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

Affiliated to

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

Evaluation Scheme & Syllabus

For

Bachelor of Technology

Computer Science & Engineering (Internet of Things)

Second Year

(Effective from the Session: 2025-26)

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

Bachelor of Technology

Computer Science & Engineering (Internet of Things)

Evaluation Scheme

SEMESTER-III

Sl. No	Subject Codes	Subject	Types of Subjects	Periods		Evaluation Schemes					End Semester		Total	Credit
				L	T	P	CT	TA	TOTAL	PS	TE	PE		
1	BCSCC0301	Employability Skill Development – I	Mandatory	2	0	0	60	40	100				100	2
2	BCSIOT0305	Microcontrollers for Embedded Systems	Mandatory	3	1	0	30	20	50		100		150	4
3	BCSIOT0301X	Sensor and It's Applications	Mandatory	2	0	0	30	20	50		50		100	2
4	BCSE0301	Data Structures and Algorithms-I	Mandatory	3	0	0	30	20	50		100		150	3
5	BCSIOT0303N	Introduction to IoT Systems	Mandatory	2	0	0	30	20	50		50		100	2
6	BCSE0303B	Operating System	Mandatory	3	0	0	30	20	50		100		150	3
7	BCSIOT0353N	Introduction to IoT Systems Lab	Mandatory	0	0	4				50		50	100	2
8	BCSE0351	Data Structures and Algorithms-I Lab	Mandatory	0	0	4				50		50	100	2
9	BCSIOT0355	Microcontrollers for Embedded Systems Lab	Mandatory	0	0	2				25		25	50	1
10	BCSE0352	Object Oriented Techniques using Java	Mandatory	0	0	6				50		100	150	3
11	BCSE0359X	Social Internship	Mandatory	0	0	2				50			50	1
12	BNC0302/ BNC0301	Environnemental Science / Artificial Intelligence and Cyber Ethics	Compulsory Audit	2	0	0	30	20	50		50		50	NA
13		MOOCs (For B.Tech. Hons. Degree)	*MOOCs	2	0	0								
		TOTAL		**19**	**1**	**18**	**210**	**140**	**350**	**225**	**400**	**225**	**1200**	**25**

*** List of MOOCs Based Recommended Courses for First year (Semester-I) B. Tech Students**

Sr. No.	Subject Code	Course Name	University / Industry Partner Name	No of Hours	Credits
1	BMC0024	Internet of Things 101	Infosys Wingspan (Infosys Springboard)	8h	0.5
2	BMC0046	Linux for Beginners	Infosys Wingspan (Infosys Springboard)	6h 2m	0.5
3	BMC0053	TechA Linux Programming Foundation Certification	Infosys Wingspan (Infosys Springboard)	19h	1.5

PLEASE NOTE: -

- **A 3-4 weeks Internship shall be conducted during summer break after semester-II and will be assessed during semester-III**
- **Compulsory Audit (CA) Courses (Non-Credit - BNC0301/BNC0302)**
  - All Compulsory Audit Courses (a qualifying exam) do not require any credit.
  - The total and obtained marks are not added in the grand total.

Abbreviation Used:

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

NOIDA INSTITUTE OF ENGINEERING & TECHNOLOGY, GREATER NOIDA, GAUTAM BUDDH NAGAR
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Bachelor of Technology
Computer Science & Engineering (Internet of Things)

Evaluation Scheme
SEMESTER-IV

Sl. No.	Subject Codes	Subject	Types of Subjects	Periods			Evaluation Schemes				End Semester		Total	Credit
				L	T	P	CT	TA	TOTAL	PS	TE	PE		
1	BASCC0401	Employability Skill Development - II	Mandatory	2	0	0	60	40	100				100	2
2	BCSE0402	Database Management Systems	Mandatory	3	0	0	30	20	50		100		150	3
3	BCSE0401	Data Structures and Algorithms-II	Mandatory	3	0	0	30	20	50		100		150	3
4	BCSIOT0401N	Mobile Application Development	Mandatory	3	0	0	30	20	50		100		150	3
5	BASL0401N	Technical Communication	Mandatory	2	0	0	30	20	50		50		100	2
		Departmental Elective-I	Departmental Elective	3	0	0	30	20	50		100		150	3
6	BCSE0452Z	Database Management Systems Lab	Mandatory	0	0	4				50		50	100	2
7	BCSE0451	Data Structures and Algorithms-II Lab	Mandatory	0	0	2				25		25	50	1
8	BCSE0455	Web Technologies	Mandatory	0	0	6				50		100	150	3
9	BCSE0459	Mini Project	Mandatory	0	0	2				50			50	1
10	BCSCC0452	Problem Solving Approaches	Mandatory	0	0	2				50			50	1
11	BNC0401/ BNC0402	Artificial Intelligence and Cyber Ethics/ Environmental Science	Compulsory Audit	2	0	0	30	20	50		50		100	NA
13		MOOCs (For B.Tech. Hons. Degree)	*MOOCs											
		TOTAL		**18**	**0**	**16**	**210**	**140**	**350**	**225**	**450**	**175**	**1200**	**24**

