

**NOIDA INSTITUTE OF ENGINEERING AND TECHNOLOGY, GREATER NOIDA, G.B. NAGAR
(AN AUTONOMOUS INSTITUTE)**



Affiliated to

DR. A.P.J. ABDUL KALAM TECHNICAL UNIVERSITY UTTAR PRADESH, LUCKNOW



Evaluation Scheme & Syllabus

For

**Bachelor of Technology
Computer Science and Engineering (Data Science)
Fourth Year**

(Effective from the Session: 2025-26)

NOIDA INSTITUTE OF ENGINEERING & TECHNOLOGY, GREATER NOIDA
(AN AUTONOMOUS INSTITUTE)

Bachelor of Technology
Computer Science and Engineering (Data Science)

Evaluation Scheme

SEMESTER -VII

Sl. No.	Subject Codes	Subject Name	Type of subject	Periods			Evaluation Scheme				End Semester		Total	Credit
				L	T	P	CT	TA	TOTAL	PS	TE	PE		
1	ACSML0702	Deep Learning	Mandatory	3	0	0	30	20	50		100		150	3
2		Departmental Elective-V	Departmental Elective	3	0	0	30	20	50		100		150	3
3		Open Elective-II	Open Elective	3	0	0	30	20	50		100		150	3
4		Open Elective-III	Open Elective	3	0	0	30	20	50		100		150	3
5	ACSML0752	Deep Learning Lab	Mandatory	0	0	2				25		25	50	1
6	ACSE0759	Internship Assessment-III	Mandatory	0	0	2				50			50	1
		*Massive Open Online Courses (For B.Tech. Hons. Degree)	*MOOCs											
		GRAND TOTAL											700	14

*** List of Recommended MOOCs (Massive Open Online Courses) for Final Year B. Tech Students (Semester-VII)**

S. No.	Subject Code	Course Name (Big Data)	University / Industry Partner Name	No of hours	Credits
1	AMC0227	Deep Learning for Developers	Infosys Wingspan (Infosys Springboard)	34h 51m	2.5
2	AMC0279	Spring Boot and Angular-React Stack -DevOps Tools and Capstone Project	Infosys Wingspan (Infosys Springboard)	107h 50m	4

PLEASE NOTE: -

- **Internship (3-4 weeks) shall be conducted during summer break after semester-VI and will be assessed during Semester-VII**

Abbreviation Used:

L: Lecture, T: Tutorial, P: Practical, CT: Class Test, TA: Teacher Assessment, PS: Practical Sessional, TE: Theory End Semester Exam., PE: Practical End Semester Exam, CE: Core Elective, OE: Open Elective, DE: Departmental Elective, CA: Compulsory Audit, MOOCs: Massive Open Online Courses

List of Departmental Electives

Subject Codes	Subject Name	Type of Subject	Bucket Name	Branch	Semester
ACSE0712	RPA Implementation	Departmental Elective-V	CRM-RPA	DS	7
ACSAI0712	Natural Language Processing	Departmental Elective-V	Data Analytics	DS	7
ACSE0713	Web Development using MERN Stack with DevOps	Departmental Elective-V	Full Stack Development	DS	7
ACSE0711	Game Programming	Departmental Elective-V	Mobility Management	DS	7

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Bachelor of Technology Computer Science and Engineering (Data Science)

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SEMESTER -VIII

Sl. No.	Subject Codes	Subject Name	Type of Subject	Periods			Evaluation Scheme				End Semester		Total	Credit
				L	T	P	CT	TA	TOTAL	PS	TE	PE		
1		Open Elective-IV	Open Elective	2	0	0	30	20	50		100		150	2
2	ACSE0859/ ACSE0858	Capstone Project/Industrial Internship	Mandatory	0	0	20				200		300	500	10
		*Massive Open Online Courses (For B.Tech. Hons. Degree)	*MOOCs											
		TOTAL											650	12

* List of Recommended MOOCs (Massive Open Online Courses) for Final Year B. Tech Students (Semester-VIII)

