

## Sri Adichunchanagiri Shikshana Trust (R) SJB Institute of Technology













Approved by AICTE, 2(f) and 12(B) recognized by UGC, New Delhi Accredited by NAAC, Accredited by NBA, Certified by ISO 9001 - 2015









#### SERVICE TO MANKIND IS SERVICE TO GOD

#### His Divine Soul Padmabhushana SriSriSri Dr.BalagangadharanathMahaSwamiji

FounderPresident,SriAdichunchanagiriShikshanaTrust®



Belief in God is not ignorance or illusion. It is a belief that there is an unseen, ineffable Power that transcends all our powers of muscles, mind and lives.



True richness is the generosity of heart. Cultivate it and work to help the less fortunate ones in life.

Revered Sri Sri Dr.Prakashanatha Swamiji

Managing Director, BGS&SJB Group of Institutions & Hospitals

People and prosperity follow the path which the leaders take. So the elders and leaders should make sure that they give the right lead and take the right path.

	Sy	llabus	for 1 <sup>st</sup> & 2 <sup>nd</sup> Semester							
The syllabus,		uideline	s are provided in detail. s are subjected to changes if any needed. ated timely.							
The Syllabus book is available on <a href="www.sjbit.edu.in">www.sjbit.edu.in</a>										
For any que	ries, please wr	ite to	academicdean@sjbit.edu.in							
			UPDATES							
Release/ Revision	Date		Remarks							
Version 1	17/12/2024	Firstup	ploading,Version1							



### STI Adichunchanagiri Shikshana Trust (R) SJB Institute of Technology BGS Health and Education City, Dr. Vishnuvardhana Road, Kengeri, Bengaluru-560060



Approved by AICTE, New Delhi.

Autonomous Institute affiliated to Visvesvaraya Technological University, Belagavi
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#### AUTONOMOUS SCHEME (Tentative) PG - MCA 1st year

	SCHE	ME:	2024								Date	04.1	2.20	24		
	S	EM:	I													
		Count				ot.		Teac	hing	Hrs/	Hrs/Week		Examinations			
82028	250 100	သိ			Dept.	g dept	Credits	L	T	P	0	99		SEE		99
SL No	Course Type	Course type	Course Code	Course Title	Teaching ]	QP setting		Lecture	Tutorial	Practical	PBL/ABL/ SL/othrs.	CIEMarks	Dur.	Th. Mrks	Lab. Mrks.	Tot. Marks
1	IPCC	1	MCA24I101	Programming in Python			4	3	0	2		50	3	50	158	100
2	BSC	1	MCA24T102	Mathematical Foundations for Computer Applications			3	3	0	0		50	3	50	94	100
3	PCC	1	MCA24T103	Computer Networks			3	3	0	0		50	3	50	9.	100
4	PCC	2	MCA24T104	Database Management Systems	MCA	MCA	3	3	0	0		50	3	50	152	100
5	PCC	3	MCA24T105	Web Technologies	~	-	3	3	0	0		50	3	50	32	100
6	PCC	4	MCA24T106	Software Engineering			3	3	0	0		50	3	50		100
7	PCCL	1	MCA24L107	DBMS & Web Technologies Laboratory			2	-	2	2		50	3		50	100
8	MAC	1	MCA24M108	Research Methodology & IPR		田	PP/N	3	150	Į.	8	50	15.50	-	177	PP
9	AEC	1	MCA24AE11	Cyber Security Essentials	田	田	PP/N	-	2	2		50	72		1200	PP
				Total			21	21	2	4	0	400	30	300	50	700

Note: BSC-Basic Science Courses, PCC: Professional core. IPCC-Integrated Professional Core Courses, PCCL - Professional Core Course Laboratory, MAC - Mandatory Audit course. Each Course (PCC/PCE) shall have case study discussion and may be considered as a part of assignment.

SLC: 10 to 15 courses shall be defined at the begining of the course. The student should select any one course of their interest and mentors will be alloted to them to guide through the course. Weekly assignment reviews shall be done by mentors. The sudent should complete the course by end of 3rd



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#### AUTONOMOUS SCHEME (Tentative) PG - MCA 1st year

	SCI	EME:	2024								Date	: 04.1	2.20	24		
П		SEM:	п													
					pt	ept		Te	Teaching Hrs/V		Week		Examinations			
SL	Course	Count	Course Code	Course Title	Teaching Dept.	100	Credits	L	Т		0	ırls	SEE			III S
No	Type	Course type Count		, 200352 21112		QP setting dept	Cr	Lecture		Practic al	BL/ SL/oth	CIE Maries	Dur.	Th. Mirks	ab. Mirk	Tot Marks
1	IPCC	2	MCA24I201	Machine Learning			4	3	0	2	1 <b></b>	50	3	50	-	100
	IPCC	3	MCA24I202	Internet of Things	1	98	4	3	0	2		50	3	50	_	100
2	PCC	5	MCA24T203	Object Oriented Programming using Java		80	3	3	0	0	-	50	3	50	_	100
3	PCC	6	MCA24T204	Data Structures & Algorithms	MCA	MCA	3	3	0	0		50	3	50	-	100
4	PCC	7	MCA24T205	Operating Systems-Linux	1	1	3	3	0	0	6753	50	3	50	- 2	100
5	PCCL	2	MCA24L206	DSA Laboratory	1		2	-	2	2		50	3	-	50	100
6	PCCL	3	MCA24L207	Object Oriented Programming Laboratory	35		2	-	2	2	-	50	3	-	50	100
7	AEC	2	MCA24AE21	AWS Cloud Foundations	H	IE	PP / NP	-=	2	2	: <del>-</del> :	50	-	-	-	PP
				Total			21	15	6	8	0	400	21	250	100	700

PCC: Professional core. IPCC-Integrated Professional Core Courses, PEC: Professional Elective Courses, PCCL - Professional Core Course Laboratory, AEC - Ability Enhancement course. SLC: 10 Courses shall be defined at the beginning of the course. Gthe student should select any one course of their interest and mentors will be alloted to them to guide through the course. Weekly assignment reviews shall be done by mentors. The student should complete the course by end of 3rd semester. Rubrics and methodology will be defined separately. SLC will be creadited in 4th semester.



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#### **Department of Master of Computer Applications**

		<b>Table of Contents</b>	
Sl No.	Subject Code	Subject Name	Page Number
1	MCA24I101	Programming in Python	1
2	MCA24T102	Mathematical Foundations for Computer Applications	6
3	MCA24T103	Computer Networks	9
4	MCA24T104	Database Management Systems	12
5	MCA24T105	Web Technologies	16
6	MCA24T106	Software Engineering	20
7	MCA24L107	DBMS & Web Technologies Laboratory	24
8	MCA24M108	Research Methodology & IPR	28
9	MCA24AE11	Cyber Security Essentials	32
10	MCA24I201	Machine Learning	38
11	MCA24I202	Internet of Things	42
12	MCA24T203	Object Oriented Programming using Java	46
13	MCA24T204	Data Structures & Algorithms	49
14	MCA24T205	Operating Systems-Linux	52
15	MCA24L206	DSA Laboratory	55
16	MCA24L207	Object Oriented Programming Laboratory	58
17	MCA24AE21	AWS Cloud Foundations	60



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**Department of Master of Computer Applications** 

Semester:	I	Course Type:		IPCC							
Course Title: Programming in Python											
Course Co	de:	MCA24I101		<b>Credits:</b>	4						
Teaching I	Hours/V	Veek (L:T:P:O)	3:0:2:0	Total Hours:	40						
CIE Mark	s: 5	0 SEE Mai	rks: 50	Total Marks:	100						
SEE Typ	e:	TI	eory	Exam Hours:	3 Hrs.						

#### I. Course Objectives:

- To learn Python programming basics, object-oriented concepts, and advanced libraries for solving problems.
- To apply advance python data structures for solving problems efficiently.
- To use Python for data analysis, including data manipulation and visualization.
- To build Python-based solutions for real-world problems like file handling and web scraping.

#### **II.** Teaching-Learning Process (General Instructions):

These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes.

- 1. Lecturer method (L) need not to be only traditional lecture method, but alternative effective teaching methods could be adopted to attain the outcomes.
- 2. Use of Video/Animation to explain functioning of various concepts.
- 3. Encourage collaborative (Group Learning) Learning in the class.
- 4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.
- 5. Adopt Problem Based Learning (PBL), which fosters student's Analytical skills, develop design thinking skills such as the ability to design, evaluate, generalize, and analyze information rather than simply recall it.
- 6. Introduce Topics in manifold representations.
- 7. Show the different ways to solve the same problem and encourage the students to come up with their own creative ways to solve them.
- 8. Discuss how every concept can be applied to the real world and when that's possible, it helps to improve the student's understanding.

III. COURSE CONTENT	
III(a). Theory PART	
<b>Module-1:</b> Python Fundamentals and Environment Setup, Introduction to Python, Python ecosystem, Comparative programming paradigms, Advanced environment setup and development workflows, Professional IDE configurations (PyCharm, VSCode, Jupyter), Virtual environment management, Syntax and Data Handling, Comprehensive variable scoping, data type internals, Operator overloading, Memory management techniques, Type hinting and annotations.	8 Hrs.
Textbook1: Chapters 1-4, Text Book2: Chapter 1-2 Reference Book1: Chapter 1-2	
RBT Levels: 2, 3	
<b>Module-2:</b> Data Structures and Advanced Collections, Python Collection Techniques - lists, tuples, sets, dictionary operations, Performance characteristics of data structures, Immutable and mutable data structures, string manipulation techniques. Comprehensions and Generators, Itertools.	8 Hrs.
Textbook1: Chapters 5-7, Text Book2: Chapters 3-4	
Reference Book2: Chapter 2-3 RBT Levels: 2, 3, 4	
Module-3: Functions, Modules, and Advanced Programming Paradigms - Object-Oriented Programming (OOP) concepts, Python Function Techniques, First-class functions, Closures and decorators, Function and method argument handling, Context managers, Functional programming concepts -Lambda functions, Map(), Filter(), Reduce() functions practical applications, Module and Package Development, Package distribution.	8 Hrs.
Textbook 1: Chapters 8-10, Text Book2: Chapters 5-6	
Reference Book1: Chapter 7-8	
RBT Levels: 2,3,4  Module-4: Error Handling and File Processing, File Handling, Comprehensive file I/O techniques, working with various file formats, Streaming and large file processing, Binary and text file manipulations, Error Management, exception handling, custom exception creation, Logging and error tracking.	8 Hrs.
Text Book1: Chapters 11-14, Text Book2: Chapters 14-15	
Reference Book2: Chapter 4	
RBT Levels: 2,3,4	
Module-5: Advanced Python Ecosystem and Practical Applications - Advanced Standard and Third-Party Libraries, Comprehensive standard library exploration, Database Integration, Regular expressions usage, Datetime and time manipulation, Introduction to scientific computing libraries - NumPy and Pandas, Practical Integration and Real-world Techniques, Library selection and best practices, Data processing workflows.	8 Hrs.
Text Book1: Supplementary Chapters, Text Book2: Chapters 16-18 Reference Book1: Chapter 13-14	
RBT Levels: 2,3,4	

	III(b). PRACTICAL PART
Sl. No.	Experiments / Programs / Problems
	PART – A
1	Create a simple program to manage student grades
	<ul> <li>Allows input of student names and their subject grades</li> </ul>
	Calculates average grade for each student
	Determines pass/fail status
	Prints a formatted grade report
	Stores student information in a list or dictionary
2	Design a basic expense tracking application
	Record daily expenses
	Categorize expenses (food, transport, utilities, etc.)
	Calculate total expenses
	Find expenses in each category
	Generate a simple expense summary Allow adding and removing expense entries
3	Develop a basic library book tracking system
3	Add new books to the library
	<ul> <li>Display all available books</li> </ul>
	<ul> <li>Search for books by title or author</li> </ul>
	Track book borrowing and return dates
	Maintain a list of borrowed and available books
4	Create a comprehensive temperature conversion tool
•	Convert temperatures between Celsius, Fahrenheit, and Kelvin
	Create functions for each conversion type
	Handle user input and validation
	Display conversions in a neat format
	Include error handling for invalid inputs
5	Design a simple contact information management program
	Add new contacts (name, phone number, email)
	Display all contacts
	Search for a contact by name
	Delete a contact
	Update contact information
	• Store contacts in a file
6	Develop an interactive quiz program
	Stores multiple-choice questions
	Allows user to take the quiz
	Keeps track of correct and incorrect answers
	Provides final score
	Offers option to retry the quiz
	Randomizes question order
7	Create a simple product inventory tracking system
	Add new products with details (name, price, quantity)

		• U <sub>]</sub>	pdate pr	oduct q	uantity									
		<ul> <li>Calculate total inventory value</li> <li>Generate low stock alerts</li> <li>Remove products from inventory</li> </ul>												
		• G	enerate	low stoc	ck alerts									
		• Re	emove p	roducts	from in	ventory								
		• D	isplay ci	urrent ir	ventory	status								
8	Des	Design a secure password generation tool												
		Generates random passwords												
		Allows user to specify password length												
		• Include options for character types (uppercase, lowercase, numbers, symbols)												
			-					,		,	, <b>,</b>	,		
		<ul><li>Provide password strength assessment</li><li>Option to save generated passwords</li></ul>												
		-	ı ıplemen	_		_								
9	Dev		a basic t											
		-	dd new											
		• M	ark task	s as cor	nnlete									
			emove t		P									
			isplay al											
			rioritize											
			ersist tas		een pro	gram ru	ns							
10	Cre		simple w											
			veather (			<b>F</b>	6							
	Dis	play c	urrent te	emperat	ure									
			ather co											
	Pro	vide b	asic wea	ather for	recast									
	Alle	ow sea	arching 1	by city/l	location									
	Har	ndle po	otential	input er	rors									
	9.5	_					RT – E							
											ect proble	em)		
11			Learnin											
12	Soc	ial Me	edia Sen	timent .	Analyze	r - Deve	elop a te	xt sentii	ment an	alysis to	ool			
				IV	. COUI	RSE OU	JTCOM	IES						
CO1	1		rate an u		_	-		_	construc	ets and c	bject-or	riented		
	Pili								111 -	~ .	0 1			
CO2			thon lib g, analy					Matplot	tlib, and	Seabor	n for dat	ta		
	Ana	alvze o	latasets	and des	ign solu	tions fo	r real-w	orld nro	blems.	leveragi	ng file			
CO3	han	Analyze datasets and design solutions for real-world problems, leveraging file handling techniques and web scraping tools.												
CO4	Create efficient Python-based solutions for data-driven applications, demonstrating an ability to solve complex problems through code implementations.									ing an				
			V. CO	D-PO-P	SO MA	PPING	(mark	H=3; M	=2; L=1	l)				
PO/PSO	1	2	3	4	5	6	7	8	S1	S2	S3	S4		
CO1	2									2	1			
CO2	1		2							1	2			

CO3		2	1				1	2	2
CO4	2	1	2				2	1	1

#### **General Rules:**

**Assessment Details (both CIE and SEE):** 

Refer to Annexure F-CIE & SEE Guidelines.

