



MADHAV INSTITUTE OF TECHNOLOGY AND SCIENCE, GWALIOR – 474005
(A Govt. Aided UGC Autonomous Institute Affiliated to R.G.P.V. Bhopal, M.P.)

Annexure 6

Syllabi of
Departmental Courses (DC) Courses
B.Tech V Semester
For batch admitted 2021-22
(Computer Science and Design)
Under Flexible Curriculum



Department of Computer Science and Engineering

DATA SCIENCE (290501)

COURSE OBJECTIVES:

- To provide the fundamental knowledge of Data Sciences.
 - To analyse the working of various techniques used in Data Sciences.
 - To understand the basic representation and exploratory data analysis used in Data Sciences.
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Unit – I:

Introduction to Data Science: Introduction, Definition, applications of Data Science, Impact of Data Science, Data Analytics Life Cycle, role of Data Scientist.

Basics of Python: Essential Python libraries, Python Introduction- Features, Identifiers, Reserved words, Indentation, Comments, Built-in Data types and their Methods: Strings, List, Tuples, Dictionary, Set, Type Conversion- Operators. Decision Making: Looping-Loop Control statement, Math and Random number functions. User defined functions, function arguments & its types.

Unit – II:

Vectorized Computation: The NumPy ndarray- Creating ndarrays- Data Types for ndarrays- Arithmetic with NumPy Arrays- Basic Indexing and Slicing, Boolean Indexing, Transposing Arrays. Universal Functions: Fast Element, Wise Array Functions, Mathematical and Statistical Methods – Sorting Unique and Other Set Logic.

Unit – III:

Data Analysis: Series, DataFrame, Essential Functionality: Dropping Entries, Indexing, Selection, and Filtering- Function Application and Mapping- Sorting and Ranking. Summarizing and Computing Descriptive Statistics – Mean, Standard Deviation, Skewness and Kurtosis. Unique Values, Value Counts, and Membership. Reading and Writing Data in Text Format.

Unit – IV:

Inferential Statistics in Data Science: Types of Learning, Linear Regression- Simple Linear Regression, Implementation, plotting and fitting regression line. Multiple Linear Regression, Introduction, implementation, comparison with simple linear regression, Correlation Matrix, F-Statistic, Identification of significant features. Polynomial regression.



Unit – V:

Exploratory Data Analysis and Visualisation: Handling Missing Data, Data Transformation: Removing Duplicates, Transforming Data Using a Function or Mapping, Replacing Values, Detecting and Filtering Outliers, Functions in pandas. Plotting with pandas: Line Plots, Bar Plots, Histograms and Density Plots, Scatter or Point Plots.

RECOMMENDED BOOKS:

1. Cathy O’Neil and Rachel Schutt , “Doing Data Science”, O’Reilly, 2015.
2. David Dietrich, Barry Heller, Beibei Yang, “Data Science and Big data Analytics”, EMC 2013
3. Artificial Intelligence: A Modern Approach by Stuart J. Russell and Peter Norvig, Prentice Hall.
4. 4. Pattern Recognition and Machine Learning, Christopher M. Bishop

COURSE OUTCOMES: After completing the course, the student will be able to:

CO1: Define basic concepts of Data Sciences.

CO2: Illustrate various concepts of python that are used in data sciences.

CO3: Identify various methods for the representation and manipulation of vectors.

CO4: Analysis the data for applying various statistical modelling approaches.

CO5: Identify hidden patterns in data and transform it using data science techniques.

CO6: Apply regression techniques to solve real world problems.



DATA SCIENCE
(290501)
PROGRAM LIST

1. Perform Creation, indexing, slicing, concatenation and repetition operations on Python built-in data types: Strings, List, Tuples, Dictionary, Set
2. Solve problems using decision and looping statements.
3. Apply Python built-in data types: Strings, List, Tuples, Dictionary, Set and their methods to solve any given problem
4. Handle numerical operations using math and random number functions.
5. Manipulation of NumPy arrays- Indexing, Slicing, Reshaping, Joining and Splitting.
6. Computation on NumPy arrays using Universal Functions and Mathematical methods.
7. Import a CSV file and perform various Statistical and Comparison operations on rows/columns.
8. Create Pandas Series and DataFrame from various inputs.
9. Import any CSV file to Pandas DataFrame and perform the following:
 1. Visualize the first and last 10 records
 2. Get the shape, index and column details
 3. Select/Delete the records(rows)/columns based on conditions.
 4. Perform ranking and sorting operations.
 5. Do required statistical operations on the given columns.
 6. Find the count and uniqueness of the given categorical values.
 7. Rename single/multiple columns.
10. Import any CSV file to Pandas DataFrame and perform the following:
 1. Handle missing data by detecting and dropping/ filling missing values.
 2. Transform data using different methods.
 3. Detect and filter outliers.
 4. Perform Vectorized String operations on Pandas Series.
 5. Visualize data using Line Plots, Bar Plots, Histograms, Density Plots and Scatter Plots.
11. Use the scikit-learn package in python to implement the regression model and its related methods.