S. No.	Subject Code	Course Name	University/Industry Partner Name	No. of Hours	Credit
1	AMC0235	Data Analysis using Pig	Infosys Wingspan (Infosys Springboard)	18h	1
2	AMC0339	Introduction to Apache Spark Streaming	Infosys Wingspan (Infosys Springboard)	8h 38m	0.5
3	AMC0328	Spring Security	Infosys Wingspan (Infosys Springboard)	32h	2.5
4	AMC0347	TechA Computer Vision Certification	Infosys Wingspan (Infosys Springboard)	16h	1

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AICTE Guidelines in Model Curriculum:

A student will be eligible to get Under Graduate degree with Honours only, if he/she completes the additional MOOCs courses such as Coursera certifications, or any other online courses recommended by the Institute (Equivalent to 20 credits). During Complete B.Tech. Program Guidelines for credit calculations are as follows.

- | | |
|----------------------|-------------|
| 1. For 6 to 12 HOURS | =0.5 Credit |
| 2. For 13 to 18 | =1 Credit |
| 3. For 19 to 24 | =1.5 Credit |
| 4. For 25 to 30 | =2 Credit |
| 5. For 31 to 35 | =2.5 Credit |
| 6. For 36 to 41 | =3 Credit |
| 7. For 42 to 47 | =3.5 Credit |
| 8. For 48 and above | =4 Credit |

For registration to MOOCs Courses, the students shall follow Coursera registration details as per the assigned login and password by the Institute these courses may be cleared during the B. Tech degree program (as per the list provided). After successful completion of these MOOCs courses, the students shall provide their successful completion status/certificates to the Controller of Examination (COE) of the Institute through their coordinators/Mentors only.

The students shall be awarded Honours Degree as per following criterion.

- i. If he / she secures 7.50 as above CGPA.
- ii. Passed each subject of that degree program in the single attempt without any grace.
- iii. Successful completion of MOOCs based 20 credits.

B. TECH FOURTH YEAR			
Course code	ACSML0702	L T P	Credits
Course title	DEEP LEARNING	3 0 0	3
Course objective: To be able to learn unsupervised techniques and provide continuous improvement in accuracy and outcomes of various datasets with more reliable and concise analysis results.			
Pre-requisites: Python, Basic Modeling Concepts.			
Course Contents / Syllabus			
UNIT-I	INTRODUCTION	8 HOURS	
Model Improvement and Performance: Curse of Dimensionality, Bias and Variance Trade off, Overfitting and underfitting, Regression - MAE, MSE, RMSE, R Squared, Adjusted R Squared, p-Value, Classification - Precision, Recall, F1, Other topics, K-Fold Cross validation, RoC curve, Hyper-Parameter Tuning Introduction – Grid search, random search, Introduction to Deep Learning.			
Artificial Neural Network: Neuron, Nerve structure and synapse, Artificial Neuron and its model, activation functions, Neural network architecture: Single layer and Multilayer feed forward networks, recurrent networks. Various learning techniques; Perception and Convergence rule, Hebb Learning. Perceptron’s, Multilayer perceptron, Gradient descent and the Delta rule, Multilayer networks, Derivation of Backpropagation Algorithm.			
UNIT-II	CONVOLUTION NEURAL NETWORK	8 HOURS	
What is computer vision? Why Convolutions (CNN)? Introduction to CNN, Train a simple convolutional neural net, Explore the design space for convolutional nets, Pooling layer motivation in CNN, Design a convolutional layered application, Understanding and visualizing a CNN, Transfer learning and fine-tuning CNN, Image classification, Text classification, Image classification and hyper-parameter tuning, Emerging NN architectures.			
UNIT-III	DETECTION & RECOGNITION	8 HOURS	
Padding & Edge Detection, Strided Convolutions, Networks in Networks and 1x1Convolutions, Inception Network Motivation, Object Detection, YOLO Algorithm.			
UNIT-IV	RECURRENT NEURAL NETWORKS	8 HOURS	
Why use sequence models? Recurrent Neural Network Model, Notation, Back-propagation through time (BTT), Different types of RNNs, Language model and sequence generation, Sampling novel sequences, Vanishing gradients with RNNs, Gated Recurrent Unit (GRU), Long Short-Term Memory (LSTM), Bidirectional RNN, Deep RNNs			
UNIT-V	AUTOENCODERS IN DEEP LEARNING	8 HOURS	
Auto-encoders and unsupervised learning, Stacked auto-encoders and semi-supervised learning, Regularization - Dropout and Batch normalization.			
Course outcome: After completion of this course students will be able to			
CO 1	Analyze ANN model and understand the ways of accuracy measurement.	K4	