**Semester End Examination (SEE):** 

**Refer to Annexure F-CIE & SEE Guidelines.** 

#### VII. Learning Resources

#### VII(a): Textbooks:

SI.		Name of the author	Edition and Year	Name of the publisher
1	Python Crash	Eric Matthes	2019	No Starch Press,
	Course			2019
2	Fluent Python	Luciano Ramalho	2015	O'Reilly Media

#### VII(b): Reference Books: (Insert or delete rows as per requirement)

1	Python Cookbook	David Beazley and	2013	O'Reilly Media
		Brian K. Jones		
2	Effective Python:	Brett Slatkin	2019	Addison-Wesley
	90 Specific Ways			Professional
	to Write Better			
	Python			

#### VII(c): Web links and Video Lectures (e-Resources):

- 1. FreeCodeCamp: Learn Python Full Course for Beginners: https://www.youtube.com/watch?v=ROjZy1WbCIA: https://www.youtube.com/watch?v=ROjZy1WbCIA
- 2. Crash Course Python by
  - FreeCodeCamp: https://www.freecodecamp.org/news/tag/python/: https://www.freecodecamp.org/news/tag/python/
- 3. Python for Everybody Specialization by University of Michigan on Coursera: https://www.coursera.org/specializations/python: https://www.coursera.org/specializations/python
- 4. Automate the Boring Stuff with Python by Al Sweigart: https://automatetheboringstuff.com/: https://automatetheboringstuff.com/

#### VIII: Activity Based Learning / Practical Based Learning/Experiential learning:

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

- Quizzes
- Assignments
- Seminar



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**Department of Master of Computer Applications** 

Semester:	I Course Type: BSC											
Course Title: Mathematical Foundations for Computer Applications												
Course Code: MCA24T102 Credits: 3												
Teaching Ho	urs/We	eek (L:T:P:O)		3:0:0:0	Total Hours:	40						
CIE Mark	s: 5	0 SEE Ma	arks:	50	Total Marks:	100						
SEE Type	e:	Т	heory		Exam Hours:	3 Hrs.						

#### I. Course Objectives:

- Analyze basic concepts of mathematical logic for analyzing propositions and proving theorems
- Apply sets and their operations algebraically to solve real world problems.
- Examine the basics of graph theory and their various properties.
- Model problems using graphs and to solve these problems algorithmically.
- To facilitate the students with a concrete foundation of probability distributions

#### **II.** Teaching-Learning Process (General Instructions):

These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes.

- 1. Lecturer method (L) need not to be only traditional lecture method, but alternative effective teaching methods could be adopted to attain the outcomes.
- 2. Use of Video/Animation to explain functioning of various concepts.
- 3. Encourage collaborative (Group Learning) Learning in the class.
- 4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.
- 5. Adopt Problem Based Learning (PBL), which fosters student's Analytical skills, develop design thinking skills such as the ability to design, evaluate, generalize, and analyze information rather than simply recall it.
- 6. Introduce Topics in manifold representations.
- 7. Show the different ways to solve the same problem and encourage the students to come up with their own creative ways to solve them.
- 8. Discuss how every concept can be applied to the real world and when that's possible, it helps to improve the student's understanding.

#### III. COURSE CONTENT

#### Module1

Basic Structures: Sets, Principle of Inclusion, Exclusion and Pigeonhole principle Functions and Matrices: Eigen values and Eigenvectors.

Text Book 1

#### Module2

Fundamentals of Logic: Propositions- Logical connectives, Tautologies, contradictions. Logical equivalence- The Laws of Logic, inverse, converse and contra positive. Logical Implication – Rules of Inference, Quantifiers- Types and uses of quantifiers.

Text Book 1

#### Module3

Introduction to Graphs: Application of graphs finite, infinite and bipartite graphs
Incidence and Degree Isolated vertex, pendant vertex and Null graph. Paths and circuits
Isomorphism, sub graphs, walks, paths and circuits, connected graphs, disconnected graphs and components.

Text Book 1

#### Module4

Euclerian and Hamiltonian graphs: Euler graphs, Operations on graphs, Hamiltonian paths and circuits, Travelling salesman problem. Directed graphs types of digraphs, Digraphs and binary relation.

Text Book 1

#### Module5

Probability Distributions: Review of basic probability theory. Random Variables (Discrete and Continuous). Probability mass and density functions. Mathematical expectation, Mean and variance. Discrete probability distributions: Binomial, Poisson and Normal distributions (derivations for mean and standard deviation for Binomial and Poisson distributions only)-Illustrative examples. Applications to analyze the performance of the algorithms..

Text Book 2

#### **IV.COURSE OUTCOMES**

Sl.No.	Description										
C01	Understand basic concepts of mathematical logic for analyzing propositions and proving theorems and Use sets and its operations algebraically for solving real										
	world problems.										
CO2	Understand the basics of graph theory and their various properties										
C03	Model problems using graphs and to solve these problems Algorithmically.										
CO4	Apply the knowledge of statistical techniques and probability distributions of Random variables.										

	V. CO/PO Mapping											
PO/PSO	1	2	3	4	5	6	7	8	S1	S2	S3	S4
CO1	2									2	1	
CO2	1		2							1	2	
CO3		2	1							1	2	2
CO4	2	1	2							2	1	1

#### General Rules:

**Assessment Details (both CIE and SEE):** 

Refer to Annexure F-CIE & SEE Guidelines.

**Semester End Examination (SEE):** 

Refer to Annexure F-CIE & SEE Guidelines.

#### VII. Learning Resources

#### VII (a). Text Books

Sl. No.	Title of the Book	Name of the author	Edition and Year	Name of the publisher
1	Discrete	Kenneth H Rosen	7 <sup>th</sup> Edition	McGraw Hill
	Mathematics & its			
	Applications			
2.	Probability &	Ronald E.	9th Edition, 2023	Pearson Education
	Statistics for	Walpole,Raymond H		
	Engineers &	Myers, Sharon L		
	Scientists	Myers & Keying Ye		

#### VII(b). Web links and Video Lectures (eResources):

- 1. https://archive.nptel.ac.in/courses/111/106/111106086/
- 2. <a href="https://onlinecourses.nptel.ac.in/noc20\_cs82/preview">https://onlinecourses.nptel.ac.in/noc20\_cs82/preview</a>
- 3. http://nptel.ac.in/courses.php?disciplineID=111
- 4. · http://www.class-central-central.com/subject/math(MOOCs)
- 5. · http://academiccarth.org/

#### VIII. Skill Development Activities Suggested

- 1) Translating English Sentences into logical statements.
- 2) Applying Graph theory concepts to design State and National highways across the Country.



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#### **Department of Master of Computer Applications**

Semester:	I	Course Type	:	PCC							
Course Title	Course Title: Computer Networks										
Course Code	e:	MCA24T103	3		<b>Credits:</b>	3					
Teaching l	Teaching Hours/Week (L:T:P:O)				Total Hours:	40					
CIE Marks	5	0 SEE M	larks:	50	Total Marks:	100					
SEE Type			Theory		Exam Hours:	3 Hrs					

#### I. Course Objectives:

- Demonstration of application layer protocols
- Disseminate the Wireless and Mobile Networks covering IEEE 802.11 Standard
- Explain routers, IP and Routing Algorithms in network layer
- Discuss transport layer services and understand UDP and TCP protocol.

#### **II.** Teaching-Learning Process (General Instructions):

These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes.

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- 2. Use of Video/Animation to explain functioning of various concepts.
- 3. Encourage collaborative (Group Learning) Learning in the class.
- 4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.
- 5. Adopt Problem Based Learning (PBL), which fosters student's Analytical skills, develop design thinking skills such as the ability to design, evaluate, generalize, and analyze information rather than simply recall it.
- 6. Introduce Topics in manifold representations.
- 7. Show the different ways to solve the same problem and encourage the students to come up with their own creative ways to solve them.
- 8. Discuss how every concept can be applied to the real world and when that's possible, it helps to improve the student's understanding.

	III. COURSE CONTENT							
	III(a). Theory PART							
File Sha Manager Things ( Internet Softward Using To	Module-1: Applications: Communication Applications, Web-Based Applications, File Sharing and Storage Applications, Remote Access Applications, Network Management and Monitoring Applications, Security Applications, Internet of Things (IoT) Applications, Requirements, Network Architecture: OSI Model, Internet Architecture, Multiplexing and Demultiplexing, Implementing Network Software, Performance  Using TCP/IP sockets, write a client-server program to make the client send the file name and to make the server send back the contents of the requested file if present							
	ok: Chapter 1							
	evels: 2,3							
4B/5B), CRC, Re Wireless	Module-2: Perspectives on Connecting, Encoding (NRZ, NRZI, Manchester, 4B/5B), Framing, Error Detection: 2-D Parity, Internet Checksum Algorithm, CRC, Reliable Transmission, Ethernet and Multiple Access Networks (802.3), Wireless. Program for Hamming code generation for error detection and correction.  Fextbook1: Chapter 2							
	evels: 2,3,4							
Module-3: Internetworking and Advanced Internetworking Switching and Bridging, Basic Internetworking (IP), Routing, The Global Internet, Routing among Mobile Devices. Write a program for distance vector algorithm to find suitable path for transmission.								
	ok1: Chapter 3,4							
	evels:2,3,4							
(UDP), l Control, leaky bu	-4: End-to-End Protocols and Congestion Control Simple Demultiplexer Reliable Byte Stream (TCP), Queuing Disciplines, TCP Congestion Congestion-Avoidance Mechanisms. Program for congestion control using cket algorithm.  ok1: Chapter 5,6	8 Hrs						
RBT L	evels:2,3,4							
	-5: Network Security and Applications Cryptographic Building Blocks, Key ibution, Firewalls, Traditional Applications, Infrastructure Services	8 Hrs						
Textboo	ok1 : Chapter 8,9							
RBT L	evels:2,3,4							
	IV. COURSE OUTCOMES							
CO1	Apply the basic concepts of networking and to analyse different parameters such bandwidth, delay, throughput of the networks for the given problem.	ch as						
	Apply different techniques to ensure the reliable and secured communication in wired and							
CO2	wireless communication.	i wired dild						

CO4	Ic	Identify the issues of Transport layer to analyze the congestion control mechanism.											
	V. CO-PO-PSO MAPPING (mark H=3; M=2; L=1)												
PO/PS	1	2	3	4	5	6	7	8	S1	S2	S3	S4	
О													
CO1	2	1	2							1			
CO2	2	1	2							2			
CO3	1	2	2							1			
CO4	1		1							1			

#### **General Rules:**

Assessment Details (both CIE and SEE):

Refer to Annexure F-CIE & SEE Guidelines.

**Semester End Examination (SEE):** 

Refer to Annexure F-CIE & SEE Guidelines.

#### VII. Learning Resources

VII(a): Textbooks: (Insert or delete rows as per requirement)

Sl. No.	Title of the Book	Name of the author	Edition and Year	Name of the publisher
1	Computer Networks A Systems Approach	Larry L Peterson and Bruce S Davie	6 <sup>th</sup> edition 2019	Morgan Kaufmann Publishers

#### VII(b): Reference Books: (Insert or delete rows as per requirement)

1	Data	Behrouz A. Forouzan	6 <sup>th</sup> edition 2019	Tata McGraw Hill
	Communication			
	and Networking			

#### VII(c): Web links and Video Lectures (e-Resources):

- 1. https://www.digimat.in/nptel/courses/video/106105183/L01.html
- 2. http://www.digimat.in/nptel/courses/video/106105081/L25.html
- 3. https://nptel.ac.in/courses/106105081
- 4. VTU e-Shikshana Program

#### VIII: Activity Based Learning / Practical Based Learning/Experiential learning:

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

- Quizzes
- Assignments
- Seminar



### | Jai Sri Gurudev | Sri Adichunchanagiri Shikshana Trust (R) | SJB Institute of Technology | BGS Health and Education City, Dr. Vishnuvardhana Road, Kengeri, Bengaluru-560060



Approved by AICTE, New Delhi.

Autonomous Institute affiliated to Visvesvaraya Technological University, Belagavi
Accredited by NAAC with 'A+'grade, Certified by ISO 9001 - 2015
Recognized by UGC, New Delhi with 2(f) & 12 (B)

**Department of Master of Computer Applications** 

Semester:	I	Course Type:		-	PCC						
Course Title	Course Title: Database Management Systems										
Course Code	:	MCA24T104			Credits:	3					
Teaching Hours/Week (L:T:P:O)				3:0:0:0	Total Hours:	40					
CIE Marks:	s: 50 SEE Marks:		ırks:	50	Total Marks:	100					
SEE Type:		Th	neory		Exam Hours:	3 Hrs					

#### I. Course Objectives:

- Analyze the basic concepts and the applications of database systems.
- Evaluate the different issues involved in the design and implementation of Database System.
- Explain the basic concepts of relational data model, entity relationship model, relational database design and database language SQL
- Design and build a simple database system and demonstrate competence with the fundamental tasks involved with modelling, designing, and implementing a DBMS

#### **II.** Teaching-Learning Process (General Instructions):

These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes.

- 1. Lecturer method (L) need not to be only traditional lecture method, but alternative effective teaching methods could be adopted to attain the outcomes.
- 2. Use of Video/Animation to explain functioning of various concepts.
- 3. Encourage collaborative (Group Learning) Learning in the class.
- 4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.
- 5. Adopt Problem Based Learning (PBL), which fosters student's Analytical skills, develop design thinking skills such as the ability to design, evaluate, generalize, and analyze information rather than simply recall it.
- 6. Introduce Topics in manifold representations.
- 7. Show the different ways to solve the same problem and encourage the students to come up with their own creative ways to solve them.
- 8. Discuss how every concept can be applied to the real world and when that's possible, it helps to improve the student's understanding.

