RCS-602: COMPILER DESIGN		3-1-0
Unit	**Topic**	**Proposed Lecture**
I	**Introduction to Compiler**: Phases and passes, Bootstrapping, Finite state machines and regular expressions and their applications to lexical analysis, Optimization of DFA-Based Pattern Matchers implementation of lexical analyzers, lexical-analyzer generator, LEX compiler, Formal grammars and their application to syntax analysis, BNF notation, ambiguity, YACC. The syntactic specification of programming languages: Context free grammars, derivation and parse trees, capabilities of CFG.	**08**
II	**Basic Parsing Techniques:** Parsers, Shift reduce parsing, operator precedence parsing, top down parsing, predictive parsers Automatic Construction of efficient Parsers: LR parsers, the canonical Collection of LR(0) items, constructing SLR parsing tables, constructing Canonical LR parsing tables, Constructing LALR parsing tables, using ambiguous grammars, an automatic parser generator, implementation of LR parsing tables.	**08**
III	**Syntax-directed Translation:** Syntax-directed Translation schemes, Implementation of Syntax-directed Translators, Intermediate code, postfix notation, Parse trees & syntax trees, three address code, quadruple & triples, translation of assignment statements, Boolean expressions, statements that alter the flow of control, postfix translation, translation with a top down parser. More about translation: Array references in arithmetic expressions, procedures call, declarations and case statements.	**08**
IV	**Symbol Tables**: Data structure for symbols tables, representing scope information. Run-Time Administration: Implementation of simple stack allocation scheme, storage allocation in block structured language. Error Detection & Recovery: Lexical Phase errors, syntactic phase errors semantic errors.	**08**
V	**Code Generation:** Design Issues, the Target Language. Addresses in the Target Code, Basic Blocks and Flow Graphs, Optimization of Basic Blocks, Code Generator. Code optimization: Machine-Independent Optimizations, Loop optimization, DAG representation of basic blocks, value numbers and algebraic laws, Global Data-Flow analysis.	**08**

REFRENCES:
1. K. Muneeswaran,Compiler Design,First Edition,Oxford University Press.
2. J.P. Bennet, "Introduction to Compiler Techniques", Second Edition, Tata McGraw-Hill,2003.
3. Henk Alblas and Albert Nymeyer, "Practice and Principles of Compiler Building with C", PHI, 2001.
4. Aho, Sethi & Ullman, "Compilers: Principles, Techniques and Tools", Pearson Education
5. V Raghvan, " Principles of Compiler Design", TMH
6. Kenneth Louden," Compiler Construction", Cengage Learning.
7. Charles Fischer and Ricard LeBlanc," Crafting a Compiler with C", Pearson Education

B. Tech. (CSE\CSIT)
SIXTH EMESTER (DETAILED SYLLABUS)

RCS-601: COMPUTER NETWORKS		3-0-0
Unit	**Topic**	**Proposed Lecture**
I	**Introduction Concepts:** Goals and Applications of Networks, Network structure and architecture, The OSI reference model, services, Network Topology Design - Delay Analysis, Back Bone Design, Local Access Network Design, Physical Layer Transmission Media, Switching methods, ISDN, Terminal Handling	**08**
II	**Medium Access sub layer:** Medium Access sub layer - Channel Allocations, LAN protocols - ALOHA protocols - Overview of IEEE standards - FDDI. Data Link Layer - Elementary Data Link Protocols, Sliding Window protocols, Error Handling.	**08**
III	**Network Layer:** Network Layer - Point - to Pont Networks, routing, Congestion control Internetworking -TCP / IP, IP packet, IP address, IPv6.	**08**
IV	**Transport Layer**: Transport Layer - Design issues, connection management, session Layer-Design issues, remote procedure call. Presentation Layer-Design issues, Data compression techniques, cryptography - TCP - Window Management.	**08**
V	**Application Layer:** Application Layer: File Transfer, Access and Management, Electronic mail, Virtual Terminals, Other application. Example Networks - Internet and Public Networks	**08**

REFRENCES:

1. Forouzen, "Data Communication and Networking", TMH
2. A.S. Tanenbaum, Computer Networks, Pearson Education
3. W. Stallings, Data and Computer Communication, Macmillan Press
4. Bhavneet Sidhu, An Integrated approach to Computer Networks, Khanna Publishing House
5. .Gary R.Wright,W.Richard Stevens "TCP/IP Illustrated,Volume2 The Implementation" Addison-Wesley
6. Michael A. Gallo and William M. Hancock "Computer communucation and Networking Technology" Cengage Learning
7. Anuranjan Misra, "Computer Networks", Acme Learning
8. G. Shanmugarathinam, "Essential of TCP/ IP", Firewall Media

NCS-068 E-Commerce	2 1 0
Unit **Topic**	**Proposed Lectures**

Unit	Topic	Proposed Lectures
I	Introduction: Definition of Electronic Commerce, E-Commerce: technology and prospects, incentives for engaging in electronic commerce, needs of E-Commerce, advantages and disadvantages, framework, Impact of E-commerce on business, E-Commerce Models.	8
II	Network Infrastructure for E- Commerce: Internet and Intranet based E-commerce- Issues, problems and prospects, Network Infrastructure, Network Access Equipments, Broadband telecommunication (ATM, ISDN, FRAME RELAY). Mobile Commerce: Introduction, Wireless Application Protocol, WAP technology, Mobile Information device.	8
III	Web Security: Security Issues on web, Importance of Firewall, components of Firewall, Transaction security, Emerging client server, Security Threats, Network Security, Factors to consider in Firewall design, Limitation of Firewalls.	8
IV	Encryption: Encryption techniques, Symmetric Encryption: Keys and data encryption standard, Triple encryption, Secret key encryption; Asymmetric encryption: public and private pair key encryption, Digital Signatures, Virtual Private Network.	8
V	Electronic Payments: Overview, The SET protocol, Payment Gateway, certificate, digital Tokens, Smart card, credit card, magnetic strip card, E-Checks, Credit/Debit card based EPS, online Banking. EDI Application in business, E- Commerce Law, Forms of Agreement, Govt. policies and Agenda.	8

Text Books:

1. Ravi Kalakota, Andrew Winston, "Frontiers of Electronic Commerce", Addison-Wesley.
2. Pete Lohsin , John Vacca "Electronic Commerce", New Age International 3. Goel, Ritendra "E-commerce", New Age International
4. Laudon, "E-Commerce: Business, Technology, Society", Pearson Education
5. Bajaj and Nag, "E-Commerce the cutting edge of Business", TMH
6. Turban, "Electronic Commerce 2004: A Managerial Perspective", Pearson Education

RAS601	INDUSTRIAL MANAGEMENT	L-T-P: 3-0-0
Unit	**Topic**	**Proposed Lecture**
I	Introduction: Concept and scope of Industrial Management. Productivity: Definition, measurement, productivity index, types of production system, Industrial Ownership.	**06**
II	Functions of Management, Taylor's Scientific Management Theory, Fayol's Principles of Management, Social responsibilities of Management, Introduction to Human resources management: Nature of HRM, functions and importance of HRM.	**06**
III	**Work Study:** Introduction, definition, objectives, steps in work study, Method study: definition, objectives, steps of method study, Work Measurement: purpose, types of study — stop watch methods — steps — allowances — standard time calculations — work sampling, Production Planning and Control Inventory Control: Inventory, Cost, Models of inventory control: EOQ, ABC, VED	**06**
IV	Quality Control: statistical quality control, Control charts for variables and attributes, Acceptance Sampling- Single sampling- Double sampling plans, Introduction to TQM.	**06**
V	**Project Management**: Project network analysis, CPM, PERT and Project crashing and resource Leveling	**06**

References:

1. Engineering Management (Industrial Engineering & Management)/ S.C. Sharma & T.R. Banga, Khanna Book Publishing Co. (P) Ltd., Delhi (ISBN: 978-93-86173-072)