CO 2	Develop a convolutional neural network for multi-class classification in images.	K6
CO 3	Apply Deep Learning algorithm to detect and recognize an object.	K3
CO 4	Apply RNNs to Time Series Forecasting, NLP, Text and Image Classification.	K3
CO 5	Apply Lower-dimensional representation over higher-dimensional data for dimensionality reduction and capture the important features of an object.	K3

Text books:

1. Zurada and Jacek M, "Introduction to Artificial Neural Systems", West Publishing Company, 1992, ISBN: 9780534954604
2. Bishop, C. M. Neural Networks for Pattern Recognition. Oxford University Press. 1995.
3. Simon Haykin, "Neural Networks and Learning Machines" Third Edition
4. Deep Learning", I Goodfellow, Y Bengio and A Courville, 1st Edition 2016
5. Introduction to Machine Learning with Python ", by Andreas C. Müller, Sarah Guido
6. R2. Deep Learning with Python by François Chollet 1st Edition

Reference Books:

1. Aston Zhang, Zachary C. Lipton, Mu Li, and Alexander J. Smola "Dive into Deep Learning", Release 0.17.4
2. Artificial Intelligence: A Modern Approach. Prentice Hall Series in Arti Russell, S. and Norvig, N. Arti Intelligence. 2003.

NPTEL/ Youtube/ Faculty Video Link:

Unit 1	(371) Lec-1 Introduction to Artificial Neural Networks - YouTube (3) Deep Learning(CS7015): Lec 8.1 Bias and Variance - YouTube (3) Mod-10 Lec-39 Assessing Learnt classifiers; Cross Validation; - YouTube (3) Lec-1 Introduction to Artificial Neural Networks - YouTube (3) Lec-2 Artificial Neuron Model and Linear Regression - YouTube (3) Evaluation and Cross-Validation - YouTube
Unit 2	(3) Lecture 1 Introduction to Convolutional Neural Networks for Visual Recognition - YouTube (3) Lecture 2 Image Classification - YouTube (3) Lecture 3 Loss Functions and Optimization - YouTube (3) Hyperparameter optimization - YouTube (3) Deep Learning(CS7015): Lec 11.3 Convolutional Neural Networks - YouTube
Unit 3	(3) C4W3L09 YOLO Algorithm - YouTube (3) Edge Detection - YouTube (3) Neural Networks - Networks in Networks and 1x1 Convolutions - YouTube
Unit 4	(3) Backpropagation in CNNs - YouTube (3) Deep RNNs and Bi- RNNs - YouTube (3) Deep Learning(CS7015): Lec 13.4 The problem of Exploding and Vanishing Gradients - YouTube (3) Deep Learning(CS7015): Lec 14.2 Long Short Term Memory(LSTM) and Gated Recurrent Units(GRUs) - YouTube
Unit 5	(3) Deep Learning(CS7015): Lec 7.1 Introduction to Autoencoders - YouTube (3) Deep Learning(CS7015): Lec 9.5 Batch Normalization - YouTube (3) Deep Learning(CS7015): Lec 7.3 Regularization in autoencoders (Motivation) - YouTube