#### III. COURSE CONTENT

	III(a). Theory PART					
types of	-1: Introduction, Purpose of Database System, Views of data, data models, data base, characteristics of data approach, three schema architecture of components of DBMS.	8 Hrs				
Textboo	ok1&2: Chapter 1-2					
RBT Le	vels: 2					
Keys Sc SQL Qu	-72: Introduction to the Relational Model, Structure Database Schema, hema Diagrams. Overview of the SQL Query Language, Basic Structure of eries, Data types, creating a database, integrity constraints, triggers.	8 Hrs				
Textboo	ok1: Chapter 3-5					
RBT L	evels: 2,3					
<b>Module3:</b> Overview of the Design Process, The Entity-Relationship Model, Entities, Attributes and Entity sets Relationships and Relationship sets, roles and structural constraints, Reducing E-R Diagrams to Relational Schemas, specialization and generalization.						
Textboo	k2: Chapter 7- 8	,				
RBT L	evels:2,3,4					
Module-47: Introduction, functional dependencies, First, Second, and third normal forms, Boyce/Codd normal form. Introduction, Multivalued dependencies and fourth normal form, Join dependencies and fifth normal form.						
Textboo	k2: Chapter 15					
RBT L	evels:2,3,4					
Concurred Testing : Validation Volatile	-5: Transaction State- Implementation of Atomicity and Durability ent Executions Serializability- Recoverability Implementation of Isolation for serializability- Lock Based Protocols Timestamp Based Protocols-on- Based Protocols. Buffer Management, Failure with Loss of Non-Storage.  ok 1: Chapter 17 - 19	8 Hrs				
	•					
KBIL	evels:2,3,4					
	IV. COURSE OUTCOMES					
CO1	Demonstrate proficiency in using and managing Database Management Sys (DBMS).	stems				
CO2	Execute SQL queries and normalize databases for efficient data management	nt.				
CO3	Implement advanced database techniques, including indexing and query op	timization.				
CO4	Design effective data models using Entity-Relationship Diagrams (ERD) ard databases.	nd NoSQL				

	V. CO-PO-PSO MAPPING (mark H=3; M=2; L=1)												
PO/PS	1	2	3	4	5	6	7	8	S1	S2	S3	S4	
О													
CO1	2	7							1				
		2											
CO2	2	2								2			
CO3	2	2								2			
CO4	2	2	2									1	

#### **General Rules:**

Assessment Details (both CIE and SEE):

Refer to Annexure F-CIE & SEE Guidelines.

**Semester End Examination (SEE):** 

Refer to Annexure F-CIE & SEE Guidelines.

#### VII. Learning Resources

VII(a): Textbooks: (Insert or delete rows as per requirement)

Sl.	Title of the Book	Name of the author	<b>Edition and</b>	Name of the
No.	Title of the book	Name of the author	Year	publisher
1	Database System	Silberschatz, Korth	7th	Mc Graw hill
	Concepts		edition,2019	
2	Fundamentals of	Elmasri and Navathe	6th Edition,	Pearson
	Database Systems		2011,	

#### VII(b): Reference Books: (Insert or delete rows as per requirement)

1	An Introduction to	C.J. Date, A.Kannan,	Eight Edition.	Pearson
	Database systems	Swami Nadhan		
2	Fundamentals of	M. L. Gillenson	Student Edition	Wiley
	Database			
	Management			
	Systems			
3	Database	Raghu	3rd Edition, 2002	McGrawHill
	Management	Ramakrishnan,		
	Systems	Johannes Gehrke,		

#### VII(c): Web links and Video Lectures (e-Resources):

- 1. dev.mysql.com
- 2. www. Postgressql.org.
- 3. <a href="https://www.w3schools.com/mysql/mysql">https://www.w3schools.com/mysql/mysql</a> rdbms.asp
- 4. <a href="https://www.w3schools.in/dbms/intro">https://www.w3schools.in/dbms/intro</a>

#### VIII: Activity Based Learning / Practical Based Learning/Experiential learning:

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

- Quizzes
- Assignments
- Seminar



## Sri Adichunchanagiri Shikshana Trust (R) SJB Institute of Technology BGS Health and Education City, Dr. Vishnuvardhana Road, Kengeri, Bengaluru-560060



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Recognized by UGC, New Delhi with 2(f) & 12 (B)

**Department of Master of Computer Applications** 

Semester	I	Course Type:					
Course Ti	Course Title: Web Technologies						
Course Code: MCA24T105				3			
Teaching	Hou	rs/Week (L:T:P:O)	3:0:0:0	Total Hours:	40		
CIE Marks:	50	SEE Marks:	50	Total Marks:	100		
SEE Type:		Theory		Exam Hours:	3 Hrs		

#### I. Course Objectives:

- Creating the small web page using xhtml5.
- Use different tags of html to create web page.
- Use of CSS and JavaScript
- Developing the dynamic document using JavaScript.

#### **II.** Teaching-Learning Process (General Instructions):

These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes.

- 1. Lecturer method (L) need not to be only traditional lecture method, but alternative effective teaching methods could be adopted to attain the outcomes.
- 2. Use of Video/Animation to explain functioning of various concepts.
- 3. Encourage collaborative (Group Learning) Learning in the class.
- 4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.
- 5. Adopt Problem Based Learning (PBL), which fosters student's Analytical skills, develop design thinking skills such as the ability to design, evaluate, generalize, and analyze information rather than simply recall it.
- 6. Introduce Topics in manifold representations.
- 7. Show the different ways to solve the same problem and encourage the students to come up with their own creative ways to solve them.
- 8. Discuss how every concept can be applied to the real world and when that's possible, it helps to improve the student's understanding.

## III. COURSE CONTENT III(a). Theory PART

Module-1:. ]	Introduction to XHTML and CSS:	8 Hrs			
Basic syntax	, Standard structure, Basic text markup, Images, Hypertext Links.				
•	Forms, Frames, Syntactic differences between HTML and				
XHTML.	1 cinic, 1 mines, 2 mas no anno cine a common 111 min				
Textbook1:	Chapter 1,2				
RBT Levels:	2				
Module-2:	Cascading Style Sheets:	8 Hrs			
	Levels of style sheets, Style specification formats, Selector forms,	0 1115			
	e forms, Fontproperties, List properties, Color, Alignment of text,				
	lel, Background images, The <span> and <div> tags, Conflict</div></span>				
resolution.  Textbook1:	Chanter 3				
RBT Levels	•				
		0.11			
Module-3: J	ava Script: o Javascript Screen output and keyboard input, controls statements,	8 Hrs			
	ctions, pattern matching The Document Object Model, DOM-				
•	nents Access in Java Script, Element Access, Events and Event				
	ick(), onload(), Java Script.validations				
	Chapter 4,5,6				
RBT Levels	: 2,3				
Module-4: 1	Introduction to XML:	8 Hrs			
XML- Introd	uction, syntax, Document structure, Document Type Definitions,				
	XML schema, displaying raw XML documents Handling				
-	d unstructured data store: Introduction to JSON, Array literals,				
	s, mixing literals, JSON Syntax, JSON data types, JSON				
	d Decoding, Introduction to Web3.0.				
Textbook1:	-				
RBT Levels	:: 2,3				
Module-5: Y	Module-5: Your first React Web Application, Components, components & 8 Hrs				
	Chapter 1,2				
RBT Levels	:2,3,4				
	IV. COURSE OUTCOMES				
CO1	Describe the basic concepts of web applications				
CO2	Apply the knowledge of designing web application that uses asyr	nchronous			
CO2	communication.				
CO3	Design single page web application using javascript framework				
CO3	Design single page web application using javascript framework				

CO4		Design an interactive web page with serverside scripting language for real world problems										
	V. CO-PO-PSO MAPPING (mark H=3; M=2; L=1)											
PO/PSO	1	2	3	4	5	6	7	8	S1	S2	S3	S4
CO1	2											
CO2	2	2										
CO3				2						1	1	
CO4					2		1	1	1		1	1

#### **General Rules:**

**Assessment Details (both CIE and SEE):** 

Refer to Annexure F-CIE & SEE Guidelines.

**Semester End Examination (SEE):** 

Refer to Annexure F-CIE & SEE Guidelines.

#### VII. Learning Resources

VII(a): Textbooks: (Insert or delete rows as per requirement)

Sl. No.	Title of the Book	Name of the author	Edition and Year	Name of the publisher
1	Programming the World Wide Web.	Robert W. Sebesta	7th Editon, 2012.	Pearson Education
2	Full Stack React	Anthony Accomazo	1 <sup>st</sup> Edition 2017	FullStack.IO

#### VII(b): Reference Books:

Sl. No.	Title of the Book	Name of the author	Edition and Year	Name of the publisher
1	Web Programming Building Internet Applications	Chris Bates	3rd Edition	Wiley India, 2006
2	Internet& World Wide Web How to Program	Deitel, P.J.Deitel, A.B.Goldb erg:	3rd Edition	Pearson ,2004

#### VII(c): Web links and Video Lectures (e-Resources):

• https://www.w3schools.com

• https://www.tutorialspoint.com

#### VIII: Activity Based Learning / Practical Based Learning/Experiential learning:

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

- Quizzes
- Assignments
- Seminar







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**Department of Master of Computer Applications** 

Semester:	I	Course Type:	PCC				
Course Titl	e: Sof	tware Engineering					
Course Code	e:	MCA24T106		3			
Teaching 1	Hours	s/Week (L:T:P:O)	3:0:0:0	Total Hours:	40		
CIE Marks	: 5	SEE Marks:	50	Total Marks:	100		
SEE Type	•	Th	ory Exa Hour		3 Hrs		

#### I. Course Objectives:

- Understand the principles, methodologies, and tools used in software development. Learn the importance of software processes and lifecycle models (e.g., Waterfall, Agile, Spiral).
- Gain knowledge of the fundamental principles and best practices in software engineering.
- Build proficiency in managing all stages of the software development lifecycle.

#### **II.** Teaching-Learning Process (General Instructions):

These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes.

- 1. Lecturer method (L) need not to be only traditional lecture method, but alternative effective teaching methods could be adopted to attain the outcomes.
- 2. Use of Video/Animation to explain functioning of various concepts.
- 3. Encourage collaborative (Group Learning) Learning in the class.
- 4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.
- 5. Adopt Problem Based Learning (PBL), which fosters student's Analytical skills, develop design thinking skills such as the ability to design, evaluate, generalize, and analyze information rather than simply recall it.
- 6. Introduce Topics in manifold representations.
- 7. Show the different ways to solve the same problem and encourage the students to come up with their own creative ways to solve them.

8. Discuss how every concept can be applied to the real world and when that's possible, it improve the student's understanding.  III. COURSE CONTENT  III(a). Theory PART  Module-1: : Introduction to Software Engineering, Definition and Scope of Software Engineering, Software Development Life Cycle (SDLC), Roles and Responsibilities in Software Development, Introduction to Agile Methodologies Overview of Scrum Framework.  Textbook1: Chapter 1-2, Textbook2: Chapter 1-5	
Module-1: : Introduction to Software Engineering, Definition and Scope of Software Engineering, Software Development Life Cycle (SDLC), Roles and Responsibilities in Software Development, Introduction to Agile Methodologies Overview of Scrum Framework.  Textbook1: Chapter 1-2, Textbook2: Chapter 1-5	Irs
Module-1: : Introduction to Software Engineering, Definition and Scope of Software Engineering, Software Development Life Cycle (SDLC), Roles and Responsibilities in Software Development, Introduction to Agile Methodologies Overview of Scrum Framework.  Textbook1: Chapter 1-2, Textbook2: Chapter 1-5	Irs
Software Engineering, Software Development Life Cycle (SDLC), Roles and Responsibilities in Software Development, Introduction to Agile Methodologies Overview of Scrum Framework.  Textbook1: Chapter 1-2, Textbook2: Chapter 1-5	Irs
DDT Lovels 2.2	
RBT Levels: 2,3	
Module-2: Requirements Engineering, Importance of Requirements Engineering Elicitation and Documentation of Requirements, Use Case Modeling and User Stories, Requirements Validation and Verification, Traceability and Change Management.	lrs
System Modelling: Context Models, Interaction Models: Use case modelling, Sequence diagrams. Structural models: Class diagrams. Behavioural models: Datadriven modelling, event driven modelling.	
Textbook1: Chapter 4, 5 Textbook2: Chapter 6-10	
RBT Levels: 2,3	
<b>Module-3:</b> Software Testing: Development Testing: Unit Testing, Component Testing, System Testing. Test-driven development. Release Testing: Requirements based testing, Scenario Testing, Performance Testing. User Testing: Alpha Testing, Beta Testing, Acceptance Testing.	lrs
Textbook: Chapter 8	
RBT Levels:2,3,4	
Module-4: Software Evolution: Evolution Process. Legacy Systems. Software Maintenance: Maintenance prediction, Software reengineering, Refactoring.	lrs
Quality Management : Software Quality , Software Standards, Reviews and Inspections, Quality management and agile development, Software measurement.	
Textbook: Chapter 9,24	
RBT Levels:2,3,4	
<b>Module-5:</b> Agile Software Development : Agile Methods, Agile development techniques, Agile Project management, Scaling agile methods.	lrs
Textbook1 : Chapter 3	

IV. COURSE OUTCOMES												
CO1		Describe and apply the key activities of the software development lifecycle, including specification, design, validation, and evolution.										
CO2	Ap	ply app	propriat	e met	hods to	o gath	er and	speci	fy requiren	nents for soft	ware proje	ects.
CO3	Ap	ply tes	t-driver	ı deve	lopme	nt me	thodol	ogies	for robust s	software dev	elopment.	
CO4	Ap	ply Ag	ile Met	hods	to enha	ance s	oftwaı	e dev	elopment p	rocesses.		
V.CO-PO-PSO MAPPING (mark H=3; M=2; L=1)												
PO/	1	2	3	4	5	6	7	8	S1	S2	S3	S4
PSO												
CO1	2	2							2	2		
CO2		2								2		
CO3			2								2	
CO4		2								2		
V. Assessment Details (CIE & SEE)												

#### **General Rules:**

Assessment Details (both CIE and SEE):

Refer to Annexure F-CIE & SEE Guidelines.

**Semester End Examination (SEE):** 

Refer to Annexure F-CIE & SEE Guidelines.