DATA SCIENCE
(290501)
SKILL BASED MINI-PROJECTS

- Exploratory Data Analysis (EDA): Perform an in-depth analysis of a dataset, including data cleaning, visualization, and statistical analysis to gain insights and understand the underlying patterns and relationships.
- Predictive Modeling: Build a machine learning model to predict a specific outcome or target variable based on a given dataset. This could include classification, regression, or time series forecasting tasks.
- Natural Language Processing (NLP): Develop a text classification or sentiment analysis model using techniques such as tokenization, word embeddings, and recurrent neural networks (RNNs) to analyze and understand text data.
- Image Recognition: Create an image recognition system using convolutional neural networks (CNNs) to classify or identify objects, faces, or patterns in images.
- Recommendation System: Build a recommendation engine that suggests personalized recommendations to users based on their preferences and behavior, using collaborative filtering or content-based filtering techniques.
- Clustering Analysis: Implement clustering algorithms such as k-means, hierarchical clustering, or DBSCAN to group similar data points together and discover hidden patterns or segments within a dataset.
- Time Series Analysis: Analyze time-dependent data, such as stock prices or weather data, using techniques like autoregressive integrated moving average (ARIMA), exponential smoothing, or recurrent neural networks (RNNs).
- Anomaly Detection: Develop an anomaly detection system that can identify unusual or suspicious patterns in data, which can be useful for fraud detection, network intrusion detection, or outlier detection.
- Social Media Sentiment Analysis: Use data from social media platforms to analyze public sentiment towards specific topics, brands, or events using natural language processing techniques and sentiment analysis algorithms.
- Data Visualization Dashboard: Create an interactive dashboard using libraries like Plotly or Dash to visualize and explore data, providing users with an intuitive interface to interact with and gain insights from the data.



Department of Computer Science and Engineering
Networking with TCP/IP
(290502)

COURSE OBJECTIVES

- To understand TCP/IP Internetworking and Addressing.
- To understand framing, Routing, Address resolution and Error reporting mechanism used in the Internet
- To understand the working of Application layer protocols
- To Troubleshoot networking issues

Unit-1 TCP/IP model, Addressing- Physical, logical and port addressing, IPv4 addresses: Classful addressing, Classless addressing. Special addresses, DHCP and NAT. Subnetting and Supernetting, IPv6 addressing.

Unit-2 IP Datagram- format, options, fragmentations, checksum, IPsec. Address Resolution Protocol (ARP), Reverse address resolution protocol (RARP). Internet Control message protocol (ICMP).

Unit-3 TCP: TCP Reliable data transfer, Connection Establishment & Release, TCP Frame, Header Checksum, Sliding Window Concept for error control, congestion control and TCP timers. UDP: Format, Pseudo header, Encapsulation, Checksum, Multiplexing & Demultiplexing. Stream Control Transmission Protocol

Unit-4 Routing Protocols- RIP, OSPF and BGP, Application Layer: DNS, FTP, TFTP, Mail Transfer protocols, TELNET, HTTP, Voice over IP.

Unit- 5 Troubleshooting Principles, Ping, Traceroute, nslookup and Netstat, Study of network packet analyzer tools: Wireshark, CISCO packet Tracer etc. Scanner Tools: Nmap, Nessus etc.

Reference Books:-

- Data and Computer Communication - W. Stalling, Pearson
- Internetworking with TCP/IP - Vol. - I - D.E. Comer, PHI
- Data Communication & Networking -B.A. Forouzan
- ISDN and Broad band ISDN with Frame Relay & ATM - W. Stalling
- LANs - Keiser



COURSE OUTCOMES

After completion of this course, the students would be able to:

- CO1. Outline of the basic functionality of TCP/IP layers.
- CO2. Analyze various addressing mechanism used in the internet
- CO3. Elaborate the framing, Routing and Address translation mechanism used in the internet
- CO4. Analyze the working of Application layer protocols
- CO5. Simulate network protocols & Topologies
- CO6. Install, maintain and troubleshoot a TCP/IP Network



Department of Computer Science and Engineering

Design Patterns

(290505)

COURSE OBJECTIVES

- To provide the fundamental concepts and principles of design patterns in software development.
- Explore the different types of design patterns and their classifications: creational, structural, and behavioral.
- Learn how to analyze and identify design pattern opportunities in software design and architecture.

Unit-I Introduction to Design Patterns: Overview of design patterns, Importance of design patterns in software development, Types of design patterns: creational, structural, and behavioral, UML diagrams for design patterns, Common design principles and SOLID principles.