*** List of MOOCs Based Recommended Courses for Second year (Semester-IV) B. Tech Students**

S. No.	Subject Code	Course Name	University / Industry Partner Name	No of Hours	Credits
1	BMC0025	IOT Automation with ESP8266 with Projects	Infosys Wingspan (Infosys Springboard)	7h 21 m	0.5
2	BMC0022	Mobile Apps Development - Advanced Applications	Infosys Wingspan (Infosys Springboard)	14h 23m	1
3	BMC0062	TechA Application Development using Flutter Beginner Certification	Infosys Wingspan (Infosys Springboard)		

PLEASE NOTE: -

- **A 3-4 weeks Internship shall be conducted during summer break after semester-III and will be assessed during Semester-IV**
- **Compulsory Audit (CA) Courses (Non-Credit - BNC0401/BNC0402)**
  - All Compulsory Audit Courses (a qualifying exam) do not require any credit.
  - The Total and obtained marks are not added in the Grand Total.

Abbreviation Used:

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

DEPARTMENTAL ELECTIVES

Subject Code	Subject Name	Types of subjects	Bucket Name	Branch	Semester
BCSE0411	Python Web Development with Django	Departmental Elective- I	Full Stack Development	CSE (IoT)	4
BCSAI0411	Data Analytics	Departmental Elective- I	AI Driven Analytics	CSE (IoT)	4
BCSCY0411	Fundamentals of Cyber Security	Departmental Elective- I	Cyber Security-I	CSE (IoT)	4

NOIDA INSTITUTE OF ENGINEERING & TECHNOLOGY, GREATER NOIDA, GAUTAM BUDDH NAGAR
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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 to18 =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

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Course Code: BCSCC0301	Course name: Employability Skill Development – I	L	T	P	C
Course Offered in: III Semester all Branches		**2**	**0**	**0**	**2**

Pre-requisite: Programming Language C

Course Objectives: This course introduces the fundamentals of computer systems, basic mathematics for computing, and software development principles. It emphasizes algorithm design and C++ programming skills. Through hands-on practice and project-based learning, students develop problem-solving abilities and teamwork while creating real-world applications, mini-games, and simulations, enhancing both technical and collaborative competencies

Course Outcome: After completion of the course, the student will be able to		Bloom's Knowledge Level (KL)
CO1	Apply sets, relations, functions to computational problem-solving	K3
CO2	Understand and implement the steps in the software development life cycle using logical reasoning and flowcharts.	K3
CO3	Design and develop small-scale software projects or games using structured programming and project-based approaches.	K6
CO4	Collaborate in teams to plan, develop, and present a complete software project, demonstrating problem-solving and communication skills.	K6

CO-PO Mapping (Scale 1: Low, 2: Medium, 3: High)

CO-PO Mapping	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PSO1	PSO2	PSO3
CO1	3	3	2	2	-	-	-	2	-	-	-	2	1	1
CO2	3	3	3	2	-	-	-	2	-	-	-	3	2	1
CO3	3	3	3	2	-	-	-	2	-	-	-	3	2	2
CO4	3	3	3	3	-	-	-	2	-	-	-	2	3	2

Course Contents / Syllabus

Module 1	**Foundations of Computer Systems and Mathematical Concepts**	**4 hours**

Computer System Fundamentals: Introduction to Assembler, Compiler, Interpreter, Role of Loader and Linker in program execution.
Mathematical Foundations for Computing: Sets, Relations, and Functions: definitions and applications, Principle of Mathematical Induction and its use in proofs.