#### VI. **Learning Resources**

VII(a): Textbooks: (Insert or delete rows as per requirement)

Sl.	Title of the Book	Name of the author	<b>Edition and</b>	Name of the
No.	Title of the book	Name of the author	Year	publisher
1	Software Engineering	Ian Sommerville	2020	Pearson
2	Software Engineering: A	Roger S. Pressman	2020	McGraw-Hill
	Practitioner's Approach			Education

VII(b): Reference Books: (Insert or delete rows as per requirement)

1	Fundamentals of	Rajib Mall	Fifth Edition, Jan 2021	PHI
	Software			
	Engineering			

#### VII(c): Web links and Video Lectures (e-Resources):

Tutorials Point : Software Engineering :

 $\underline{https://www.youtube.com/watch?v=4b1D1QFEel0\&list=PLWPirh4EWFpG2b1L3CL-OAPYcM25jLjXH}$ 

NPTEL Swayam Course: <a href="https://onlinecourses.nptel.ac.in/noc24">https://onlinecourses.nptel.ac.in/noc24</a> cs119/preview - Software

Engineering by Prof. Rajib Mall, IIT Kharagpur
VIII: Activity Based Learning / Practical Based Learning/Experiential learning:
Activity Based Learning (Suggested Activities in Class)/ Practical Based learning  • Assignments
• Seminar ( Presentation )



# Sri Adichunchanagiri Shikshana Trust (R) SJB Institute of Technology BGS Health and Education City, Dr. Vishnuvardhana Road, Kengeri, Bengaluru-560060 Approved by AICTE, New Delhi.



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**Department of Master of Computer Applications** 

		Dep	artment of Mast	er of Comput	er Applications						
Seme	ster:	I	Course Type: PCCL								
Course '	Title: DB	BMS & Wo	eb Technologies	s Laboratory							
C	ourse Co	de:	MCA24L107		Credits:	2					
7	Гeaching	Hours/W	eek (L:T:P:O)	0:2:2:0	Total Hours:	40					
CIE Marks: 50			SEE Marks:	50	Total Marks:	100					
SE	E Type:		Laborato	ry	Exam Hours:	3					
I. (	Course O	bjectives:									
I. Pract	tical Con	nponent -	server-side scrip Experiments		· got						
2	Create the solve the (USN, Note that (USN, Published (USN, Edit ii. List the iii. List the iii. List the iii. Display v. Display vi. Display vi. Display vii. Display vii. List	he following Vame, Add er, Branch Bookid, Boe details of the students lay the US Borrowed lay the students ay the students the details the details the details the details the details the following the students the details the following the students the details the following the students are supplied to the students and the students are supplied to the suppl	ig tables with programmers. BRAN ress, Branch_id, id) AUTHOR (ArrowedDate) last Students who are not book N, Student name Date of 2nd Sender of books when the details who last details who ok names in design of the student details who last details who ok names in design of the student details who last details who ok names in design of the student details who ok names in design of the student details who ok names in design of the student details who ok names in design of the student details who ok names in design of the student details who is the student	operly specifying ICH (Branch_in Sem) BOOK (Author_id, Aut Execute the followed any book of Branch_name MCA Studen witten by each Aborrowed more borrowed book cending order of the student of the studen	e, Book_name, Author_ts who borrowed books. Author. e than two books. ks of more than one Autof their names.	student author_id, e) BORROW name, hor.					
3	<ul> <li>viii. List the details of students who borrowed the books which are all published by the same publisher.</li> <li>Consider the following schema: STUDENT (USN, name, date_of_birth, branch, mark1, mark2, mark3, total, GPA) Execute the following queries:</li> <li>I. Update the column total by adding the columns mark1, mark2, mark3.</li> </ul>										

ii. Find the GPA score of all the students.

```
iii. Find the students who born on a particular year of birth from the date of birth
        column.
        iv. List the students who are studying in a particular branch of study.
        v. Find the maximum GPA score of the student branch-wise.
        vi. Find the students whose name starts with the alphabet
        vii. Find the students whose name ends with the alphabets
        viii. Delete the student details whose USN is given as 1001
4
        Design an ER-diagram for the following scenario,
        Convert the same into a relational model and then solve the there are many teams are
        contesting each having a Teamid, Team Name, City, a coach. Each team is uniquely
        identified by using Teamid. A team can have many Players and a captain. Each player is
        uniquely identified by Playerid, having a Name, and multiple phone numbers, age. A
        player represents only one team. There are many Stadiums to conduct matches. Each
        stadium is identified using Stadiumid, having a stadium name, Address (involves
        city, area name, pincode). A team can play many matches. Each match played between
        the two teams in the scheduled date and time in the predefined Stadium. Each match is
        identified uniquely by using Matchid. Each match won by any of the one team that also
        wants to record in the database. For each match man of the match award given to a
        player. Execute the following Oueries:
        I. Display the youngest player (in terms of age) Name, Team name, age in which he
        belongs of the tournament.
        ii. List the details of the stadium where the maximum number of matches were played.
        iii. List the details of the player who is not a captain but got the man of match award at
        least in two matches.
        iv. Display the Team details who won the maximum matches.
        v. Display the team name where all its won matches played in the same stadium.
5
        Perform normalization(1NF,2NF,3NF) on a given set of tables
        Create initial tables
        CREATE TABLE authors (
           author id NUMBER PRIMARY KEY,
           author name VARCHAR2(100),
           birth date DATE
        );
        CREATE TABLE books (
           book id NUMBER PRIMARY KEY,
           title VARCHAR2(200),
           publication date DATE,
           genre VARCHAR2(50),
           author id NUMBER,
           FOREIGN KEY (author id) REFERENCES authors(author id)
        CREATE TABLE customers (
           customer id NUMBER PRIMARY KEY,
           customer name VARCHAR2(100),
           email VARCHAR2(100)
        );
```

CREATE TABLE orders (

	order id NUMBER PRIMARY KEY,
	order date DATE,
	customer id NUMBER,
	Total Amount Decimal (10,2)
	):
6	Consider the schema for Movie Database:
	ACTOR (Act id, Act Name, Act Gender) DIRECTOR(Dir id,Dir Name,Dir Phone)
	MOVIES( <u>Mov_id</u> , Mov_Title, Mov_Year, Mov_Lang, Dir_id) MOVIE_CAST ( <u>Act_id</u> ,
	Mov_id, Role)
	RATING( <u>Mov_id</u> , Rev_Stars) Write SQL queries to
	1. List the titles of all movies directed by 'Hitchcock'.
	2. Find the movie names where one or more actors acted in two or more
	movies.
	3. Listallactorswhoactedinamoviebefore2000andalsoinamovieafter 2015 (use
	JOIN operation).
	4. Find the title of movies and number of stars for each movie that has at
	least one rating and find the highest number of stars that movie received.
	Sort the result by movie title.
	5. Update ratingofall movies directed by 'StevenSpielberg' to 5.
7	Create an XHTML page that provides information about your department. Your XHTML
	page must use the following tags: a) Text Formatting tags b) Horizontal rule c) Meta
	element d) Links e) Images f) Tables (Use of additional tags encouraged).
8	Creating simple application to access data base using JDBC Formatting HTML with CSS
9	Write a javascript program for validating REGISTRATION FORM
10	Write a program for implementing XML document for CUSTOMER DETAILS.
11	Write a program to create a simple calculator Application using React JS
12	Create a Simple Login form using React JS
III To	oching Lagrning Process (Conoral Instructions)

#### **III. Teaching-Learning Process (General Instructions):**

These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes.

- 1. Lecturer method (L) need not to be only traditional lecture method, but alternative effective teaching methods could be adopted to attain the outcomes.
- 2. Use of Video/Animation to explain functioning of various concepts.
- 3. Encourage collaborative (Group Learning) Learning in the class.
- 4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.
- 5. Adopt Problem Based Learning (PBL), which fosters student's Analytical skills, develop design thinking skills such as the ability to design, evaluate, generalize, and analyze information rather than simply recall it.
- 6. Introduce Topics in manifold representations.

- 7. Show the different ways to solve the same problem and encourage the students to come up with their own creative ways to solve them.
- 8. Discuss how every concept can be applied to the real world and when that's possible, it helps to improve the student's understanding.

IV. COURSE OUTCOMES															
CO1	Design	Design entity-relationship diagrams to solve given database applications													
CO2	1	Apply normalization techniques to improve the database design for the given problem.  Build database and verify for its appropriate normalization for any given problem													
CO3	Explain	Explain the fundamental concepts of web technologies													
CO4	Implem	Implement user interactive web pages													
		V. C	O-PO-PS	SO MAP	PING (	(mark H=	=3; M=2	2; L=1)							
PO/PS	1	2	3	4	5	6	7	8	S1	S2	S3	S4			
О															
CO1	2	2							1						
CO2	2	2 2 2 2													
CO3	2	2								2					
CO4	2	2	2									1			

#### **General Rules:**

**Assessment Details (both CIE and SEE):** 

Refer to Annexure F-CIE & SEE Guidelines.

**Semester End Examination (SEE):** 

Refer to Annexure F-CIE & SEE Guidelines.





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Recognized by UGC, New Delhi with 2(f) & 12 (B)

**Department of Master of Computer Applications** 

Semester:	I	Course Type:	urse Type: MAC								
Course Title	Course Title: Research Methodology & IPR										
Course Cod	Course Code: MCA24M108 Credits:										
Teaching	Hours	/Week (L:T:P:O	)	3:0:0:0	Total Hours:	40					
CIE Marks	: 5	0 SEE M	arks:		Total Marks:	50					
SEE Type	:				Exam Hours:						

#### I. Course Objectives:

- Grasp Research Fundamentals and Problem Definition Skills.
- Attain Proficiency in Research Design and Data Collection Techniques.
- Develop Data Interpretation and Report Writing Skills.
- Gain Awareness of Intellectual Property Types and Relevant Acts.

#### **II. Teaching-Learning Process (General Instructions):**

These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes.

- 1. Lecturer method (L) need not to be only traditional lecture method, but alternative effective teaching methods could be adopted to attain the outcomes.
- 2. Use of Video/Animation to explain functioning of various concepts.
- 3. Encourage collaborative (Group Learning) Learning in the class.
- 4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.
- 5. Adopt Problem Based Learning (PBL), which fosters student's Analytical skills, develop design thinking skills such as the ability to design, evaluate, generalize, and analyze information rather than simply recall it.
- 6. Introduce Topics in manifold representations.
- 7. Show the different ways to solve the same problem and encourage the students to come up with their own creative ways to solve them.
- 8. Discuss how every concept can be applied to the real world and when that's possible, it helps to improve the student's understanding.

## III. COURSE CONTENT III(a). Theory PART

	<u>a</u>
Module-1: Research Methodology: Introduction, Meaning of Research, Objectives of	
Research, Motivation in Research, Types of Research, Research Approaches	
Significance of Research, Research Methods versus Methodology, Research and Scientific Method, Importance of Knowing How Research is Done, Research Process	
Criteria of Good Research, and Problems Encountered by Researchers in India.	,
Textbook1	
TCALDUURI	
RBT Levels: 2	
Module-2: Defining the Research Problem: Research Problem, Selecting the Problem	, 8 Hrs
Necessity of Defining the Problem, Technique Involved in Defining a Problem, As	a
Illustration. Reviewing the literature: Place of the literature review in research, Bringing	3
clarity and focus to your research problem, Improving research methodology	
Broadening knowledge base in research area, Enabling contextual findings, How to	
review the literature, searching the existing literature, reviewing the selected literature	
Developing a theoretical framework, Developing a conceptual framework, Writing about	.t
the literature reviewed	
Textbook1, 2	
RBT Levels: 2,3	
Module-3: Research Design: Meaning of Research Design, Need for Research Design	, 8 Hrs
Features of a Good Design, Important Concepts Relating to Research Design, Different	t
Research Designs, Basic Principles of Experimental Designs, Important Experimenta	.1
Designs. Design of Sample Surveys: Introduction, Sample Design, Sampling and Non	-
sampling Errors, Sample Survey versus Census Survey, Types of Sampling Designs.	
Textbook2	
RBT Levels:2,3,4	
Module4: Data Collection: Experimental and Surveys, Collection of Primary Data	
Collection of 02.03.2021 updated 17/ 104 Secondary Data, Selection of Appropriat	
Method for Data Collection, Case Study Method. Interpretation and Report Writing	
Meaning of Interpretation, Technique of Interpretation, Precaution in Interpretation	
Significance of Report Writing, Different Steps in Writing Report, Layout. Types of	
Reports, Oral Presentation, Mechanics of Writing aResearch Report, Precautions for	r
Writing Research Reports.	
Textbook2	
RBT Levels:2,3,4	
Module-5:Intellectual Property (IP) Acts: Introduction to IP: Introduction to Intellectual	1 8 Hrs
Property (IP), different types of IPs and its importance in the present scenario, Pater	t
Acts: Indian patent acts 1970.Design Act: Industrial Design act 2000. Copy right acts	•
Copyright Act 1957. Trade Mark Act,1999.	

Textbook3

RBT	Lev	els:2,3,4											
					Γ	v. cou	RSE (	OUTCOM	1ES				
CO	1	Apply R	esear	ch Fund	ament	als in Pro	oblem	Solving.					
CO		Demonstrate Effective Research Design and Data Collection Competence.											
CO		Apply Skills in Data Interpretation and Report Writing.											
CO	_	Understand and Address Intellectual Property Issues in Practical Contexts.											
	14	Ondersia	iiiu ai								· · · · · · · · · · · · · · · · · · ·		
	_					_		VG (mark				S4	
PO/PS O	5 1	1 2 3 4 5 6 7 8 S1 S2 S3											
CO1	2	2	1						1				
CO2	2	1	1							1			
CO3	1	2	1								2		
CO4	2	2	1									1	
					VI.	Assessm	ent D	etails (CI	E & SEI	E)			
Semes	ster	End Exa	amina	ation (S	EE):	uideline Guideline	es.	ning Dogo	NIMOOS				
VII(a)	)• T	vthooks	ı (Inc	ert or d	elete r	VII.		ning Resouirement)					
Sl. No.		le of the				Name of			E	dition and	Name of publishe		
1		search M thods an				C.R.Kothari,GauravGarg			20	018	New Age International		
2	ste	search Mo-by- ste			ı R	Ranjit Ku	mar		20	011	Sage		
	Inte	ellectual	prope	erty	Γ	Debirag E. Bouchoux 2013				013	Cengage	learning	
VII(b)	): R	eference	Bool	ks: (Inse	ert or o	delete rov	ws as ]	per require	ement)				
1	Re	esearch Methods: the			Г	Trochim 2005					Atomic Dog		
	cor	concise knowledge base								Publishing			
2		nducting erature R			n			2009 Sage			Sage		

the Internet to Paper Fink

# VII(c): Web links and Video Lectures (e-Resources):

- 1. https://onlinecourses.nptel.ac.in/noc22 ge08/preview
- 2. https://www.coursera.org/learn/research-methodologies

# VIII: Activity Based Learning / Practical Based Learning/Experiential learning:

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

- Quizzes
- Assignments
- Seminar



# Stri Adichuuchanagiri Shikshana Trust (R) SJB Institute of Technology GGS Health and Education City, Dr. Vishnuvardhana Road, Kengeri, Bengaluru-560060



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Autonomous Institute affiliated to Visvesvaraya Technological University, Belagavi
Accredited by NAAC with 'A+'grade, Certified by ISO 9001 - 2015
Recognized by UGC, New Delhi with 2(f) & 12 (B)

**Department of Master of Computer Applications** 

Semester:	I	Course Type:	AEC

# **Course Title: Cyber Security Essentials**

Course Code	: Mo	CA24AE11		PP	
S		ek (L:T:P:O) edagogies, mention @}	0:2:2:0	Total Hours:	40
CIE Marks:	50	SEE Marks:		Total Marks:	50
SEE Type:				Exam Hours:	

### **I. Course Objectives:**

## 1. Introduction to Cybersecurity:

Understand the importance of cybersecurity in today's digital landscape.