B. TECH FOURTH YEAR			
Course code	ACSML0752	L T P	Credit
Course title	DEEP LEARNING LAB	0 0 2	1
Suggested list of Experiments			
Sr. No.	Name of Experiment	CO	
1	Write a program Print Dimensions of dataset	CO1	
2.	Write a program to Calculate of Accuracy Values.	CO1	
3.	Write a program to Build an Artificial Neural Network by implementing the Backpropagation algorithm and test the same using appropriate data sets.	CO1	
4.	Write a program to Compose Matrix Shape and Tensor Shape.	CO2	
5.	Write a program to showing Accessing and Manipulation of tensors.	CO2	
6.	Write a program to understand the mechanism of practically training a binary classifier.	CO2	
7.	Implement with a program showing Access and manipulation of tensors.	CO2	
8.	Write a program to show Regression Data Sampling.	CO2	
9.	Write a program to Combat Overfitting.	CO1	
10.	Write a program Print Dimensions of dataset.	CO2	
11.	Write a program to Calculate of Accuracy Values.	CO2	
12.	Write a program to Build an Artificial Neural Network by implementing the Backpropagation algorithm and test the same using appropriate data sets.	CO1	
13.	Write a program to build a simple autoencoder based on a fully-connected layer in Keras.	CO3	
14.	Implement Long Short-Term Memory Networks using sample data.	CO1	
15.	Write a program showing Automatic Image Captioning with Keras ---Facial Recognition.	CO3	
Lab Course Outcome: After completion of this course students will be able to			
CO1	Develop python programs to work on Data sets and Implement Artificial Neural Network Techniques.	K6	
CO2	Explore different types of tensor and perform exploratory data analysis on different data sets.	K4	
CO3	Apply Automatic Image Captioning with Keras ---Facial Recognition.	K3	

B. TECH FOURTH YEAR			
Course code	ACSE0712	L T P	Credits
Course title	RPA IMPLEMENTATION	3 0 0	3
Course objective: This course is designed to give a thorough understanding and practical skills in developing and deploying software robots for Robotic Process Automation (RPA).			
Pre-requisites: Basic Knowledge of C Programming			
Course Contents / Syllabus			
UNIT-I	DATA MANIPULATION	8 HOURS	
Introduction to Data Manipulation, Scalar variables, collections and Tables, Text Manipulation, Data Manipulation, Gathering and Assembling Data Recording and Advanced UI Interaction; Recording Introduction, Basic and Desktop Recording, Web Recording, Input/output Methods, Screen Scraping, Data Scraping, Scraping advanced techniques.			
UNIT-II	SELECTORS	8 HOURS	
Selectors, Defining and Assessing Selectors, Customization, Debugging, Dynamic Selectors, Partial Selectors, RPA Challenge, Image, Text & Advanced Citrix Automation, Introduction to Image & Text Automation, Image-based automation, Keyboard based automation, Information Retrieval, Advanced Citrix Automation challenges, Best Practices using tab for Images Starting Apps.			
UNIT-III	DATA TABLES AND AUTOMATION	8 HOURS	
Excel Data Tables & PDF, Data Tables in RPA, Excel and Data Table Basics Data Manipulation in Excel, Extracting Data from PDF, extracting a single piece of data, Anchors, Using anchors in PDF.			
Email Automation: Email Automation, Incoming Email automation, Sending Email automation.			
UNIT-IV	DEBUGGING AND EXCEPTION HANDLING	8 HOURS	
Debugging Tools, Strategies for solving issues, Catching errors.			
Orchestrator: Tenants, Authentication, Users, Roles, Robots, Environments, Queues & Transactions, Schedules.			
UNIT-V	ROBOTIC FRAMEWORK	8 HOURS	
Re-Framework template, Re-Framework template works, Use Re-Framework to automate your own processes. .NET Classes and Objects.			
Course outcome: After completion of this course students will be able to:			
CO 1	Apply basic concepts and methods from design engineering to explore creative solutions of real-world problems.	K3	
CO 2	Learn Robotic Process Automation, and massive career opportunity in this field.	K2	
CO 3	Implement the knowledge of RPA tools, functions in various industries and perform, control various tasks using RPA bots.	K3	
CO4	Gain expertise in Desktop, Web & Citrix Automation and use RE-Framework to build a structured business automation process.	K2	
CO 5	Develop a real-world workflow automation project and will be able to debug a workflow.	K6	