Module 2	**Software Development Fundamentals**	**6 hours**
Introduction to Software Development Life Cycle, Step-by-step solution to simple problems, Developing logic/flowchart/pseudocode, simple games, puzzles, Step-wise refinement and Procedural Abstraction		
Module 3	**Project-Based Learning**	**10 hours**
Introduction to the basics of C++, Implementation of control structures through practical tasks such as creating a number guessing game using loops and conditions, Functions and scope demonstrated by developing a menu-driven applications using user-defined functions, implement simple logic-based games including puzzles, tic-tac-toe, Hangman etc., the concept of pointers and dynamic memory allocation is introduced by creating a dynamic leader board to store player scores. File handling in C++ to save high scores or game states to external files.		
Module 4	**Project/Game Development**	**10 hours**
Project Planning & Development (Teams, roles, idea pitching, develop C++ game or simulation), Mini Project, Project Demonstration and Review		

Total Lectures : 30 hours

Reference Books:

S.No	**Book Title**
1	Bajarne Stroustrap ,Programming: Principles and Practice Using C++, 2nd Edition
2	Scott Meyers , Effective Modern C++, Shroff/O'Reilly

NPTEL/ YouTube/ Faculty Video Link:

1	
2	

Mode of Evaluation

CIE							**ESE**	**Total**
ST1	**ST2**	**ST3**	**TA1**	**TA2**	**TA3**	**Attendance**		
			10	**10**	**10**	**10**		
60			**40**					**100**

NOIDA INSTITUTE OF ENGINEERING AND TECHNOLOGY
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Course Code: BCSIOT0305	Course Name: MICROCONTROLLERS FOR EMBEDDED SYSTEMS	L	T	P	C
Course Offered in: - B.Tech. CSE(IoT)		3	1	0	4

Pre-requisite: Basic Electronics, Digital Logic Design, and C programming

Course Objectives: The course objective is to introduce the basic concepts of small and medium-scale embedded system design using microcontrollers. This course introduces the architecture, assembly language, and C language programming of 8051, ATMEGA 32, and ATMEGA 328P microcontrollers.

Course Outcome: After completion of this course, students will be able to:		Bloom's Knowledge Level (KL)
CO 1	Demonstrate the working of the 8051 architecture and its memory structure using diagrams and write assembly language programs..	K3
CO2	Understand the AVR architecture, memory organization and pin configuration; the use of GPIO, timer ports; and serial communication.	K2
CO3	Implement embedded C programs for AVR microcontroller using timers, interrupts, and serial ports.	K3
CO4	Describe the fundamentals of ATmega 328P and embedded systems.	K2
CO5	Analyse ATmega 328P and embedded systems to write assembly-level programming.	K4

CO-PO Mapping (Scale 1: Low, 2: Medium, 3: High)

CO-PO/PSO Mapping	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PSO1	PSO2	PSO3
CO1	3	2	-	2	2	-	1	1	-	-	1	2	1	1
CO2	3	2	-	2	3	-	-	1	-	-	1	3	1	-
CO3	3	2	2	2	3	-	1	2	1	1	2	3	2	1
CO4	2	1	1	1	2	1	1	1	-	-	1	2	1	1

CO5	3	2	2	2	3	-	1	2	-	-	2	3	2	1

Course Contents / Syllabus

Module 1	**Introduction To Microcontrollers**	**10 hours**

Microprocessors v/s Micro-controllers, Types of Micro-controllers, Processor Architecture – Harvard v/s Von Neumann; CISC v/s RISC.
Overview of the 8051 family:
8051 architecture, address, data and control bus, working registers, SFRs, Clock and RESET circuits, Stack and Stack Pointer, Program Counter, I/O pins, Interrupts, Timers, Peripherals, Memory Structures, Data and Program Memory, Timing diagrams and Execution Cycles
Instruction set of 8051, Instruction syntax, assembler directives, Classification of Instructions, Addressing Modes, Assembly language Programs, Memory Interfacing

Module 2	**Introduction To AVR Microcontroller**	**8 hours**

Overview of AVR family, AVR Microcontroller architecture, status register, RAM, ROM & EEPROM space, On-Chip peripherals, ATmega 32 pin configuration & function of each pin, Fuse bits of AVR.
GPIO ports, Timer ports and Serial communication

Module 3	**AVR Programming In C**	**8 hours**

AVR Data types, AVR I/O port programming, Logic Programming, Data conversion, Timer programming, Input capture and Wave Generator, Interrupt programming, Serial Port Programming using USART, PWM programming.

Module 4	**Introduction To ATMEGA 328P Microcontroller,**	**8 hours**

The architecture of ATmega 328P Microcontroller, AVR CPU Core, ATmega 328P register summary
GPIO: Output pin-muxing, Internal Pull up Resistor, PORT Register Descriptions
Assembly Instructions.

Module 5	**ATMEGA 328P Microcontroller Ports and Assembly Instructions**	**8 hours**

Timer Ports: Introduction, PWM, Input capture, Timer Register Descriptions
Analog input ports: Analog Comparator, Register Descriptions.
Interrupt Processing: ISR, Pertinent Register Descriptions.
Serial communication: Introduction, UART, USART, Pertinent Register Descriptions.