Define key terms and concepts related to cybersecurity.

#### 2. Networking Fundamentals:

Gain knowledge of basic networking protocols, devices, and services.

Understand common network vulnerabilities and attacks.

## 3.Legal and Ethical Considerations:

Explore legal and ethical aspects of cybersecurity.

Understand the importance of compliance with regulations and standards.

#### 4. Emerging Threats and Trends:

Stay updated on the latest cybersecurity threats and trends.

Discuss the evolving nature of cyber threats and the importance of continuous learning.

#### 5. Hands-on Labs and Practical Exercises:

Provide hands-on experience through labs and practical exercises.

Allow students to apply theoretical knowledge to real-world scenarios.

### **II. Teaching-Learning Process (General Instructions):**

- 1. Lecturer method (L) need not to be only a traditional lecture method, but alternative effective teaching methods could be adopted to attain the outcomes.
- 2. Use of Video/Animation to explain functioning of various concepts.
- 3. Encourage collaborative (Group Learning) Learning in the class.

- 4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.
- 5. Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop design thinking skills such as the ability to design, evaluate, generalize, and analysed information rather than simply recall it.
- 6. Introduce Topics in manifold representations.
- 7. Show the different ways to solve the same problem with different circuits/logic and encourage the students to come up with their own creative ways to solve them.
- 8. Discuss how every concept can be applied to the real world and when that's possible, it helps improve the students' understanding.

# III. COURSE CONTENT

# III(a). Theory PART

Module-1 Hrs: 8

#### **Heading: Essential Security Principles**

- 1. Define essential security principles.
- 2. Explain common threats and vulnerabilities.
- 3. Explain access management principles.
- 4. Explain encryption methods and applications.

#### **Textbook:Chapter:sections**

1. Network Security Essentials, 6e - by William Stallings (Author)

### **Pre-requisites (Self Learning)**

### RBT Levels: L2 & L3

Module-2 Hrs 8

# **Heading: Basic Network Security Concepts**

- 1. Describe TCP/IP protocol vulnerabilities.
- 2. Explain how network addresses impact network security.
- 3. Describe network infrastructure and technologies.
- 4. Set up a secure wireless SoHo network.
- 5. Implement secure access technologies.

#### **Textbook:Chater:sections**

1. Network Security Essentials, 6e - by William Stallings (Author)

## **Pre-requisites (Self Learning): Security Principals**

### RBT Levels: L2 & L3

Module-3 Hrs 8

## **Heading: Endpoint Security Concepts**

- 1. Describe operating system security concepts.
- 2. Demonstrate familiarity with appropriate endpoint tools that gather security assessment information.
- 3. Verify that endpoint systems meet security policies and standards.
- 4. Implement software and hardware updates.
- 5. Interpret system logs.
- 6. Demonstrate familiarity with malware removal.

#### **Textbook: Chapter: sections**

1. Endpoint Security - by Mark Kadrich (Author)

Pre-requisites (Self Learning): Network Basics

#### RBT Levels: L2 & L3

#### Module-4

Hrs 8

### Heading: Vulnerability Assessment and Risk Management

- 1. Explain vulnerability management.
- 2. Use threat intelligence techniques to identify potential network vulnerabilities.
- 3. Explain the importance of disaster recovery and business continuity planning.

#### **Textbook:Chapter:sections**

1. Security Risk Management Program from the Ground Up - by Evan Wheeler (Author)

## Pre-requisites (Self Learning): System Security

#### **RBT Levels: L3**

V	od	u	le-5

Hrs 8

### **Heading: Incident Handling**

- 1. Monitor security events and know when escalation is required.
- 2. Explain digital forensics and attack attribution processes.
- 3. Explain the impact of compliance frameworks on incident handling.
- 4. Describe the elements of cybersecurity incident response.

#### **Textbook:Chapter:sections**

1. Incident Handling and Response: A Holistic Approach for an efficient Security Incident Management. - by Jithin Alex (Author)

### Pre-requisites (Self Learning): Vulnerability Management

# RBT Levels: L2 & L3

# III(b). PRACTICAL PART

Sl. Experiments / Programs / Problems (insert rows as many required)

No.													
1					W	ebsite	Penetr	ation Tes	sting				
2		Cookie Injection Testing											
3		Working with Bash Scripting											
4		Working with Virtual Machine and Kali Linux											
5		Working with Various tools like, Burp Suite & Port Swigger.											
6		Working with Sender Policy Frame Work											
					IV. CO	DURSE	OUT	COMES					
CO1	Desc	cribe the	fundaı	nentals o	f cybers	ecurity, in	ncluding	the threat l	andscape and	l common	attack vec	ctors.	
CO2	Dev	elop prof	icienc	y in netw	ork secu	rity princ	iples, pr	otocols, and	l best practic	es.			
CO3	Inte	rpret knov	wledge	e of cryp	tography	and its re	ole in se	curing data	and commun	ications.			
CO4	Eval	luate to ir	nplem	ent and r	nanage a	ccess cor	ntrols to	safeguard s	ystems and s	ensitive in	formation		
CO5		ign a sma		_	_	g cyber s	security 1	rends, tech	nologies, and	l complian	ce require	ments to	
	CHSC					MAPP	ING (r	nark H=3	; M=2; L=	1)			
PO/PS O	1	2	3	4	5	6	7	8	S1	S2	S3	S4	
CO1	2		2						1			+	
CO2	2		2							1			
CO3	1		2								2		
CO4 CO5	2	1	2									1	
CO3		1		VI	1 5505	smont	 Datails	(CIE &	SFF)				
CI	D1			V 1.	Asses		Details	(CIE &	<del>SEE)</del>				
General Continu Refer to	ous	Interna											
Semeste Refer to				`		delines.							
					VII.	Lear	ning R	esources					
VII(c):	Web	links a	nd V	ideo Le	ectures	(e-Reso	ources	):					
<u>h</u>	•	Securi	•			<u>-lpa8uy4</u>	DyMod	&list=PL9	ooVrP1hQC	)GPQVea	ıpGsJCkt	zIO4Dt	

2. https://www.youtube.com/watch?v=hXSFdwIOfnE
2. https://www.jeatacetechi.water.
VIII: Activity Based Learning / Practical Based Learning/Experiential learning:
VIII: Activity Based Learning / Practical Based Learning/Experiential learning:
VIII: Activity Based Learning / Practical Based Learning/Experiential learning:
v s v s
VIII: Activity Based Learning / Practical Based Learning/Experiential learning:  Working with Kali Linux, Penetration Testing, SQL Injection, Cookie Injection etc
v s v s
v s v s
v s v s

**II Semester MCA** 



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**Department of Master of Computer Applications** 

Semester:	II	Course Type:		IPCC								
Course Title	Course Title: Machine Learning											
Course Code	Course Code: MCA24I201 Credits: 4											
Teaching I	Hours/	Week (L:T:P:C	))	3:0:2:0	Total Hours:	40						
CIE Marks:	50	0 SEE Ma	rks:	50	Total Marks:	100						
SEE Type:		T	heory		Exam Hours:	3 Hrs.						

# I. Course Objectives:

- Introduce fundamental machine learning concepts and techniques.
- Develop practical skills in implementing machine learning models.
- Cultivate analytical thinking in solving complex computational problems.

## **II.** Teaching-Learning Process (General Instructions):

- 1. Lecturer method (L) need not to be only traditional lecture method, but alternative effective teaching methods could be adopted to attain the outcomes.
- 2. Use of Video/Animation to explain functioning of various concepts.
- 3. Encourage collaborative (Group Learning) Learning in the class.
- 4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.
- 5. Adopt Problem Based Learning (PBL), which fosters student's Analytical skills, develop design thinking skills such as the ability to design, evaluate, generalize, and analyze information rather than simply recall it.
- 6. Introduce Topics in manifold representations.
- 7. Show the different ways to solve the same problem and encourage the students to come up with their own creative ways to solve them.
- 8. Discuss how every concept can be applied to the real world and when that's possible, it helps to improve the student's understanding.

	III. COURSE CONTENT	
	III(a). Theory PART	
Introduc Unsupe Preproc	e-1: Foundations of Machine Learning etion to Machine Learning, Types of Machine Learning: Supervised, rvised, Reinforcement Learning, Basic Mathematical Foundations, Data essing Techniques, Model Evaluation Metrics	8 Hrs.
	ok1: Chapters 1-3	
RBT L	evels: 2, 3	
Module	e-2: Supervised Learning Algorithms	8 Hrs.
Vector 1	Regression, Logistic Regression, Decision Trees, Random Forests, Support Machines, Practical Implementation using Python and Scikit-learn ok3: - Chapters 4-6	
	evels: 3, 4	
<b>Module</b> Clusteri (PCA),	e-3: Unsupervised Learning and Dimensionality Reduction ng Algorithms (K-Means, DBSCAN), Principal Component Analysis Dimensionality Reduction Techniques, Anomaly Detection, Practical entations	8 Hrs.
Textbo	ok2: Chapters 7-8	
RBT L	evels: 3,4	
Ensemb	e-4: Advanced Machine Learning Techniques le Learning Methods, Gradient Boosting, Neural Network Basics, etion to Deep Learning, Overfitting and Regularization Techniques	8 Hrs.
Textbo	ok3: Chapters 9-10	
RBT L	evels: 3,4	
Machin Strategi	e-5: Practical Machine Learning and Real-world Applications e Learning Project Lifecycle, Feature Engineering, Model Deployment es, Case Studies, Ethics in Machine Learning. ok1: - Chapters 11-12	8 Hrs.
RBT L	evels: 3,4	
	III(b). PRACTICAL PART	
Sl. No.	Experiments / Programs / Problems (insert rows as many requi	red)
	PART – A	
1	Load the Iris dataset from scikit-learn, perform basic statistical analysis, ar visualization of feature distributions using seaborn. Train a K-Nearest Neig classifier and report its accuracy.	
	Implement a linear regression model to predict house prices using the Bost	

	dataset. Calculate mean squared error and R-squared value to evaluate model
	performance.
3	Develop a binary classification model using logistic regression to predict customer churn. Use a telecommunications customer dataset, split data into training and testing sets, and compute precision, recall, and F1-score.
4	Create a random forest classifier for credit card fraud detection. Implement feature scaling, handle class imbalance using techniques like SMOTE, and generate a confusion matrix.
5	Build a sentiment analysis model using naive Bayes classifier on a movie review dataset. Perform text preprocessing, vectorization, and evaluate model performance using cross-validation.
6	Develop a clustering algorithm using K-means to segment customer data based on purchasing behavior. Apply dimensionality reduction techniques like PCA and visualize cluster distributions.
7	Implement gradient boosting regression to predict bike-sharing demand. Use feature engineering techniques, handle categorical variables, and compare performance with other regression models.
8	Create an ensemble learning model combining multiple classifiers (random forest, gradient boosting, SVM) for a multi-class classification problem. Use voting and stacking techniques.
	PART - B
9	Develop a comprehensive machine learning pipeline for predicting employee attrition. Tasks include:
	Data preprocessing
	Feature selection
	<ul> <li>Model training using multiple algorithms</li> </ul>
	Hyperparameter tuning
	Model interpretation and feature importance analysis
10	Design a recommendation system using collaborative filtering techniques. Use a movie rating dataset to:
	Implement user-based and item-based recommendation approaches
	<ul> <li>Evaluate recommendation quality using metrics like precision and recall</li> </ul>
	Create a modular recommendation engine with different algorithm options
	IV. COURSE OUTCOMES
CO1	Explain basic machine learning principles and algorithmic approaches
CO2	Apply machine learning algorithms to solve real-world data challenges.
CO3	Develop predictive models using appropriate machine learning techniques
CO4	Evaluate machine learning model performance and ethical considerations
L	

	V. CO-PO-PSO MAPPING (mark H=3; M=2; L=1)													
PO/PSO	1	2	3	4	5	6	7	8	S1	S2	S3	S4		
CO1	2			2					2					
CO2		2	2							2				
CO3	2			2							2			
CO4		2					1	1				1		

# VI. Assessment Details (CIE & SEE)

#### **General Rules:**

Assessment Details (both CIE and SEE):

Refer to Annexure F-CIE & SEE Guidelines.

**Semester End Examination (SEE):** 

Refer to Annexure F-CIE & SEE Guidelines.

# VII. Learning Resources

VII(a): Textbooks: (Insert or delete rows as per requirement)

Sl. No.	Title of the Book	Name of the author	Edition and Year	Name of the publisher		
1	Introduction to	Thomas M.	1e, 1997	McGraw-Hill		
	Machine Learning	Mitchell		Education		
	with Python					
2	Introduction to	Andreas C. Müller	1e, 2016	O'Reilly Media		
	Machine Learning	and Sarah Guido				
	with Python					
3	Hands-On Machine	Aurélien Géron	2e, 2019	O'Reilly Media		
	Learning with Scikit-					
	Learn, Keras, and					
	TensorFlow					

# VII(c): Web links and Video Lectures (e-Resources):

- 1. https://www.coursera.org/collections/best-machine-learning-ai
- 2. https://nptel.ac.in/courses/106105077
- 3. https://www.youtube.com/watch?v=5NgNicANyqM&ab\_channel=freeCodeCamp.org

## VIII: Activity Based Learning / Practical Based Learning/Experiential learning:

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

- Quizzes
- Assignments
- Seminar







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# **Department of Master of Computer Applications**

Semester: II Course Type:	IPCC							
Course Title: Internet of Things								
Course Code: MCA24I202 Credits: 4								
Teaching Hours/Week (L:T:P:O)	3:0:2:0	Total Hours:	40					
CIE Marks: 50 SEE Marks:	50	Total Marks:	100					
SEE Type: Theory		Exam Hours:	3 Hrs					

# I. Course Objectives:

- Define the IoT architecture and design along with functional/compute stack and data management.
- Explain IOT architecture for a given problem
- Understand the fundamental principles and components of Raspberry Pi and its role in IoT systems.
- Analyse the application protocol, transport layer methods for the given business case

# II. Teaching-Learning Process (General Instructions):

- 1. Lecturer method (L) need not to be only traditional lecture method, but alternative effective teaching methods could be adopted to attain the outcomes.
- 2. Use of Video/Animation to explain functioning of various concepts.
- 3. Encourage collaborative (Group Learning) Learning in the class.
- 4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.
- 5. Adopt Problem Based Learning (PBL), which fosters student's Analytical skills, develop design thinking skills such as the ability to design, evaluate, generalize, and analyze information rather than simply recall it.
- 6. Introduce Topics in manifold representations.

