular networks, third generation wireless networks, wireless in local loop, wireless local area networks, Blue tooth and Personal Area networks.

UNIT 3. INTRODUCTION TO CELLULAR MOBILE SYSTEMS:

Spectrum Allocation, basic Cellular Systems, performance Criteria, Operation of cellular systems, analog cellular systems, digital Cellular Systems.

UNIT 4. CELLULAR SYSTEM DESIGN FUNDAMENTALS:

Frequency Reuse, channel assignment strategies, handoff Strategies, Interference and system capacity, tracking and grade off service, improving coverage and capacity.

UNIT 5. MULTIPLE ACCESS TECHNIQUES FOR WIRELESS COMMUNICATION:

Introduction to Multiple Access, FDMA, TDMA, Spread Spectrum multiple Access, space division multiple access, packet ratio, capacity of a cellular systems.

UNIT 6. WIRELESS NETWORKING:

Difference between wireless and fixed telephone networks, development of wireless networks, fixed network transmission hierarchy, traffic routing in wireless networks, wireless data services, common channel signaling, ISDN (Integrated Services digital Networks), advanced intelligent networks.

UNIT 7. INTELLIGENT CELL CONCEPT AND APPLICATION:

Intelligent cell concept, applications of intelligent micro-cell Systems, in-Building Communication, CDMA cellular Radio Networks.

TEXT BOOKS:

1. Wireless Communications: Theodore S. Rappaport; Pearsons.
2. Mobile Cellular Telecommunication: W.C.Y.Lee; McGraw Hill

REFERENCE BOOK:

1. Mobile Communications: Jochen Schiller; Pearson

NOTE: Eight questions are to be set -one question from each unit. Students have to attempt any five question.

L T P	CLASS WORK	:	50
3 1 0	EXAM	:	100
	TOTAL	:	150
	DURATION OF EXAM	:	3 HRS

UNIT 1. INTRODUCTION :

Introduction to Computer-aided design tools for digital systems. Hardware description languages; introduction to VHDL, data objects, classes and data types, Operators, Overloading, logical operators. Types of delays Entity and Architecture declaration. Introduction to behavioural, dataflow and structural models.

UNIT 2. VHDL STATEMENTS :

Assignment statements, sequential statements and process, conditional statements, case statement Array and loops, resolution functions, Packages and Libraries, concurrent statements. Subprograms: Application of Functions and Procedures, Structural Modelling, component declaration, structural layout and generics.

UNIT 3. COMBINATIONAL CIRCUIT DESIGN:

VHDL Models and Simulation of combinational circuits such as Multiplexers, Demultiplexers, encoders, decoders, code converters, comparators, implementation of Boolean functions etc.

UNIT 4. SEQUENTIAL CIRCUITS DESIGN :

VHDL Models and Simulation of Sequential Circuits
Shift Registers, Counters etc.

UNIT 5. DESIGN OF MICROCOMPUTER :

Basic components of a computer, specifications, architecture of a simple microcomputer system, implementation of a simple microcomputer system using VHDL

UNIT 6. DESIGN WITH CPLDs AND FPGAs :

Programmable logic devices : ROM, PLAs, PALs, GAL, PEEL, CPLDs and FPGA. Design implementation using CPLDs and FPGAs

REFERENCE BOOKS:

1. IEEE Standard VHDL Language Reference Manual (1993).
2. Digital Design and Modelling with VHDL and Synthesis : KC Chang; IEEE Computer Society Press.
3. "A VHDL Primer" : Bhasker; Prentice Hall 1995.
4. "Digital System Design using VHDL" : Charles. H.Roth ; PWS (1998).
5. "VHDL-Analysis & Modelling of Digital Systems" : Navabi Z; McGraw Hill.
6. VHDL-IV Edition :Perry; TMH (2002)
7. "Introduction to Digital Systems" : Ercegovac. Lang & Moreno; John Wiley (1999).
8. Fundamentals of Digital Logic with VHDL Design : Brown and Vranesic; TMH (2000)
9. Modern Digital Electronics- III Edition: R.P Jain; TMH (2003).

NOTE : Eight questions are to be set - at least one question from each unit. Students will be required to attempt five questions in all.

L T P
- - 2

Class Work: 25
Exam: 25
Total: 50
Duration of Exam: 3 Hrs.

1. Study of PROLOG.
Write the following programs using PROLOG.
2. Write a program to solve 8 queens problem.
3. Solve any problem using depth first search.
4. Solve any problem using best first search.
5. Solve 8-puzzle problem using best first search
6. Solve Robot (traversal) problem using means End Analysis.
7. Solve traveling salesman problem.

Note: At least 5 to 10 more exercises to be given by the teacher concerned.

DIGITAL SYSTEM DESIGN LAB

L T P
0 0 2

CLASS WORK	:	25
EXAM	:	25
TOTAL	:	50
DURATION OF EXAM	:	3 HRS

LIST OF EXPERIMENTS:

1. Design all gates using VHDL.
2. Write VHDL programs for the following circuits, check the wave forms and the hardware generated
 - a. half adder
 - b. full adder
3. Write VHDL programs for the following circuits, check the wave forms and the hardware generated
 - a. multiplexer
 - b. demultiplexer
4. Write VHDL programs for the following circuits, check the wave forms and the hardware generated
 - a. decoder
 - b. encoder
5. Write a VHDL program for a comparator and check the wave forms and the hardware generated
6. Write a VHDL program for a code converter and check the wave forms and the hardware generated
7. Write a VHDL program for a FLIP-FLOP and check the wave forms and the hardware generated
8. Write a VHDL program for a counter and check the wave forms and the hardware generated
9. Write VHDL programs for the following circuits, check the wave forms and the hardware generated
 - a. register
 - b. shift register
10. Implement any three (given above) on FPGA/CPLD kit

NOTE : Ten experiments are to be performed out of which at least seven experiments should be performed from above list. Remaining three experiments may either be performed from the above list or designed & set by the concerned institution as per the scope of the syllabus.