Total Lecture Hours	**42 hours**

Textbook:

S.No	**Book Title**	**Author**
1	The 8051 Microcontrollers & Embedded Systems, 2nd edition, 2007	Muhammad Ali Mazidi Janice Gillispi Mazidi Rolin D Mckinlay
2	The AVR microcontroller and embedded systems: using Assembly and C", MicroDigitalEd; First Edition (August 4, 2017)	Muhammad Ali Mazidi, Sepehr Naimi, Sarmad Naimi
3	Introduction to Embedded Systems Using ANSI C and the Arduino Development Environment, Springer, 2022	David Russel

Reference Books:

S.No	Book Title	Author
1	Microcontrollers, 2nd edition, Pearson, 2011	Rajkamal
2	Modern digital Electronics", Tata McGraw Hill, 4th edition, 2009.	R.P. Jain
3	Advanced Microprocessor And Peripherals", Tata McGraw Hill, 3rd edition, 2017.	K M Bhurchandi, A K Ray

1. **Links:**

Course/Tools	Recommended Link
NPTEL Course	https://nptel.ac.in/courses/108105102
Microchip Studio	https://ww1.microchip.com/downloads/aemDocuments/documents/DEV/ProductDocuments/SoftwareTools/as-installer-7.0.2594-full.exe
Assembly language Open Compiler	https://onecompiler.com/assembly/422vcyg9r
MDK C51	https://www.keil.com/demo/eval/c51.htm
MPLAB® PICkit™ 4/5 In-Circuit Debugger	https://www.microchip.com/en-us/development-tool/pg164150

Mode of Evaluation

CIE						ESE	Total
ST1	**ST2**	**ST3**	**TA1 (5)**	**TA2 (5)**	**Attendance (10)**		
30			**20**			**100**	**150**

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Course Code: BCSIOT0301X	Course Name: SENSORS AND ITS APPLICATIONS	L	T	P	C
Course Offered in: B.Tech CSE(IoT)		**2**	**0**	**0**	**2**

Pre-requisite: Basic IoT and Electronics

Course Objective:

This course provides an understanding of sensors for measuring displacement, force, pressure, temperature, position, acceleration, vibration, flow, and level. It covers the use of virtual instrumentation in automation, data acquisition methods, and the application of smart and advanced sensors in industrial automation. Identification of appropriate data acquisition methods. The applications of smart and advanced sensors for industrial automation.

Course Outcome: After completion of the course, the student will be able to:

S. No	Course Outcome	Bloom's Level
CO1	Use the sensors for measurement of displacement, force, and pressure.	K3
CO2	Identify the commonly used sensors in industry for measurement of temperature, position, accelerometer, vibration sensor, flow, and level.	K2
CO3	Identify appropriate data acquisition methods for smart systems.	K2
CO4	Use virtual instrumentation in automation industries.	K3

CO-PO Mapping (Scale: 1: Low, 2: Medium, 3: High)

CO-PO-PSO Mapping	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PSO1	PSO2	PSO3
CO1	3	2	2	2	3	1	1	1	1	1	2	3	2	1
CO2	3	2	2	1	3	1	1	1	1	1	2	3	2	1
CO3	3	3	2	2	3	2	1	1	1	1	3	3	3	2
CO4	3	3	2	2	3	2	1	2	2	2	3	3	3	2

Course Contents / Syllabus

Unit 1	Sensors & Transducers	6 hours
Sensors & Transducers: Definition, Classification of sensors, Measurement of displacement using Potentiometer, LVDT(Linear Variable Differential Transformer) & Optical Encoder, Measurement of force using strain gauge, Measurement of pressure using LVDT based diaphragm & piezoelectric sensor, Intelligent Sensors: General Structure of smart sensors & its components, Characteristic of smart sensors, Sensors used in computers and mobile phones include Temperature, Pressure, Humidity, sound sensor, magnetic field sensor, barometer, and Gyroscope, etc.		
Unit 2	**Measurement of physical parameters**	**6 hours**
Measurement of temperature using Thermistors, Thermocouple & RTD, Concept of thermal imaging, Measurement of position using Hall effect sensors, Proximity sensors: Inductive & Capacitive, Use of proximity sensor as accelerometer and vibration sensor, Working Principles of Flow Sensors: Ultrasonic & Laser, Level Sensors: Ultrasonic & Capacitive.		
Unit 3	**Data Acquisition Methods and Use cases**	**6 hours**
Data Acquisition Methods: Basic block diagram, Analog and Digital IO, Counters, Timers, Types of ADC: successive approximation and sigma-delta, Types of DAC: Weighted Resistor and R-2R Ladder type, Use of Data Sockets for Networked Communication.		
Unit 4	**Virtual Instrumentation**	**6 hours**
Virtual Instrumentation: Graphical programming techniques, Introduction of LabVIEW, Data types, Advantage of Virtual Instrumentation techniques, Concept of WHILE & FOR loops, Arrays, Clusters & graphs, Structures: Case, Sequence & Formula nodes, Need of software-based instruments for industrial automation		
	Total Lecture Hours	**24 hours**

Textbook:

1. Sabrie Soloman, "Sensors Handbook", 2nd Edition, 2009.
2. A.K. Sawhney, "Sensor & Instrumentation", 1st Edition, 2014.