Unit- II Creational Design Patterns: Singleton pattern: Definition and purpose of the Singleton pattern, single instance and global access, Case study, Factory pattern: Factory pattern and its role in creating objects, Abstract factory pattern: Abstract Factory pattern using interfaces and abstract classes, Builder pattern, Prototype pattern.

Unit-III Structural Design Patterns: Adapter pattern: Definition and purpose of the Adapter pattern, interfaces and the need for adaptation, Decorator pattern: Decorator pattern and its role in dynamically adding behavior to objects, Facade pattern: interface to a complex subsystem, Composite pattern: Composite pattern using component and leaf classes, recursive and non-recursive traversal techniques, Bridge pattern: decoupling abstractions from their implementations.

Unit-IV Behavioral Design Patterns: Observer pattern: subject and observer interfaces, Strategy pattern: strategy interfaces and concrete strategies, Template method pattern: Template Method pattern using abstract classes and concrete implementations, Case study, Command pattern: encapsulating requests as objects, decoupling requesters and receivers, State pattern: state interfaces, concrete states, and context objects.



Unit-V

Advanced Design Patterns: Iterator pattern: iterator interfaces and concrete iterators, Proxy pattern: surrogate or placeholder for another object, Mediator pattern: mediator interfaces and concrete mediators, Visitor pattern: visitor interfaces, concrete visitors, and visitable objects. Memento pattern: memento objects, originator objects, and caretaker objects.

RECOMMENDED BOOKS

- "Head First Design Patterns" by Eric Freeman, Elisabeth Robson, Bert Bates, and Kathy Sierra.
- "Design Patterns: Elements of Reusable Object-Oriented Software" by Erich Gamma, Richard Helm, Ralph Johnson, and John Vlissides
- "Design Patterns Explained: A New Perspective on Object-Oriented Design" by Alan Shalloway and James Trott
- "Design Patterns in Java" by Steven John Metsker and William C. Wake
- "Design Patterns in Python" by Rahul Verma
- "Modern C++ Design: Generic Programming and Design Patterns Applied" by Andrei Alexandrescu

COURSE OUTCOMES

After completion of the course students would be able to:

- CO1. Identify and classify design patterns based on their purpose and characteristics.
- CO2. Implement design patterns using appropriate programming languages and frameworks.
- CO3. Analyze software design problems and select appropriate design patterns to address them.
- CO4. Understand and adhere to best practices when utilizing design patterns in software development.
- CO5. Evaluate the effectiveness and efficiency of design pattern implementations in software projects.
- CO6. Apply the appropriate design pattern compatible with different use cases. .



Department of Computer Science and Engineering

COMPILER DESIGN

(290504)

COURSE OBJECTIVES

- To learn finite state machines and context free grammar.
 - To learn, various phases of compiler
 - To understand process of compiler implementation.
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Unit-I

Overview of Translation Process: Introduction to Compiler, Major Data Structures in Compiler, Other Issues in Compiler Structure, BOOT Strapping and Porting, Compiler Structure: Analysis-Synthesis Model of Compilation, Various Phases of a Compiler, Compiler Design Tools.

Unit-II

Lexical Analysis: Input Buffering, Symbol Table, Token, Recognition of Tokens, Lexeme and Patterns, Difficulties in Lexical Analysis, Error Reporting and Implementation. Regular Grammar & Language Definition, Transition Diagrams, Design of a Typical Scanner using LEX.

Unit-III

Syntax Analysis: Context Free Grammars (CFGs), Ambiguity, Basic Parsing Techniques: Top Down Parsing, Recursive Descent Parsing, Transformation on the Grammars, Predictive Parsing LL(1) Grammar, Bottom-UP Parsing, Operator Precedence Parsing, LR Parsers (SLR, CLR, LALR), Design of a Typical Parser Using YACC.



Unit-IV

Semantic Analysis: Compilation of Expression, Control, Structures, Conditional Statements, Various Intermediate Code Forms, Syntax Directed Translation, Memory Allocation and Symbol Table Organizations, Static and Dynamic Array Allocation, String Allocation, Structure Allocation etc., Error Detection Indication and Recovery, Syntax and Semantic Errors.

Unit-V

Code Generation and Code Optimization: Issues, Basic Blocks and Flow Graphs, Register Allocation, Code Generation, DAG Representation of Programs, Code Generation from DAGS, Peep-hole Optimization, Code Generator Generators, Specification of Machine. Code Optimization: Source of Optimizations, Optimization of Basic Blocks, Loops, Global Data Flow Analysis, Solution to Iterative Data Flow Equations, Data Flow Analysis of Structured Flow Graphs.