2. Industrial Engineering and Management/ P. Khanna, Dhanpatrai publications Ltd.

3. Production & Operation Management /PaneerSelvam /PHI.

4. Industrial Engineering Management/NVS Raju/Cengage Learning.

5. Industrial Engineering Management I RaviShankar/ Galgotia.

NCS-063 Parallel Algorithms		3 1 0
Unit	Topic	Proposed Lectures
I	Sequential model, need of alternative model, parallel computational models such as PRAM, LMCC, Hypercube, Cube Connected Cycle, Butterfly, Perfect Shuffle Computers, Tree model, Pyramid model, Fully Connected model, PRAM-CREW, EREW models, simulation of one model from another one.	8
II	Performance Measures of Parallel Algorithms, speed-up and efficiency of PA, Cost- optimality, An example of illustrate Cost-optimal algorithms- such as summation, Min/Max on various models.	8
III	Parallel Sorting Networks, Parallel Merging Algorithms on CREW/EREW/MCC, Parallel Sorting Networks on CREW/EREW/MCC/, linear array.	8
IV	Parallel Searching Algorithm, Kth element, Kth element in X+Y on PRAM, Parallel Matrix Transportation and Multiplication Algorithm on PRAM, MCC, Vector-Matrix Multiplication, Solution of Linear Equation, Root finding.	8
V	Graph Algorithms - Connected Graphs, search and traversal, Combinatorial Algorithms-Permutation, Combinations, Derrangements.	8

Textbooks:

1. M.J. Quinn, "Designing Efficient Algorithms for Parallel Computer", McGrawHill. 2. S.G. Akl, "Design and Analysis of Parallel Algorithms"
3. S.G. Akl, "Parallel Sorting Algorithm" by Academic Press

B.TECH. (CSE & CS)

SIXTH SEMESTER (DETAILED SYLLABUS)

Software Engineering (KCS-601)	
Course Outcome (CO)	**Bloom's Knowledge Level (KL)**
At the end of course, the student will be able to	
CO 1	Explain various software characteristics and analyze different software Development Models.	K_1, K_2
CO 2	Demonstrate the contents of a SRS and apply basic software quality assurance practices to ensure that design, development meet or exceed applicable standards.	K_1, K_2
CO 3	Compare and contrast various methods for software design	K_2, K_3
CO 4	Formulate testing strategy for software systems, employ techniques such as unit testing, Test driven development and functional testing.	K_3
CO 5	Manage software development process independently as well as in teams and make use of Various software management tools for development, maintenance and analysis.	K_5

DETAILED SYLLABUS		3-1-0
Unit	**Topic**	**Proposed Lecture**
I	**Introduction:** Introduction to Software Engineering, Software Components, Software Characteristics, Software Crisis, Software Engineering Processes, Similarity and Differences from Conventional Engineering Processes, Software Quality Attributes. Software Development Life Cycle (SDLC) Models: Water Fall Model, Prototype Model, Spiral Model, Evolutionary Development Models, Iterative Enhancement Models.	**08**
II	**Software Requirement Specifications (SRS):** Requirement Engineering Process: Elicitation, Analysis, Documentation, Review and Management of User Needs, Feasibility Study, Information Modelling, Data Flow Diagrams, Entity Relationship Diagrams, Decision Tables, SRS Document, IEEE Standards for SRS. Software Quality Assurance (SQA): Verification and Validation, SQA Plans, Software Quality Frameworks, ISO 9000 Models, SEI-CMM Model.	**08**
III	**Software Design:** Basic Concept of Software Design, Architectural Design, Low Level Design: Modularization, Design Structure Charts, Pseudo Codes, Flow Charts, Coupling and Cohesion Measures, Design Strategies: Function Oriented Design, Object Oriented Design, Top-Down and Bottom-Up Design. Software Measurement and Metrics: Various Size Oriented Measures: Halestead's Software Science, Function Point (FP) Based Measures, Cyclomatic Complexity Measures: Control Flow Graphs.	**08**
IV	**Software Testing:** Testing Objectives, Unit Testing, Integration Testing, Acceptance Testing, Regression Testing, Testing for Functionality and Testing for Performance, TopDown and Bottom-Up Testing Strategies: Test Drivers and Test Stubs, Structural Testing (White Box Testing), Functional Testing (Black Box Testing), Test Data Suit Preparation, Alpha and Beta Testing of Products. Static Testing Strategies: Formal Technical Reviews (Peer Reviews), Walk Through, Code Inspection, Compliance with Design and Coding Standards.	**08**
V	**Software Maintenance and Software Project Management:** Software as an Evolutionary Entity, Need for Maintenance, Categories of Maintenance: Preventive, Corrective and Perfective Maintenance, Cost of Maintenance, Software Re- Engineering, Reverse Engineering. Software Configuration Management Activities, Change Control Process, Software Version Control, An Overview of CASE Tools. Estimation of Various Parameters such as Cost, Efforts,	**08**