Reference Books:

1. M. Sivasubramanian, "Introduction to Sensors and Transducers", 1st Edition, 2021.
2. Clarence W. de Silva, "Sensor Systems: Fundamentals and Applications", 1st Edition, 2016.

NPTEL/ YouTube/ Faculty Video Link:

Unit 1	https://www.youtube.com/watch?v=39k8ROr-ppk&t=1s
Unit 2	https://www.youtube.com/watch?v=-7zkfTiX5ck&t=5s
Unit 3	https://www.youtube.com/watch?v=WAOovyTsZWg&t=2s https://www.youtube.com/watch?v=WAOovyTsZWg&t=2s
Unit 4	https://www.youtube.com/watch?v=90yKPBLmDJ4 https://www.youtube.com/watch?v=wrUlrYPCZjo

Mode of Evaluation:

CIE						ESE	Total
ST1	**ST2**	**ST3**	**TA1 (5)**	**TA2 (5)**	**Attendance (10)**		

30			**20**			**50**	**100**

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Course Code: BCSE0301	Course Name: DATA STRUCTURES AND ALGORITHMS-1	L	T	P	C
Course Offered in: CSE/CS/CSR-R/M.TECH(INT) /IT/CSE(AI)/CSE(AIML)/CSE(DS)/CSE(CS)/CSE(IoT)		**3**	**0**	**0**	**3**

Pre-requisite: The concept of Programming Language.

Course Objective:

The objective of the course is to learn the basic concepts of algorithm analysis, along with the implementation of linear data structure.

Course Outcome: After completion of the course, the student will be able to:

S. No	Course Outcome	Bloom's Level
CO1	Understand the concept of algorithm analysis and its importance for computational problem solving.	K2
CO2	Implement arrays for searching, sorting, and hashing to foster critical thinking.	K3
CO3	Analyse the performance and structural differences of linked lists with arrays and the implementation of linked list with their applications.	K4
CO4	Apply the concept of Stacks and Queues to implement Linear Data Structures and solve real-world computational problems.	K3
CO5	Implement and analyse divide & conquer algorithm and greedy approaches for efficient problem-solving across diverse contexts.	K4

CO-PO Mapping (Scale: 1: Low, 2: Medium, 3: High)

CO-PO Mapping	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PSO1	PSO2	PSO3
CO1	3	3	2	3	3	1	1	1	1	1	2	2	2	2
CO2	3	3	2	2	3	1	1	1	1	1	2	3	2	1
CO3	3	3	2	2	3	1	1	1	1	1	2	3	2	1

CO4	3	3	3	2	3	1	1	1	1	1	2	3	2	2
CO5	3	3	3	3	3	1	1	1	1	1	3	3	3	2

Course Contents / Syllabus

Unit 1	**Introduction to Data Structure and Algorithms**	**10 hours**

Algorithms, Analysing Algorithms, Complexity of Algorithms, Amortized Analysis, Growth of Functions, Methods of solving Recurrences, Performance Measurements, Time and Space Complexity of an algorithm, Asymptotic notations (Big Oh, Big Theta and Big Omega), Abstract Data Types (ADT).

Data types: Primitive and non-primitive, Introduction to Data structure, Types of Data Structures- Linear & Non-Linear Data Structures.

Unit 2	**Design and Analysis of Algorithms: Arrays, searching and sorting, Hashing**	**9 hours**

Arrays: Definition, Single and Multidimensional Arrays, Representation of Arrays: Row Major Order, and Column Major Order, Derivation of Index Formulae for 1-D,2-D,3-D and n-D Array Application of Arrays: Sparse Matrices and their Representations.

Searching algorithm with analysis: Linear search, Binary search. Sorting algorithm with analysis: Bubble sort, Insertion sort, Selection sort, Shell Sort, sorting in Linear Time- Counting Sort.

Hashing: The symbol table, Hashing Functions, Collision-Resolution Techniques, Hashing for direct files.

Unit 3	**Design and Analysis of Algorithms: Linked lists Data Structure**	**10 hours**

Comparison of Array, List and Linked list Types of linked list: Singly Linked List, Doubly Linked List, Circular Linked List Polynomial Representation and Addition of Polynomials.