Textbooks:
1) Vaibhav Jain, “Crisper Learning: For UiPath”, Latest Edition, Independently Published, 2018.
2) Alok Mani Tripathi, “Learning Robotics Process Automation”, Latest Edition, Packt Publishing ltd, Birmingham. March 2018
Reference Books/E-Books:
1) Kelly Wibbenmeyer, “The Simple Implementation Guide to Robotic Process Automation (RPA)”, Latest Edition, iUniverse Press.
2) https://www.uipath.com/hubfs/ebook-its-time-to-automate.pdf
Links:
https://www.youtube.com/watch?v=6QoCG6YIPVo&list=PL41Y-9S9wmyJarNN2KnB4XudpT1yE1kVd
https://www.youtube.com/watch?v=YOHEgrOvPTM&list=PL41Y-9S9wmyLvF6Ou0oPhg6MrFWSw7sn4
https://www.youtube.com/watch?v=QMBuyLMjOhM&list=PL41Y-9S9wmyIYX6kciM8DboVYymsv2y6K
https://www.youtube.com/watch?v=KE9raKNTkfl&list=PL41Y-9S9wmyLeXL1DY9j-XepNb_vg9N8t
https://www.youtube.com/watch?v=2rjr8QhD9oc&list=PL41Y-9S9wmyJi2zmWY77yPZrdVI7ab3Ja

B. TECH FOURTH YEAR			
Course code	ACSAI0712	L T P	Credits
Course title	NATURAL LANGUAGE PROCESSING	3 0 0	3
Course objective: The course aims to provide an understanding of the foundational concepts and techniques in NLP. The focus is on providing application-based knowledge.			
Pre-requisites: Programming Skills, Data Structures, Algorithms, Probability and Statistics, Machine Learning.			
Course Contents / Syllabus			
UNIT-I	OVERVIEW OF NATURAL LANGUAGE PROCESSING	8 HOURS	
Definition, Applications and emerging trends in NLP, Challenges. Ambiguity. NLP tasks using NLTK: Tokenization, stemming, lemmatization, stop-word removal, POS tagging, Parsing, Named Entity Recognition, coreference resolution.			
UNIT-II	REGULAR EXPRESSIONS	8 HOURS	
Data Preprocessing: Using Python - Convert to lower case, handle email-id, HTML tags, URLs, emojis, repeat characters, normalization of data (contractions, standardize) etc. Vocabulary, corpora, and linguistic resources, Linguistic foundations: Morphology, syntax, semantics and pragmatics, Language models: Unigram, Bigram, N-grams.			
UNIT-III	TEXT ANALYSIS AND SIMILARITY	8 HOURS	
Text Vectorization: Bag-of-Words model and vector space models, Term Presence, Term Frequency, TF-IDF Textual Similarity: Cosine similarity, Word Mover’s distance, Word embeddings: Word2Vec, GloVe.			
UNIT-IV	TEXT CLASSIFICATION & NLP APPLICATIONS	8 HOURS	
Text classification: Implement of applications of NLP using text classification- Sentiment Analysis, Topic modelling, Spam detection. High Level NLP applications: Machine translation: Rule-based and statistical approaches, Text summarization Dialog systems, conversational agents and chatbots.			
UNIT-V	ADVANCED NLP TECHNIQUES	8 HOURS	
Sequential data, Introduction to sequence models - RNN and LSTM, Attention Mechanism, Transformer, Transformer-based models: BERT, GPT, T5, Introduction to Hugging Face Transformers, Case studies.			
Course outcome: After completion of this course students will be able to:			
CO 1	Appreciate the emerging trends and challenges in NLP and perform the basic NLP tasks using some NLP library.	K2	
CO 2	Apply regular expressions for data cleaning and understand the fundamental concepts and theories underlying NLP.	K3	
CO 3	Extract features and find similarity in text data.	K3	

CO4	Implement NLP techniques to design real-world NLP applications	K3
CO 5	Apply advanced techniques like sequential modelling and attention mechanism to develop NLP applications	K4

Textbooks:

- 1) Daniel Jurafsky, James H. Martin, "Speech and Language Processing", Second Edition, Pearson Education, 2009 ISBN 0131873210.
- 2) James Allen, Natural Language Understanding, 2nd edition, 1995 Pearson Education ISBN 13: 9780805303346.
- 3) Akshar Bharti, Vineet Chaitanya and Rajeev Sangal, NLP: A Paninian Perspective, 1st edition 1995, Prentice ISSN 9788120309210

Reference Books:

- 1) Christopher D. Manning and Hinrich Schutze, "Foundations of Statistical Natural Language Processing", MIT Press, 1999 Second Edition, ISBN No. 0-262-13360-1.
- 2) T. Winograd, Language as a Cognitive Process, 1st edition, 1983 Addison- Wesley ISBN 020108-571-2
- 3) L.M. Iivansca, S. C. Shapiro, Natural Language Processing and Knowledge Representation, 2nd edition, 2000 AAAI Press ISBN-13: 978-0262590211

Links:

- 1) <https://realpython.com/nltk-nlp-python/>
- 2) <https://www.coursera.org/lecture/python-text-mining/basic-nlp-tasks-with-nltk-KD8uN>
- 3) <https://www.coursera.org/lecture/nlp-sequence-models/learning-word-embeddings-APM5s>
- 4) <https://www.coursera.org/projects/regular-expressions-in-python>
- 5) <https://www.coursera.org/learn/python-text-mining/lecture/sVe8B/regular-expressions>

B.TECH FOURTHYEAR		
Subject Code: ACSE0713		L T P 3 0 0
Subject Name:Web Development using MERN Stack with DevOps		Credits 3
Course Objective: This course focuses on how to design and build static as well as dynamic web pages and interactive web applications. Students can understand how to put them together to create a MERN stack application.		
Pre- requisites: Student should have the knowledge of HTML, CSS and ES6		
Course Contents/Syllabus		
Unit-1	Introduction to React JS: Overview of frameworks, NPM commands, React App, Project Directory Structure, React Component Basic, Understanding JSX, Props and State, Stateless and Stateful Components, Component life cycle, Hooks, react-router vs react-router-dom,	8 Hours
Unit-2	Connecting React with mongodb: Google Material UI, AppBar, Material UI's Toolbar, NavBar, Material UI Buttons, SQL and Complex Transactions, Dynamic Schema, create Index (), get Indexes () & drop Index (), Replication, Statement-based vs. Binary Replication, Auto-Sharding and Integrated Caching, Load balancing, Aggregation, scalability.	8 Hours
Unit-3	Node js & Express Framework: Introduction, Environment Setup, serving static resources, template engine with vash and jade, Connecting Node.js to Database, Mongoose Module, Creating Rest APIs, Express Framework, MVC Pattern, Routing, Cookies and Sessions, HTTP Interaction, User Authentication	8 Hours
Unit-4	Evolution of DevOps: DevOps Principles, DevOps Lifecycle, DevOps Tools, and Benefits of DevOps, SDLC (Software Development Life Cycle) models, Lean, ITIL and Agile Methodology, Agile vs DevOps, Process flow of Scrum Methodologies, Project planning, scrum testing, sprint Planning and Release management, Continuous Integration and Delivery pipeline.	8 Hours
Unit-5	CI/CD concepts (GitHub, Jenkins, Sonar): GitHub, Introduction to Git, Version control system, Jenkins Introduction, Creating Job in Jenkins, adding plugin in Jenkins, Creating Job with Maven & Git, Integration of Sonar, Dockers, Containers Image: Run, pull, push containers, Container lifecycle, Introduction to Kubernetes.	8 Hours
Course Outcomes –		
CO1	Apply the knowledge of ES6 that are vital to implement react application over the web.	K3
CO2	Implement and understand the impact of web designing by database connectivity with Mongodb .	K3
CO3	Explain, analyze and apply the role of server-side scripting language like Nodejs and Express js framework	K4
CO4	Identify the benefits of DevOps over other software development processes to Gain insights into the DevOps environment.	K2
CO5	Demonstrate popular open-source tools with features and associated terminology used to perform Continuous Integration and Continuous Delivery. [OB]	K3
Textbooks:		