7. Show the different ways to solve the same problem and encourage the students to come up with their own creative ways to solve them. 8. Discuss how every concept can be applied to the real world and when that's possible, it helps to improve the student's understanding. III. COURSE CONTENT III(a). Theory PART Module-1: What is IoT, Genesis of IoT, IoT and Digitization, IoT Impact, 8 Hrs Convergence of IT and IoT, IoT Challenges, IoT Network Architecture and Design, Drivers Behind New Network Architectures, Comparing IoT Architectures, Simplified IoT Architecture, The Core IoT Functional Stack, IoT Data Management and Compute Stack Textbook1: Chapter 1,2 RBT Levels: 2,3 Module-2: Smart Objects: The "Things" in IoT, Sensors, Actuators, and Smart 8 Hrs Objects, Sensor Networks, Connecting Smart Objects, Communications Criteria, IoT Access Technologies Textbook1: Chapter 3,4 **RBT Levels: 2,3** 8 Hrs **Module-3:** IP as the IoT Network Layer, The Business Case for IP, The need for Optimization, Optimizing IP for IoT, Profiles and Compliances, Application Protocols for IoT, The Transport Layer, IoT Application Transport Methods. Textbook 1: 5,6 **RBT Levels: 2,3** Module-4: Data and Analytics for IoT, An Introduction to Data Analytics for IoT, 8 Hrs. Machine Learning, Big Data Analytics Tools and Technology, Edge Streaming Analytics, Network Analytics, Securing IoT, A Brief History of OT Security, Common Challenges in OT Security, How IT and OT Security Practices and Systems Vary, Formal Risk Analysis Structures: OCTAVE and FAIR, The Phased Application of Security in an Operational Environment. Texbook1: Chapter 7,8 **RBT Levels:2,3** Module-5: IoT Physical Devices and Endpoints - Arduino UNO: Introduction to 8 Hrs.

Arduino,—Raspberry Pi: Introduction to Raspberry Pi,, An IoT Strategy for Smarter Cities, Smart City IoT Architecture, Smart City, Smart City Use-Case Examples.

**Textbook 1: Chapter 12** 

**RBT Levels:3,4** 

	III(b). PRACTICAL PART											
Sl. No.		Experi	ments / ]	Program	s / Pro	blems (in	nsert rov	ws as m	any red	quired	)	
1	name character reading name Zero I file lin	Run some python programs on Pi like: Read your name and print Hello message with name Read two numbers and print their sum, difference, product and division. Word and character count of a given string Area of a given shape (rectangle, triangle and circle) reading shape and appropriate values from standard input Print a name "n" times, where name and n are read from standard input, using for and while loops. Handle Divided by Zero Exception. Print current time for 10 times with an interval of 10 seconds. Read a file line by line and print the word count of each line  Get input from two switches and switch on corresponding LEDs										
2		-										
3	file.	an LED at										m a
4		h on a relay cted to a lo		n time us	sing cro	n, where	the rela	y's con	itact ter	minal	s are	
5	Acces	s an image	through a	a Pi web	cam.							
6	Contro	ol a light so	ource usin	ig web pa	age.							
7	Imple	ment an in	truder sys	stem that	sends a	an alert to	the giv	en ema	ail			
8	Get th	e status of	a bulb at	a remote	place	(on the L	AN) thi	ough w	veb.			
9	Get ar	alarm fro	m a remo	te area (1	through	LAN) if	smoke	is detec	eted.			
10	each s The te Introd and D	n of two st tudent must cam must s uction b. R esign, e. In	st demons ubmit a b Lequiremont nplement	strate the orief project ent Analycation f. T	project ect repo ysis c S Testing.	t individu ort that m oftware I	nally nust incl Require	lude the ment S <sub>l</sub>	e follow pecifica	ving a. ation d	. Anal	ysis
			Γ	v. coul	RSE O	UTCOM	ES					
CO1	data m	e the IoT a anagement.					ınctiona	l/compu	ıte stac	k and		
CO2	Apply	IOT archi	tecture fo	r a given	proble	n.						
CO3	Introd	uce machi	ne learnir	ng and its	applic	ations in	IoT dat	a analy	tics.			
CO4	Define	e the conce	pt of IoT	and its s	significa	ance in th	e conte	xt of di	gitizati	on		
		,	v. co	-PO-PSO	MAPPIN	<b>IG</b> (mark	H=3; M=	:2; L=1)				
PO/PSO	1	2	3	4	5	6	7	8	S1	S2	S3	S4
CO1	2											
CO2	2	2										

CO3			2					1	1		1	
CO4				2				1	1			1
			VI.	Assessme	ent Det	tails (CII	E & SE	E)				
Gene	ral Rules:	:										
		tails (both		,								
		cure F-CII Examinati			ies.							
		cure F-CII			ies.							
				VII. L	earnin	g Resour	rces					
VII(a	): Textbo	oks: (Inser	t or delet	te rows as	per re	quiremen	it)					
Sl. No.	Title of the Rook   Edition and Year									Name of the publisher		
1	IOT Fun	damentals		David		1st Edition	n			Pearson		
				Hanes,	nes,							
				Gonzalo	•							
				Salgueir	o							
VII(b	): Refere	nce Books	: (Insert	or delete 1	ows as	s per requ	iremen	t)				
1	"Internet	of Thin	igs (A	Vija	y	1st Edition	on, 201	4. (ISB	N:	,	VPT	
	Hands-or	n-Approacl	n)",	Madiset	ti &	978-	817371	9547)				
				Arshde	еер							
				Bahg	ga							
VII(c	): Web lir	ıks and Vi	deo Lec	tures (e-F	Resour	ces):						
	• http	s://youtu.be/V	VUYAjxnv	wjU4								
VIII:	Activity 1	Based Lea	rning / F	Practical	Based	Learning	g/Expe	riential	learni	ng:		
							-			_		
<b>\ctiv</b>	ity Based	Learning (S	Suggeste	d Activiti	es in C	Class)/ Pra	ectical E	Based le	earning			

• Quizzes • Assignments • Seminar



# Sri Adichunchanagiri Shikshana Trust (R) SJB Institute of Technology BGS Health and Education City, Dr. Vishnuvardhana Road, Kengeri, Bengaluru-560060



Approved by AICTE, New Delhi.

Autonomous Institute affiliated to Visvesvaraya Technological University, Belagavi
Accredited by NAAC with 'A+'grade, Certified by ISO 9001 - 2015
Recognized by UGC, New Delhi with 2(f) & 12 (B)

# **Department of Master of Computer Applications**

Semester:	II	Course Type:		PCC						
Course Tit	le: Ob	ject Oriented P	rogran	nming Using Java						
Course Coo	le:	MCA24T203			Credits:	3				
Teaching Ho	urs/We	ek (L:T:P:O)		3:0:0:0	Total Hours:	40				
CIE Mark	s: 5	O SEE Ma	arks:	50	100					
SEE Type	e:	Т	Theory		Exam Hours:	3 Hrs				

# I. Course Objectives:

- Understand the principles of object-oriented programming (OOP).
- Develop skills in designing and implementing object-oriented solutions.
- Gain proficiency in using OOP concepts such as classes, objects, inheritance, polymorphism,
- and encapsulation.
- Apply design patterns to solve common programming problems and Handling the Exception.

### **II.** Teaching-Learning Process (General Instructions):

- 1. Lecturer method (L) need not to be only traditional lecture method, but alternative effective teaching methods could be adopted to attain the outcomes.
- 2. Use of Video/Animation to explain functioning of various concepts.
- 3. Encourage collaborative (Group Learning) Learning in the class.
- 4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.
- 5. Adopt Problem Based Learning (PBL), which fosters student's Analytical skills, develop design thinking skills such as the ability to design, evaluate, generalize, and analyze information rather than simply recall it.
- 6. Introduce Topics in manifold representations.
- 7. Show the different ways to solve the same problem and encourage the students to come up with their own creative ways to solve them.
- 8. Discuss how every concept can be applied to the real world and when that's possible, it helps to improve the student's understanding.

	III. COURSE CONTENT	
	III(a). Theory PART	
Java: Ob Principle	-1: The History and Evolution of Java: Features of Java An overview of bject Oriented Programming, Evolution of Programming Paradigms, 3 java es Data Types and Variables, Type conversion and casting, Arrays, Classes, Methods, and Attributes, this Keyword, Benefits of Object-Oriented ming.	8 Hrs
Textboo	ok 1: Chapter 1,2,3	
RBT Le	vels: 2,3	
and Desi	-2: Basics of Procedural Programming vs Object-Oriented, Constructors tructors, Overloading of Constructors, Class Methods and Instances, Access Modifiers: Public, Private, Protected, Class Relationships: tion, Aggregation, Composition.	8 Hrs
Textboo	ok1: Chapter 1, 6, 7 ok2: Chapter 2,7	
RBT L	evels: 2,3	
Method	<b>-3</b> : Inheritance and Polymorphism, Inheritance: Types and Implementation, Overloading and Overriding, Polymorphism: Compile-Time and Runtime, Classes and Interfaces.	8 Hrs
Textboo	k1: Chapter 1,8,9	
RBT L	evels:2,3,4	
Hiding,	<b>-4:</b> Encapsulation and Design Patterns, Encapsulation and Information Design Principles: SOLID, Design Patterns: Singleton, Factory, Observer, g Design Patterns to Real-World Problems.	8 Hrs
Textboo	ok1: Chapter 1, Textbook2: Chapter 1	
RBT L	evels:2,3,4	
Throw, Metadat	-5: Generics: Generic Classes and Methods, Exception Handling: Try,Catch Γhrows, User-defined exceptions. Custom Exceptions, Reflection and a, Advanced Topics in OOP: Reflection and Metadata.  ok1: Chapter 10,14	8 Hrs
	• /	
RBT L	evels:2,3,4	
	IV. COURSE OUTCOMES	
CO1	Understand the principles of object-oriented programming.	
CO2	Develop skills in designing and implementing object-oriented solutions.	
CO3	Gain proficiency in using OOP concepts such as classes, objects, inheritance, p and encapsulation.	oolymorphism
CO4	Apply design patterns to solve common programming problems.	

	V. CO-PO-PSO MAPPING (mark H=3; M=2; L=1)													
PO/PS	1	2	3	4	5	6	7	8	S1	S2	S3	S4		
О														
CO1	2	2	1						2	1	2			
CO2	2	2							2		2			
CO3	2	2	1						2	2	1			
CO4	2	2	1						2	2	1			

VI. Assessment Details (CIE & SEE)

#### **General Rules:**

Assessment Details (both CIE and SEE):

Refer to Annexure F-CIE & SEE Guidelines.

**Semester End Examination (SEE):** 

Refer to Annexure F-CIE & SEE Guidelines.

# VII. Learning Resources

VII(a): Textbooks: (Insert or delete rows as per requirement)

Sl. No.	Title of the Book	Name of the author	Edition and Year	Name of the publisher
1	Java: The Complete Reference	Herbert Schildt	2018	McGraw-Hill Education
2	Head First Java	Kathy Sierra and Bert Bates	2020	O'Reilly Media
3	Head First Design Patterns	Eric Freeman, Elisabeth Robson, Bert Bates, Kathy Sierra	2020	O'Reilly Media

### VII(c): Web links and Video Lectures (e-Resources):

- 1. https://m.youtube.com/watch?v=SiBw7os zI
- 2. <a href="https://ocw.mit.edu/courses/6-01sc-introduction-to-electrical-engineeringand-computer-science-i-spring-2011/pages/unit-1-software-engineering/object-orientedprogramming/">https://ocw.mit.edu/courses/6-01sc-introduction-to-electrical-engineeringand-computer-science-i-spring-2011/pages/unit-1-software-engineering/object-orientedprogramming/</a>
- 3. https://m.youtube.com/watch?v=CoHCUimLmdM
- 4. https://www.freecodecamp.org/news/object-oriented-programming-crashcourse

# VIII: Activity Based Learning / Practical Based Learning/Experiential learning:

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

- Quizzes
- Assignments
- Seminar



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**Department of Master of Computer Applications** 

Semester:	II	Co	urse Type:			PCC					
Course Title	e: Dat	a Str	uctures & A	Algor	ithms						
Course Code	e:	M	CA24T204		Credits: 3						
Teaching Hou	Teaching Hours/Week (L:T:P:O)					Total Hours:	40 Hrs.				
CIE Marks	: 5	0	SEE Ma	rks:	50 Total Marks: 100						
SEE Type	:		T	heory		Exam Hours:	3 Hrs				

# I. Course Objectives:

- To introduce fundamental concepts of data structures and algorithms and their importance in solving computational problems.
- To develop the ability to analyze and implement data structures like arrays, linked lists, stacks, queues, trees, and graphs.
- To enable understanding and application of basic algorithmic techniques for sorting, searching, and graph traversal.

#### **II. Teaching-Learning Process (General Instructions):**

- 1. Lecturer method (L) need not to be only traditional lecture method, but alternative effective teaching methods could be adopted to attain the outcomes.
- 2. Use of Video/Animation to explain functioning of various concepts.
- 3. Encourage collaborative (Group Learning) Learning in the class.
- 4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.
- 5. Adopt Problem Based Learning (PBL), which fosters student's Analytical skills, develop design thinking skills such as the ability to design, evaluate, generalize, and analyze information rather than simply recall it.
- 6. Introduce Topics in manifold representations.
- 7. Show the different ways to solve the same problem and encourage the students to come up with their own creative ways to solve them.
- 8. Discuss how every concept can be applied to the real world and when that's possible, it helps to improve the student's understanding.