Unit 4	**Design and Analysis of Algorithms: Stacks Data Structure, Recursion and Queue Data Structure**	**10 hours**

Primitive Stack operations: Push & Pop, Array and Linked List Implementation of Stack, Application of stack: Infix, Prefix, Postfix Expressions and their mutual conversion, Evaluation of postfix expression.

Principles of recursion, Tail recursion, Removal of recursion, Problem solving using iteration and recursion with examples such as binary search, Fibonacci series, and Tower of Hanoi, Trade-offs between iteration and recursion.

Merge sort and Quick sort algorithms with analysis.

Array and linked List implementation of queues, Operations on Queue: Create, Insert, Delete, Full and Empty, Circular queues, Dequeue and Priority Queue algorithms with analysis

Unit 5	**Design and Analysis of Algorithms: Divide and Conquer Algorithm and Greedy Algorithms**	**9 hours**

Divide and Conquer concepts with Examples Such as Quick sort, Merge sort.

Greedy Methods with Examples Such as Activity Selection, Task Scheduling, Fractional Knapsack Problem, Huffman Encoding.

	Total Lecture Hours	**48 hours**

Textbook:

1. Michael T. Goodrich, Roberto Tamassia, "Data Structures and Algorithms in Python: An Indian Adaptation", 1st Edition, 2021.
2. Lipschutz, “Data Structures” Schaum’s Outline Series, Tata McGraw-hill Education (India) Pvt. Ltd, 2nd Edition, 2017.

3. Horowitz and Sahani, “Fundamentals of Data Structures”, Computer Science Press, 1st Edition, 1993.

Reference Books:

1. T. H. Cormen, C. E. Leiserson, R. L. Rivest, and C. Stein, Introduction to Algorithms, 4th ed. Cambridge, MA, USA: MIT Press, 2022.
2. N. Karumanchi, Data Structures and Algorithms Made Easy: Data Structure and Algorithmic Puzzles, 5th ed. Noida, India: CareerMonk Publications, 2016.
3. A. Y. Bhargava, Grokking Algorithms: An Illustrated Guide for Programmers and Other Curious People, 2nd ed. Shelter Island, NY, USA: Manning Publications, 2024.
4. R. Sedgewick and K. Wayne, Algorithms, 4th ed. Boston, MA, USA: Addison-Wesley, 2011.
5. S. S. Skiena, The Algorithm Design Manual, 2nd ed. London, U.K.: Springer, 2011.

NPTEL/ YouTube/ Faculty Video Link:

Unit 1	https://youtu.be/u5AXxR4GnRY
Unit 2	https://www.youtube.com/watch?v=LQx9E2--p5c&pp=ygUMYXJyYXlzIG5wdGVs
Unit 3	https://www.youtube.com/watch?v=K7VIKlUdo20&pp=ygUPbGluayBsaXN0IG5wdGVs
Unit 4	https://www.youtube.com/watch?v=g1USSZVWDsY&list=PLB3CD0BBB95C1BF09&index=2&pp=iAQB https://www.youtube.com/watch?v=THMyk2_p530&pp=ygUccXVldWUgZGF0YSBzdHJ1Y3R1cmUgICBucHRlbA%3D%3D
Unit 5	https://www.youtube.com/watch?v=_VV9v41FIq0&pp=ygUZZGl2aWRlIGFuZCBjb25xdWVyICBucHRlbA%3D%3D https://www.youtube.com/watch?v=ARvQcqJ_-NY&list=PLfFeAJ-vQopt_S5XlayyvDFL_mi2pGJE3

Mode of Evaluation:

CIE						ESE	Total
ST1	**ST2**	**ST3**	**TA1 (5)**	**TA2 (5)**	**Attendance (10)**		
30			**20**			**100**	**150**

NOIDA INSTITUTE OF ENGINEERING AND TECHNOLOGY
GREATER NOIDA-201306
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School of Computer Science in Emerging Technologies

Course Code: BCSIOT0303N	Course Name: INTRODUCTION TO IOT SYSTEMS	L	T	P	C
Course Offered in: B.Tech CSE(IoT)		2	0	0	2

Pre-requisite: Basic Electronics and C programming

Course Objectives: This course emphasizes the study about introduction of IoT technology, Components, architecture, network communications and applications protocols of IoT. Course also aims at understanding various hardware for IoT, programming concepts using Arduino and Raspberry Pi and study about applications of IoT.