1. Kirupa Chinnathambi, “Learning React”, 2 nd Edition 2016, Addison Wesley Publication.
2. Mohan Mehul, “Advanced Web Development with React”, 2 nd Edition 2020, BPB Publications.
3. Dhruti Shah, “Comprehensive guide to learn Node.js”, 1 st Edition, 2018 BPB Publications.
4. Jennifer Davis, Ryn Daniels, “Effective DevOps: Building, Collaboration, Affinity, and Tooling at Scale”, 1 st Edition, 2016, O'Reilly Media Publication.
5. John Edward Cooper Berg, “DevOps. Building CI/CD Pipelines with Jenkins, Docker Container, AWS (Amazon Web Services) ECS, JDK 11, Git and Maven 3, Sonar, Nexus”, Kindle Edition, 2019, O'Reilly Media Edition.

Reference Books:

1. Anthony Accomazzo, Ari Lerner, and Nate Murray, “Fullstack React: The Complete Guide to ReactJS and Friends”, 4th edition, 2020 International Publishing. [08]
2. David Cho, “Full-Stack React, Type Script, and Node: Build cloud-ready web applications using React 17 with Hooks and GraphQL”, 2nd edition, 2017 Packt Publishing Limited.
3. Richard Haltman & Shubham Vernekar, “Complete node.js: The fast guide: Learn complete backend development with node.js” 5th edition, 2017 SMV publication.
4. Glenn Geenen, Sandro Pasquali, Kevin Faaborg, “Mastering Node.js: Build robust and scalable real-time server-side web applications efficiently” 2nd edition Packt, 2017 Publishing Limited.
5. Greg Lim,” Beginning Node.js, Express & MongoDB Development, kindle edition, 2019 international publishing.
6. Daniel Perkins, “ReactJS Master React.js with simple steps, guide and instructions” 3rd edition, 2015 SMV publication.
7. Peter Membrey, David Hows, Eelco Plugge, “MongoDB Basics”, 2nd edition ,2018 International Publication.

Links: NPTEL/You Tube/Web Link:

https://youtu.be/QFaFicGhPoM?list=PLC3y8-rFHvwgg3vaYJgHGnModB54rxOk3 https://youtu.be/pKd0Rpw7O48 https://youtu.be/TIB_eWDSMt4 https://youtu.be/QFaFicGhPoM
https://youtu.be/Kvb0cHWFkdc https://youtu.be/pQcV5CMara8 https://youtu.be/c3Hz1qUUIyQ https://youtu.be/Mfp94RjugWQ https://youtu.be/SyEQLbbSTWg
https://youtu.be/BLI32FvcdVM https://youtu.be/fCACK9ziarQ https://youtu.be/YSyFSnisip0 https://youtu.be/7H_QH9nipNs https://youtu.be/AX1AP83CuK4
https://youtu.be/2N-59wUIPVI https://youtu.be/hQcFE0RD0cQ https://youtu.be/UV16BbPcMQk https://youtu.be/fqMOX6JJhGo
https://youtu.be/m0a2CzgLNsc https://youtu.be/lji_9scA2C4 https://youtu.be/tuIZok8iLk https://youtu.be/IluhOk86prA https://youtu.be/13FpCxCCILY