RECOMMENDED BOOKS

- Compilers: Principles, Techniques and Tools, V. Aho, R. Sethi and J. D. Ullman, Pearson Education.
- Compiler Construction: Principles and Practice, K.C. Louden, Cengage Learning.

COURSE OUTCOMES

After completion of this course, the students would be able to:

- CO1.** Define the concepts of finite automata and context free grammar.
- CO2.** Build the concept of working of compiler.
- CO3.** Examine various parsing techniques and their comparison.
- CO4.** Compare various code generation and code optimization techniques.
- CO5.** Analyze different tools and techniques for designing a compiler.
- CO6.** Design various phases of compiler.



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Department of Computer Science and Engineering

SOFTWARE DESIGN AND PROJECT MANAGEMENT

(290503)

COURSE OBJECTIVES

To understand the nature of software design process models, SCRUM and Agile practices.

- To understand role of project manager.
- To understand project management and scheduling techniques.
- To understand concept of software quality assurance and risk management process.

Unit-I

Introduction to Software Design and Project Management: Software design process models, Iterative, Incremental, Agile practices. Characteristics of software projects, project attributes, project constraints. project baseline, project charter, Stakeholders, Feasibility Study, Cost-benefit Analysis, Project and Product Life Cycles, role of project manager, System view of project management, Barry Boehm: W5HH principle

Unit-II

Fundamentals of Agile: The Genesis of Agile, Introduction and background, Agile Manifesto and Principles, Lean Software, Agile project management, Design and development practices in Agile projects, Agile Tools, Problem Agile Solves.

Unit- III

Agile Scrum Framework: Introduction to Scrum, Project phases Product backlog, Sprint backlog, Iteration planning, Scrum and Kanban. User story definition, Characteristics and content of user stories, Burn down chart, Sprint planning.

Unit-IV

Techniques of Project Scheduling: Function Point calculation, Work Breakdown Structure (WBS), activities sequencing, network diagrams, activity duration estimation, schedule development, Gantt Charts, Critical path method (CPM), Program evaluation & review technique (PERT), concept of slack time, schedule control.



Unit-V

Quality and Risk Management: Cost budgeting, cost control, earned value management, project portfolio management. Project Quality Management: Quality Planning, quality Assurance, Quality control, Tool & techniques for quality control. Pareto Analysis, Six Sigma. CMM, ISO Standards, Juran Methodology, Human Resource Management, responsibility assignment metrics, resource loading, resource levelling, Risk Management planning, Expected Monetary Value, Decision tree, Releases vs. version.

RECOMMENDED BOOKS

- Bob Hughes, Mike Cottrell and Rajib Mall, Software Project Management, Tata McGraw Hill, 2009. ISBN 978-0071072748.
- Cooperative Software Development – Dr. Amy Ko.
- Agile Software Development with Scrum, Ken Schwaber, Mike Beedle, Pearson.
- Agile Software Development, Principles, Patterns and Practices, Robert C. Martin, Prentice Hall.
- Agile Software Development: The Cooperative Game, Alistair Cockburn, Addison Wesley.

COURSE OUTCOMES

After completion of course students will be able to:

CO1: Understand software design methodologies.

CO2: Apply and recognize project management practices.

CO3. Understand user stories, tasks and Agile methodology.

CO4: Understand and Apply Project Scheduling techniques.

CO5: Recognize Quality Assurance and Control Techniques

CO6: Examine the Risks and Managing.



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Software Design and Project Management

(290503)

List of Lab Experiments

1. Create your first project in JIRA SCRUM.
2. Learn and create Epic, Story and Tasks
3. Create a To-Do Daily Task Management Project in JIRA and set priorities
4. Manage Agile boards
5. Create and build Roadmaps
6. Sprint Planning in JIRA
7. Backlogs and Integrate WBS Gantt Chart.
8. Scheduling Project, Integrate with PERT, PERT estimates.
9. Create Story points, creating versions, releases, and burndown charts.
10. Create a “upgrading to a new phone Project” in JIRA.
11. Learn JIRA Query Language (JQL) and perform queries to retrieve required data
12. Smart querying, save filters, export csv file
13. Understanding Administrative rights, Creating and Inviting Users, Creating groups, permissions, and project roles.
14. Creating multiple boards per project, creating boards from saved filters, Creating Workflows
15. Adding transitions and status in JIRA.
16. Case Study of Online Grocery Shopping using JIRA
17. Case Study of Online Movie ticket booking using JIRA



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**Software Design and Project Management
(290503)**

List of Skill Based Project

The Skill Based Project is to be designed Using JIRA

1. Marketing Project Management
2. Recruitment Project Management
3. Voting System Project Management
4. Hotel Room Booking Management
5. Make My Trip Management
6. Health Care Management
7. Police Service Management
8. Purchasing Project Management
9. Banking Services Management
10. Library Service Management