	III. COURSE CONTENT	
	III(a). Theory PART	
Process,	-1: Definition and Importance of Data Structures, Algorithm Design Concept of Recursion and its Applications, Basics of Algorithm Analysis, otic Notations: Big O, Omega, Theta.	8 Hrs
Textboo	k1: Chapter 1, 3 Reference Book1: Chapter 1	
RBT Le	vels: 2	
Linked I	-2: Arrays: Declaration, Initialization, Operations, Linked Lists: Singly, Lists, Doubly Linked Lists, Operations on Linked Lists, Comparison of and Linked Lists, Problem-solving techniques using linear data structures.	8 Hrs
Textboo	k1: Chapter 4, Reference Book1: Chapter 10	
RBT L	evels: 2, 3	
Backtrac Impleme	-3: Stack: Definition, Operations, Applications (e.g., Balanced Parentheses, eking), Queue: Definition, Operations, Applications (e.g., Task Scheduling), enting Stacks and Queues using Arrays and Linked Lists, Solving Problems acks and Queues, Hash Tables.	8 Hrs
Textboo	ok1: Chapter 5, 6 Reference book1: Chapter 11	
RBT L	evels: 2,3,4	
Inorder,	<b>-4:</b> Trees: Binary Trees, Binary Search Trees (BST), Traversal Algorithms: Preorder, Postorder, Graphs: Representations (Adjacency Matrix and List), raversal Algorithms (BFS, DFS), Applications: Shortest Path and Minimum g Tree.	8 Hrs
Textboo	k1: Chapter 7, 8 Reference Book1: Chapter 22	
RBT L	evels:2,3,4	
Sort, Qu	-5: Sorting Algorithms: Bubble Sort, Selection Sort, Insertion Sort, Merge ick Sort, Searching Algorithms: Linear Search, Binary Search, Analysis and ison of Sorting and Searching Algorithms.	8 Hrs
Textboo	k1: Chapter 9 Reference Book1: Chapter 7, 8	
RBT L	evels:2,3,4	
	IV. COURSE OUTCOMES	
CO1	Understand the core principles of data structures and algorithm design.	
CO2	Apply data structures such as arrays, linked lists, stacks, and queues to solve computational problems	e
CO3	Analyze the efficiency of sorting, searching, and traversal algorithms with r and space complexity	espect time

# CO4 Design and implement solutions using tree and graph data structures for real-world problems.

# V. CO-PO-PSO MAPPING (mark H=3; M=2; L=1)

PO/PSO	1	2	3	4	5	6	7	8	S1	S2	<b>S3</b>	<b>S4</b>
CO1	2	1		2				2	2	1		2
CO2	1	2	2	2					2	2	1	
CO3	2	2		1						2	2	2
CO4		2	2	2				2	1		2	2

# VI. Assessment Details (CIE & SEE)

#### **General Rules:**

Assessment Details (both CIE and SEE):

Refer to Annexure F-CIE & SEE Guidelines.

**Semester End Examination (SEE):** 

Refer to Annexure F-CIE & SEE Guidelines.

# VII. Learning Resources

VII(a): Textbooks: (Insert or delete rows as per requirement)

Sl. No.	Title of the Book	Name of the author	Edition and Year	Name of the publisher
1	Data Structures and	Michael T. Goodrich	3e, 2022	Wiley
	Algorithms in Python			

VII(b): Reference Books: (Insert or delete rows as per requirement)

1	Introduction to	Thomas H. Cormen,	4e, 2022	MIT Press
	Algorithms	Charles E. Leiserson,		
		Ronald L. Rivest, and		
		Clifford Stein		

#### VII(c): Web links and Video Lectures (e-Resources):

- 1. FreeCodeCamp: Learn Data Structures and Algorithms (DSA) Full Course for Beginners: https://www.freecodecamp.org/news/learn-data-structures-and-algorithms/
- 2. MIT OpenCourseware Introduction to Algorithms (6.006): <a href="https://ocw.mit.edu/courses/6-006-introduction-to-algorithms-spring-2020/">https://ocw.mit.edu/courses/6-006-introduction-to-algorithms-spring-2020/</a>
- 3. Crash Course Data Structures: <a href="https://m.youtube.com/watch?v=jQqQpPMYPXs">https://m.youtube.com/watch?v=jQqQpPMYPXs</a>
- 4. Stanford CS106L: Programming Methodology: <a href="https://cs106l.stanford.edu/">https://cs106l.stanford.edu/</a>

#### VIII: Activity Based Learning / Practical Based Learning/Experiential learning:

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

- Quizzes
- Assignments
- Seminar



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**Department of Master of Computer Applications** 

Semester:	II	Cour	rse Type:	]	PCC									
Course Titl	e: Op	erating	g Systems - Lin	ux										
Course Cod	Course Code: MCA24T205 Credits: 3													
Teaching	Hours	:/Week	(L:T:P:O)	3:0:0:0	Total	40								
	110415	, vv cen	(E:1:1:0)		Hours:									
CIE Marks	. 5	50	SEE Marks:	50	Total	100								
CILIVIAINS	•	,0	SEE Marks.	30	Marks:	100								
SEE Tyma			Theory		Exam	3 Hrs								
SEE Type	•		Theor	ıy	Hours:	э піз								

# I. Course Objectives:

- Understand the fundamental concepts and principles of operating systems, with a focus on Linux.
- Gain hands-on experience in working with Linux-based systems.
- Develop proficiency in system administration tasks and troubleshooting on Linux platforms.
- Explore advanced features of the Linux operating system, such as shell scripting and security.
- Acquire the skills necessary to deploy and manage Linux servers in a networked environment.

# **II.** Teaching-Learning Process (General Instructions):

- 1. Lecturer method (L) need not to be only traditional lecture method, but alternative effective teaching methods could be adopted to attain the outcomes.
- 2. Use of Video/Animation to explain functioning of various concepts.
- 3. Encourage collaborative (Group Learning) Learning in the class.
- 4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.
- 5. Adopt Problem Based Learning (PBL), which fosters student's Analytical skills, develop design thinking skills such as the ability to design, evaluate, generalize, and analyze information rather than simply recall it.
- 6. Introduce Topics in manifold representations.
- 7. Show the different ways to solve the same problem and encourage the students to come up with their own creative ways to solve them.

	: Overvs, Proc	view o	of Lin	ux OS	III. (		RSE C	ONT	ENT		
Commands Textbook	s, Proc 1: Cha	ess M				II. Th					
Commands Textbook	s, Proc 1: Cha	ess M			. Linu		eory ]	PART	7		
Textbook 1	1: Cha		Ianage	ment	,	x File	Syste	m Hie	erarchy, Basic Sh	ell	8 Hrs
		pter1		incirc	in Lin	ux, In	troduc	ction to	o System Admini	stration	
RBT Leve	els: 2		- 4								
				-	-		-	_	ics, System Initia on and Cron Jobs		8 Hrs
Textbook 1	1 : Cha	apter	4 - 7								
RBT Leve	els: 2,3										
Module-3: Best Practi			•		-				ork Security, Sec Control.	urity	8 Hrs
Textbook	2: Cha	apter	8, 9, 1	0, 14							
RBT Leve	els:2,3,	4									
Module-4: Introduction						-			ervers, Database	Servers,	8 Hrs
Texbook2	: Chap	oter 1	,6, 10,	, 11							l
RBT Leve	ls:2,3,	4									
	•				_	-			ce Monitoring an	_	8 Hrs
Textbook	1: Cha	apter	11-15	, Tex	book2	2: Cha	pter	15-19			
RBT Lev	els:2,3	,4									
				I	V. CO	OURS	E OU	TCO	MES		
CO1	Jnders1	tand L	Linux (	OS fu	ıdame	entals.					
CO2	Admini	ster L	inux s	system	s prof	icient	ly.				
CO3	Develo	p shel	l scrip	ts for	auton	ation.					
CO4	Configu	ıre an	d man	age L	inux s	ervers	•				
			V. CO	)-PO-	PSO	MAP	PING	(mark	K H=3; M=2; L=1	.)	
PO/PS 1	2	3	4	5	6	7	8	S1	S2	S3	S4
0								1			
CO1 2 CO2 2		1						1	1		
CO2 2		$\frac{1}{1}$							2		

CO4	2 1	1			1						
	VI. Assessment Details (CIE & SEE)										
Gener	General Rules:										
Refer Semes	Assessment Details (both CIE and SEE): Refer to Annexure F-CIE & SEE Guidelines. Semester End Examination (SEE): Refer to Annexure F-CIE & SEE Guidelines.										
			VII. Learn	ing Resources							
VII(a)	): Textboo	oks: (Inse	rt or delete rows as per	requirement)							
Sl. No.	Title of the Book   Name of the author   Edition and Year										
1	Linux		Wale Sovinka	2020.	M	cGraw-Hill					

Si. No.	Title of the Book	Name of the author	Edition and Year	Name of the publisher
1	Linux	Wale Soyinka	2020,	McGraw-Hill
	Administration: A			Education
	Beginner's Guide			
2	Linux Bible,	Christopher Negus	2019	Wiley

# VII(c): Web links and Video Lectures (e-Resources):

1. Crash Course for Beginners:

https://www.youtube.com/watch?v=ROjZy1WbCIA: https://www.youtube.com/watch?v=ROjZy1WbCIA

- 2. Linux Journey Resources: <a href="https://linuxjourney.com/">https://linuxjourney.com/</a>: <a href="https://linuxjourney.com/">https://linuxjourney.com/</a>:
- 3. NPTEL Introduction to Linux

https://nptel.ac.in/courses/117106113: https://nptel.ac.in/courses/117106113

4. FreeCodeCamp Linux Crash

Course: <a href="https://www.freecodecamp.org/news/tag/python/">https://www.freecodecamp.org/news/tag/python/</a>; <a href="https://www.freecodecamp.org/news/tag/python/">https://www.freecodecamp.org/news/tag/python/</a>;

# VIII: Activity Based Learning / Practical Based Learning/Experiential learning:

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

• Quizzes • Assignments • Seminar



# SJB Institute of Technology GS Health and Education City Dr. Vichnus archana Road, Kongari, Rongalum, 560060



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Recognized by UGC, New Delhi with 2(f) & 12 (B)

# **Department of Master of Computer Applications**

Seme	ester:	II	Course Type	e:	PCCL									
Course Title: DSA Laboratory														
Cours	se Code:		MCA24L20	6		Credits:	2							
Tea	ching H	ours/\	Week (L:T:P:	<b>:O</b> )	0:2:2:0	Total Hours:	40							
CIE Marks: 50 SEE Marks:					50	Total Marks:	100							
SEF	E Type:		L	aborato	ry	Exam Hours:	3 Hrs							
• II iii														
c	hallenge	s.	ent - Experin		esign emelent argon	unins for various c								
1	Array l	-		a prog	ram to find the secon	d largest element i	in an unsorted							
2	Linked linked		Operation: Imp	plement	a function to detect	and remove a cycl	e in a singly							
3	Stack A		ation: Design	a stack-	-based program to ch	eck if a given strir	ng has balanced							
4	dequeu	ie opei	rations.		ircular queue with fi		-							
5			Basics: Develor t ID as the key	_	ple hash table to stor	re and retrieve stud	lent records							
6	Binary	Searc	h Tree: Write	a progr	ram to find the height	t of a binary search	tree.							
7	Graph	Trave	rsal: Impleme	nt depth	n-first search (DFS) a	algorithm to travers	se a given graph.							
8	Sorting Algorithm: Write a program to implement the bubble sort algorithm and count													

	the number of swaps performed.
9	Binary Search: Develop a program to perform binary search on a sorted array and return
	the index of a target element.
10	Recursion: Create a recursive function to calculate the factorial of a given number.
11	String Manipulation: Write a program to reverse a string using stack data structure.
12	Memory Management: Implement a program to merge two sorted arrays into a single
	sorted array with minimal extra space.

# III. Teaching-Learning Process (General Instructions):

These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes.

- 1. Lecturer method (L) need not to be only traditional lecture method, but alternative effective teaching methods could be adopted to attain the outcomes.
- 2. Use of Video/Animation to explain functioning of various concepts.
- 3. Encourage collaborative (Group Learning) Learning in the class.
- 4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.
- 5. Adopt Problem Based Learning (PBL), which fosters student's Analytical skills, develop design thinking skills such as the ability to design, evaluate, generalize, and analyze information rather than simply recall it.
- 6. Introduce Topics in manifold representations.

PO/PSO

CO1

- 7. Show the different ways to solve the same problem and encourage the students to come up with their own creative ways to solve them.
- 8. Discuss how every concept can be applied to the real world and when that's possible, it helps to improve the student's understanding.

	IV. COURSE OUTCOMES									
CO1	Recognize and describe the core principles of basic data structures and algorithmic concepts.									
CO2	Apply appropriate data structure techniques to solve programming problems efficiently.									
CO3	Analyze the computational complexity and performance characteristics of different algorithmic approaches.									
CO4	Compare and select optimal data structure implementations for specific computational scenarios.									

	V. CO-1 0-1 50 WH I I I VO (Mark II 5, W 2, L 1)											
1	2	3	4	5	6	7	8	S1	<b>S2</b>	<b>S3</b>	<b>S4</b>	
2			1					2				
	2	1							2			

V CO-PO-PSO MAPPING (mark  $H=3 \cdot M=2 \cdot I=1$ )

CO3	2			2							2	
CO4		2		2								1
VI. Assessment Details (CIE & SEE)												
General	Rule	s:										
Assessm	ent D	etails (l	both CIE	and S	SEE):							
Refer to	Anno	exure F	-CIE & S	EE G	uidelin	es.						
Semester End Examination (SEE):												
Refer to Annexure F-CIE & SEE Guidelines.												