B. TECH FOURTH YEAR

B. TECH FOURTH YEAR			
Course code	ACSE0711	L T P	Credits
Course title	GAME PROGRAMMING	3 0 0	3
Course objective: The objective of this course is to understand the basic concepts of Game design and development. The course will help to build the programming skills needed to turn ideas into games.			
Pre-requisites: None			
Course Contents / Syllabus			
UNIT-I	3D GRAPHICS FOR GAME PROGRAMMING	8 HOURS	
3D Transformations, Quaternions, 3D Modeling and Rendering, Ray Tracing, Shader Models, Lighting, Color, Texturing, Camera and Projections, Character Animation, Physics-based Simulation, Scene Graphs.			
UNIT-II	GAME ENGINE DESIGN	8 HOURS	
Game engine architecture, Engine support systems, Resources and File systems, Game loop and real-time simulation, Human Interface devices, Collision and rigid body dynamics, Game profiling.			
UNIT-III	GAME PROGRAMMING	8 HOURS	
Application layer, Game logic, Game views, managing memory, controlling the main loop, loading and caching game data, User Interface management, Game event management.			
UNIT-IV	GAMING PLATFORMS AND FRAMEWORKS	8 HOURS	
2D and 3D Game development, Game engines -Unity. Game Development & Documentation, Game Idea Visualization and Story Telling, Introduction to Unity interface.			
UNIT-V	GAME DEVELOPMENT	8 HOURS	
Developing 2D and 3D interactive games using Unity – Isometric and Tile Based Games, Puzzle games, Single Player games, multi-Player games. Use of 3D Game Kit to create 3D platform gameplay and puzzles in Unity.			
Course outcome: After completion of this course students will be able to:			
CO 1	Create VR experiences by setting up environments, interactions, and immersive elements using modern concepts of Game design.	K2	
CO 2	Propose and design the processes and use mechanics for games.	K3	
CO 3	Create 3D scenes with Unity and experiment with various user interface techniques that are used in VR AR applications.	K6	
CO4	Create a 2D and 3D game in Unity and arrange Game programming platforms.	K6	
CO 5	Evaluate and use emerging technologies and tools for creating interactive Games.	K5	
Textbooks:			
1. Shaffrfy Mike Mc and Graham David, “Game Coding Complete”, Fourth Edition, Cengage Learning, PTR, 2012.			
2. Gregory Jason, “Game Engine Architecture”, CRC Press / A K Peters, 2009			
3. Eberly David H., “3D Game Engine Design, Second Edition: A Practical Approach to Real-Time Computer			

Graphics” 2nd Editions, Morgan Kaufmann, 2006.

Reference Books:

1. Adams Ernest and Rollings Andrew, “Fundamentals of Game Design”, 2nd edition Prentice Hall/ New Riders, 2009.
2. Lengyel Eric, “Mathematics for 3D Game Programming and Computer Graphics”, 3rd edition, Course
3. Schell Jesse, The Art of Game Design: A book of lenses, 1st Editions, CRC Press, 2008.

Links:

Unit 1: [Install the Unity Hub and Editor](#)

How to download and install Unity Editor using Unity Hub

<https://learn.unity.com/tutorial/publish-your-first-mobile-runnergame>

<https://learn.unity.com/tutorial/platformer-mod-add-speed-and-bounce-pads#5d5af56dedbc2a005fb9216c>

[https://learn.unity.com/tutorial/quick-](https://learn.unity.com/tutorial/quick-start?uv=2019.4&courseId=5c616a81edbc2a0021b1bd11&projectId=5c514897edbc2a001fd5bdd0#5c7f8528edbc2a002053b740)

[start?uv=2019.4&courseId=5c616a81edbc2a0021b1bd11&projectId=5c514897edbc2a001fd5bdd0#5c7f8528edbc2a002053b740](https://learn.unity.com/tutorial/quick-start?uv=2019.4&courseId=5c616a81edbc2a0021b1bd11&projectId=5c514897edbc2a001fd5bdd0#5c7f8528edbc2a002053b740) <https://learn.unity.com/project/3d-game-kit?uv=2019.4&courseId=5c616a81edbc2a0021b1bd11>

Unit2: <https://learn.unity.com/project/3d-game-kit-lite>

Unit3: <https://learn.unity.com/tutorial/3d-game-kit-reference-guide>

<https://learn.unity.com/tutorial/next-steps-certifications-game-jams-and-beyond?courseId=6046c239edbc2a2720f9983b>

Unit4:

<https://learn.unity.com/tutorial/week-1-player-control-may-17-21?courseId=6046c239edbc2a2720f9983b>

<https://learn.unity.com/tutorial/week-2-basic-gameplay-may-24-28?uv=2020.3&courseId=6046c239edbc2a2720f9983b>

Unit5: <https://learn.unity.com/project/unit-3-oi?uv=2019.4&courseId=5edebd48edbc2a444960263e>
<https://docs.unity3d.com/Manual/index.html>

<https://msl.cs.uiuc.edu/vr/vrbook.pdf>