Course Outcome: After completion of this course, students will be able to:	Bloom's Knowledge Level (KL)
CO1	Describe vision, definition, conceptual framework, architecture of IoT, and M2M Communication.	K1
CO2	Use sensors, actuators, and microcontrollers in IoT implementation.	K3
CO3	Execute and verify programs with the help of Arduino, Node MCU, and Raspberry Pi.	K4
CO4	Integrate the communication protocols with applications like Smart metering system, Smart streetlights, home automation and smart city applications.	K4

CO-PO Mapping (Scale 1: Low, 2: Medium, 3: High)

CO-PO/PSO Mapping	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PSO1	PSO2	PSO3
CO1	3	2	2	1	2	2	2	1	2	1	3	3	2	2
CO2	3	2	2	2	3	2	2	2	2	1	3	3	3	2
CO3	3	2	3	2	3	2	2	2	2	1	3	3	3	2
CO4	3	3	3	3	3	3	2	3	3	2	3	3	3	2

Course Contents / Syllabus

Unit 1	**Introduction of IoT and Design Principles**	**6 hours**

Introduction to IoT concepts and principles, Overview of Conceptual Framework and Architectural Framework of IoT,M2M Communication, IoT/M2M systems layers and design standardization, Data enrichment and consolidation, Data aggregation & Dissemination, Introduction to Integrated Developed Environments, Tools and Programming.

Unit 2	**Hardware Components**	**6 hours**

Sensors, different types of Sensors, Transducer, Actuators, Radio Frequency Identification (RFID) Technology. Overview of IOT supported Hardware Computational platforms such as Arduino, Node MCU, Raspberry pi and ARM cortex and its Architecture.		
Unit 3	**Programming Arduino and Raspberry Pi**	**4 hours**
Arduino platform boards anatomy, Arduino IDE coding, using emulator, using libraries, arithmetic addition in Arduino IDE, programming the Arduino for IoT. Programming with Node MCU, Introduction to Raspberry Pi Board. Interfacing and programming the various sensors, IO's etc. with different platforms		
Unit 4	**IoT communications and Its Applications**	**8 hours**
Application Protocols: Layered Architecture of IoT Protocols, Communication Technologies, Low range protocols: BLE, ZigBee. Long range protocols: LoRa, Sensor deployment & Node discovery, Smart metering, e-health, Smart city automation, Automotive applications, home automation, Designing of smart streetlights in smart city, Ideation of Mini Project.		
	Total Lecture Hours	**24 hours**

Textbook:

S.No	**Book Title**	**Author**
1	Michael Miller, "The Internet of Things" Pearson. 1st Edition March 2015	
2	"INTERNET OF THINGS", McGraw-Hill, 2nd Edition, May 2022	Raj Kamal
3	"Internet of Things", Khanna Publications. 1st Edition Jan 2018	Jeeva Jose

Reference Books:

S.No	**Book Title**	**Author**
1	"Programming arduino next steps", 2nd Edition, Mc Graw-Hill Education 2018	Simon Monk
2	"Internet of Things (A Hands-on-Approach)", 1stEdition, VPT, 2015.	Vijay Madisetti and Arshdeep Bahga
3	"Rethinking the Internet of Things: A Scalable Approach to Connecting Everything", 1st Edition, A press Publications, 2013.	Francis daCosta
4	"From Machine-to-Machine to the Internet of Things: Introduction to a New Age of Intelligence", 1st Edition, Academic Press, 2014.	Jan Holler, VlasiosTsiatsis, Catherine Mulligan, Stefan Avesand, Stamatis Karnouskos, David Boyle,
5	"The Internet of Things key applications and protocols". 1st Edition Dec 2011.	Olivier Hersent, David Boswarthick, Omar Elloumi

Arduino IDE	https://youtu.be/avDJarxPJd0?si=ki52HVuiTI_oajwJ
Blynk App	https://youtu.be/DEaDy4ki9E8?si=txSfH_rYveA2BYZ9
Thingspeak cloud	https://youtu.be/764bRMvGZR4?si=mqOdvZc1epDTacBO

Mode of Evaluation

CIE						**ESE**	**Total**
ST1	**ST2**	**ST3**	**TA1 (5)**	**TA2 (5)**	**Attendance (10)**		

30	**20**	**50**	**100**

NOIDA INSTITUTE OF ENGINEERING AND TECHNOLOGY
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Course Code: BCSE0303B	Course Name: Operating Systems	L	T	P	C
Course Offered in: B.Tech CSE(IoT)		3	0	0	3

Pre-requisite: Basic knowledge of computer fundamentals, C programming, Data structure and Computer organization**.**

Course Objectives: The objective of the course is to provide a foundational understanding of operating system concepts, including system architecture, process and thread management, concurrency, deadlock, resource management, memory and file systems, Linux shell scripting, and an introduction to virtualization and distributed systems.