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**Department of Master of Computer Applications** 

Semester:	II	Course Type:	PCCL								
Course Title: Object Oriented Programming Laboratory											
Course Coo	le:	MCA24L207			Credits:	2					
Teach	ing Ho	urs/Week (L:T:	P:O)	0:2:2:0	Total Hours:	40					
CIE Mark	s: 50	0 SEE Ma	rks:	50	Total Marks:	100					
SEE Type	e:	Lat	orato	ry	Exam Hours:	3 Hrs					

# I. Course Objectives:

- Understand the principles of object-oriented design and apply them effectively to design classes and objects
- Demonstrate a clear understanding of different class relationships such as association, aggregation, and composition.
- Apply SOLID principles (Single Responsibility, Open/Closed, Liskov Substitution, Interface Segregation, Dependency Inversion) and design Patterns to create modular and maintainable code

•	
II. Prac	tical Component - Experiments
1	Create a Java program demonstrating the concept of classes and objects.
2	Implement a Java program showcasing constructors and destructors
3	Develop a Java program illustrating class methods and instance methods
4	Construct a Java program to demonstrate class relationships: association, aggregation, and composition.
5	Implement a Java program showcasing inheritance and method overriding
6	Design a Java program demonstrating polymorphism at runtime
7	Construct a Java program using abstract classes and interfaces.
8	Develop a Java program applying SOLID principles for better design
9	Design a Java program implementing the Singleton design pattern
10	Construct a Java program using the Factory design pattern
11	Implement a Java program illustrating the Observer design pattern
12	Develop a Java program applying generics for a generic class and method.

# **III. Teaching-Learning Process (General Instructions):**

These are sample Strategies, which teachers can use to accelerate the attainment of the various course outcomes.

- 1. Lecturer method (L) need not to be only traditional lecture method, but alternative effective teaching methods could be adopted to attain the outcomes.
- 2. Use of Video/Animation to explain functioning of various concepts.
- 3. Encourage collaborative (Group Learning) Learning in the class.
- 4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.
- 5. Adopt Problem Based Learning (PBL), which fosters student's Analytical skills, develop design thinking skills such as the ability to design, evaluate, generalize, and analyze information rather than simply recall it.
- 6. Introduce Topics in manifold representations.
- 7. Show the different ways to solve the same problem and encourage the students to come up with their own creative ways to solve them.
- 8. Discuss how every concept can be applied to the real world and when that's possible, it helps to improve the student's understanding.

IV. COURSE OUTCOMES													
CO1	Ir	Implement object-oriented programs in Java with clarity and efficiency.											
CO2	D	Design effective object-oriented solutions using classes and objects											
CO3	U	Use design patterns (Singleton, Factory, Observer) to solve programming challenges											
CO4		Gain proficiency in advanced concepts like generics, reflection, and effective exception handling.											
			•	V. CC	<b>)-PO-</b>	PSO I	MAPI	PING	(mark H=3;	M=2; L=1	1)		
PO/PS	1	2	3	4	5	6	7	8	S1	S2	S3	S4	
О													
CO1	2	2	1						1				
CO2	2	1								2			
CO3	2	1								2			
CO4	2	2									2		

# VI. Assessment Details (CIE & SEE)

#### **General Rules:**

**Assessment Details (both CIE and SEE):** 

Refer to Annexure F-CIE & SEE Guidelines.

**Semester End Examination (SEE):** 

Refer to Annexure F-CIE & SEE Guidelines.







Approved by AICTE, New Delhi.

Autonomous Institute affiliated to Visvesvaraya Technological University, Belagavi
Accredited by NAAC with 'A+'grade, Certified by ISO 9001 - 2015
Recognized by UGC, New Delhi with 2(f) & 12 (B)

# **Department of Master of Computer Applications (MCA)**

Semester:	II	C	ourse Type:	AEC								
Course Title: AWS Cloud Foundations												
Course Cod	PP											
Teac	Teaching Hours/Week (L:T:P:O)  {O – Other pedagogies, mention @}					Total Hours:	40					
CIE Marks	s <b>:</b> 5	0	SEE Mar	ks:		Total Marks:	50					
SEE Type	2:					Exam Hours:						

# **I. Course Objectives:**

- 1. Develop a foundational understanding of AWS Cloud services and their basic architectural principles.
- 2. Gain proficiency in navigating the AWS Management Console and using key AWS services.
- 3. Learn about cloud security and compliance, including shared responsibility models and best practices.
- 4. Acquire knowledge of billing, account management, and pricing models for efficient resource utilization.
- 5. Prepare for the AWS Certified Cloud Practitioner exam, demonstrating essential cloud skills and knowledge.

#### **II. Teaching-Learning Process (General Instructions):**

- 1. Lecturer method (L) need not to be only a traditional lecture method, but alternative effective teaching methods could be adopted to attain the outcomes.
- 2. Use of Video/Animation to explain functioning of various concepts.
- 3. Encourage collaborative (Group Learning) Learning in the class.
- 4. Ask at least three HOT (Higher order Thinking) questions in the class, which promotes critical thinking.
- 5. Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop design

- thinking skills such as the ability to design, evaluate, generalize, and analysed information rather than simply recall it.
- 6. Introduce Topics in manifold representations.
- 7. Show the different ways to solve the same problem with different circuits/logic and encourage the students to come up with their own creative ways to solve them.
- 8. Discuss how every concept can be applied to the real world and when that's possible, it helps improve the students' understanding.

# III. COURSE CONTENT

# III(a). Theory PART

Module-1 8 Hrs

# **Heading: Cloud Concepts**

- 1.1 Define the AWS Cloud and its value proposition.
- Define the benefits of the AWS cloud including:
- o Security o Reliability
- o High Availability
- o Elasticity
- o Agility
- o Pay-as-you go pricing o Scalability
- o Global Reach o Economy of scale
- Explain how the AWS cloud allows users to focus on business value o Shifting technical resources to revenue-generating activities as opposed to managing infrastructure
- 1.2 Identify aspects of AWS Cloud economics
- Define items that would be part of a Total Cost of Ownership proposal
- o Understand the role of operational expenses (OpEx)
- o Understand the role of capital expenses (CapEx)
- o Understand labor costs associated with on-premises operations
- o Understand the impact of software licensing costs when moving to the cloud
- Identify which operations will reduce costs by moving to the cloud
- o Right-sized infrastructure
- o Benefits of automation
- o Reduce compliance scope (for example, reporting)
- o Managed services (for example, RDS, ECS, EKS, DynamoDB)
- 1.3 Explain the different cloud architecture design principles
- Explain the design principles
- o Design for failure
- o Decouple components versus monolithic architecture
- o Implement elasticity in the cloud versus on-premises
- o Think parallel

### **Textbook:Chapter:sections**

**AWS Portal** 

Pre-requisites (Self Learning)	
RBT Levels: L2 & L3	
Module 2	8 Hrs

# **Heading:Security and Compliance**

- 2.1 Define the AWS shared responsibility model
- Recognize the elements of the Shared Responsibility Model
- Describe the customer's responsibly on AWS o Describe how the customer's responsibilities may shift depending on the service used (for example with RDS, Lambda, or EC2)
- Describe AWS responsibilities 2.2 Define AWS Cloud security and compliance concepts
- Identify where to find AWS compliance information o Locations of lists of recognized available compliance controls (for example, HIPPA, SOCs) o Recognize that compliance requirements vary among AWS services
- At a high level, describe how customers achieve compliance on AWS o Identify different encryption options on AWS (for example, In transit, At rest)
- Describe who enables encryption on AWS for a given service
- Recognize there are services that will aid in auditing and reporting o Recognize that logs exist for auditing and monitoring (do not have to understand the logs) o Define Amazon CloudWatch, AWS Config, and AWS CloudTrail
- Explain the concept of least privileged access
- 2.3 Identify AWS access management capabilities
- Understand the purpose of User and Identity Management o Access keys and password policies (rotation, complexity)
- o Multi-Factor Authentication (MFA) o AWS Identity and Access Management (IAM) Groups/users Roles
- Policies, managed policies compared to custom policies o Tasks that require use of root accounts Protection of root accounts
- 2.4 Identify resources for security support
- Recognize there are different network security capabilities o Native AWS services (for example, security groups, Network ACLs, AWS WAF) o 3 rd party security products from the AWS Marketplace
- Recognize there is documentation and where to find it (for example, best practices, whitepapers, official documents) o AWS Knowledge Center, Security Center, security forum, and security blogs o Partner Systems Integrators
- Know that security checks are a component of AWS Trusted Advisor

**Textbook:Chapter:sections** 

**AWS Portal** 

Pre-requisites (Self Learning): Security and Compliance

RBT Levels: L2 & L3

Module-3

8 Hrs

# Heading: Technology

- a. Define methods of deploying and operating in the AWS Cloud
  - Identify at a high level different ways of provisioning and operating in the AWS cloud
  - o Programmatic access, APIs, SDKs, AWS Management Console, CLI, Infrastructure as Code
  - Identify different types of cloud deployment models
  - o All in with cloud/cloud native
  - o Hybrid
  - o On-premises
  - Identify connectivity options
  - o VPN
  - o AWS Direct Connect
  - o Public internet
- b. Define the AWS global infrastructure
  - Describe the relationships among Regions, Availability Zones, and Edge Locations
  - Describe how to achieve high availability through the use of multiple Availability Zones
  - o Recall that high availability is achieved by using multiple Availability Zones
  - o Recognize that Availability Zones do not share single points of failure
  - Describe when to consider the use of multiple AWS Regions
  - o Disaster recovery/business continuity
  - o Low latency for end-users
  - o Data sovereignty
  - Describe at a high level the benefits of Edge Locations o Amazon CloudFront o AWS Global Accelerator
  - 3.3 Identify the core AWS services
  - Describe the categories of services on AWS (compute, storage, network, database)
  - Identify AWS compute services
  - o Recognize there are different compute families
  - o Recognize the different services that provide compute (for example, AWS Lambda compared to Amazon Elastic Container Service (Amazon ECS), or Amazon EC2, etc.)
  - o Recognize that elasticity is achieved through Auto Scaling o Identify the purpose of load balancers Identify different AWS storage services
  - o Describe Amazon S3
  - o Describe Amazon Elastic Block Store (Amazon EBS)
  - o Describe Amazon S3 Glacier o Describe AWS Snowball o Describe Amazon Elastic File System (Amazon EFS)
  - o Describe AWS Storage Gateway
  - Identify AWS networking services
  - o Identify VPC
  - o Identify security groups
  - o Identify the purpose of Amazon Route 53
  - o Identify VPN, AWS Direct Connect
  - Identify different AWS database services
  - o Install databases on Amazon EC2 compared to AWS managed databases Version
- o Identify Amazon RDS
- o Identify Amazon DynamoDB
- o Identify Amazon Redshift
- c. Identify resources for technology support

- Recognize there is documentation (best practices, whitepapers, AWS Knowledge Center, forums, blogs)
- Identify the various levels and scope of AWS support
- o AWS Abuse
- o AWS support cases
- o Premium support
- o Technical Account Managers
- Recognize there is a partner network (marketplace, third-party) including Independent Software Vendors and System Integrators
- Identify sources of AWS technical assistance and knowledge including professional services, solution architects, training and certification, and the Amazon Partner Network
- Identify the benefits of using AWS Trusted Advisor

# **Textbook:Chapter:sections**

#### **AWS Portal**

# Pre-requisites (Self Learning): Security and Compliance

#### RBT Levels: L2 & L4

Module-4 8 Hrs

# Heading:Billing and Pricing

- 4.1 Compare and contrast the various pricing models for AWS (for example, On-Demand Instances, Reserved Instances, and Spot Instance pricing)
- Identify scenarios/best fit for On-Demand Instance pricing
- Identify scenarios/best fit for Reserved-Instance pricing
- o Describe Reserved-Instances flexibility o Describe Reserved-Instances behavior in AWS Organizations Identify scenarios/best fit for Spot Instance pricing
- 4.2 Recognize the various account structures in relation to AWS billing and pricing
- Recognize that consolidated billing is a feature of AWS Organizations
- Identify how multiple accounts aid in allocating costs across departments

#### **Textbook:Chapter:sections**

#### **AWS Portal**

# Pre-requisites (Self Learning): Technology

#### RBT Levels: L2 & L3

Module-5 8 Hrs

# **Heading: Billing and Pricing**

- 5.1 Identify resources available for billing support
- Identify ways to get billing support and information
- o Cost Explorer, AWS Cost and Usage Report, Amazon QuickSight, third-party partners, and AWS Marketplace tools
- o Open a billing support case
- o The role of the Concierge for AWS Enterprise Support Plan customers
- Identify where to find pricing information on AWS services
- o AWS Simple Monthly Calculator
- o AWS Services product pages
- o AWS Pricing API
- Recognize that alarms/alerts exist

• Identify how tags are used in cost allocation  Textbook:Chapter:sections  AWS Portal												
Pre-requisites (Self Learning):Billing and Pricing												
RBT Levels: L2 & L3												
III(b). PRACTICAL PART												
Sl. No.	Sl. No. Experiments / Programs / Problems(insert rows as many required)											
1	Lab 1 - Introduction to AWS IAM											
2	Lab 2 - Build your VPC and Launch a Web Server											
3	Lab 3 - Introduction to Amazon EC2											
4	Lab 4 - Working with EBS											
5	Lab 5 - Build a Database Server											
Instructions for conduction of practical part: AWS Portal registration.												
IV. COURSE OUTCOMES												
CO1	Attain a comprehensive understanding of AWS Cloud concepts and foundational services.											
CO2	Demonstrate proficiency in navigating the AWS Management Console and utilizing key cloud services.											
CO3	Develop skills in managing AWS resources efficiently and cost-effectively.											
CO4	Acquire knowledge of cloud security best practices and compliance measures.											
CO5	Gain insights into billing, pricing models, and effective account management for optimal cost control.											
			V. (	CO-P	O-PS	SO M	APPI	NG(n	nark H=3; N	M=2; L=1)	)	
PO/PSO	1	2	3	4	5	6	7	8	S1	S2	S3	S4
CO1	2	2	1						1			
CO2	2	1								2		
CO3	2	1								2		
CO4	2	2									2	
CO5		1	1								1	
VI. Assessment Details (CIE & SEE)												
General R	General Rules:											
	Continuous Internal Evaluation (CIE):  Refer to Annexure-CIE & SEE Guidelines.											

Refer to Annexure-CIE & SEE Guidelines.								
VII. Learning Resources								
VII(a): Textbooks:								
Sl. No.	Title of the Book	Name of the author	Edition and Year	Name of the publisher				
1.	AWS Certified Cloud Practitioner Study Guide	Ben Piper&David Clinton	1st edition (2 August 2019)	Sybex				
VII(b):	Reference Books:							
1	AWS Certified Cloud Practitioner (CLF-C01) Cert Guide	Anthony J. Sequeira	First Edition (15 August 2020)	Pearson Education				
VII(c):	Web links and Video	Lectures (e-Resources	s):					
AWS PORTAL: <a href="https://awsacademy.instructure.com/courses/58071/">https://awsacademy.instructure.com/courses/58071/</a>								
VIII: Activity Based Learning / Practical Based Learning/Experiential learning:								
Refer A	WS Portal for quiz an	d assessments.						