Course Outcome: After completion of the course, the student will be able to		Bloom's Knowledge Level (KL)
CO1	Understand operating system architecture and types, and use the Linux CLI for basic Operations.	K2
CO2	Implement the CPU scheduling algorithms including uses of multithreading models.	K4
CO3	Implement concurrency control, process synchronization techniques, and deadlock handling techniques	K4
CO4	Implement memory management strategies and page replacement algorithms to optimize system performance.	K4
CO5	Analyze file systems and configure distributed systems and virtual machines in modern operating systems.	K4

CO-PO Mapping (Scale 1: Low, 2: Medium, 3: High)

CO-PO Mapping	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO1 0	PO1 1	PSO1	PSO 2	PSO3
CO1	3	2	2	1	2	0	0	0	0	1	1	2	2	2
CO2	3	3	3	2	2	0	0	0	0	1	1	2	3	1
CO3	3	3	3	2	2	0	0	0	0	1	1	3	3	1

CO4	3	3	3	2	2	0	0	0	0	1	1	3	2	1
CO5	3	2	3	2	2	0	0	0	0	1	2	3	3	2

Course Contents / Syllabus

Unit 1	**Fundamentals & Shell scripting**	**06 hours**

Fundamentals of Operating Systems Overview of Operating Systems, Generations of OS, Operating system architecture, Interrupt handling, System call and kernel, Types of Operating System: Batch OS, Multiprogramming OS, Multitasking OS, Multiprocessor OS, Real time OS.

Shell Scripting in Linux Introduction to Linux Operating System & Architecture, Basic Command Line Interface (CLI) Operations in Linux, Shell Scripting Basics: Variables, Control Structures, Functions

Applications: Automating system administration tasks using shell scripts in Ubuntu/Linux (e.g., backup scheduling).

Unit 2	**Process & Thread Management**	**08 hours**

Process Management: - Process, Transition Diagram, Process Control Block (PCB), Types of Schedulers: Long Term, Mid Term, Short Term Scheduler,

CPU Scheduling- Pre-emptive and Non-Pre-emptive Algorithm (FCFS, SJF, SRTF, Non-Pre-emptive Priority, Pre-emptive Priority, Round Robin, Multilevel Queue Scheduling and Multilevel Feedback Queue Scheduling)

Thread: - Processes Vs Threads, Thread states, Benefits of threads, Types of threads, Multithread Model, Concept of Hyper-Threading

Applications: Analyse and implement CPU Scheduling in Real-Time Embedded Systems and RTOS

Unit 3	**Concurrency and Deadlock Management**	**08 hours**

Concurrency: Introduction of Concurrency, Types of Process, Race Condition, Critical Section, Inter Process Communication, Producer consumer problem.

Process Synchronization: Lock variable, Peterson's Solution, Strict alternation, Lamport Bakery Solution, Test and set lock, Semaphore- counting, binary and monitor,

Classical Problem of Synchronization: - Bound Buffer, Dinning Philosopher, Reader writer, Sleeping barber.

Deadlock: Deadlock, Deadlock characterization, Deadlock Prevention, Deadlock Avoidance: Bankers Algorithms, Deadlock Detection, Recovery from Deadlock.

Applications: Deadlock avoidance in database transaction management systems like Oracle or MySQL.

Unit 4	**Memory Management**	**08 hours**

Memory Management: - Memory Management function, Loading and linking Address Binding, Memory management techniques, Contiguous technique- Fixed Partitions, variable partitions, Memory Allocation: Allocation Strategies (First Fit, Best Fit, and Worst Fit), Non-contiguous, Paging, Segmentation, Segmented paging,

Virtual Memory:- Virtual Memory Concepts, Demand Paging, Performance of Demand Paging, Page Replacement Algorithms: FIFO, LRU, Optimal and LFU, Belady's Anomaly, Thrashing

Applications: Virtual memory management in modern OS like Windows 10 and how paging impacts performance.

Unit 5	**File Management & Modern Operating System**	**06 hours**

File Management: - File Management: Access Mechanism, File Allocation Method, Free Space Management: -Bit Vector, Linked List, **DISK:** Disk Architecture, HDD vs SSD, Disk Scheduling Algorithms **Modern Operating System:** -Overview of modern operating system, Modern OS features: Multitasking, virtualization, security, scalability, Shared Memory concepts, Distributed system, Parallel system & its architecture, Virtual machines – hypervisor, Introduction to GPU **Applications:** Large File Storage in a Distributed Manner.	
Total Lecture Hours	**36 hours**
Textbook:	
1	Abraham Silberschatz, Peter Baer Galvin and Greg Gagne" Operating System Concepts Essentials" , Willey Publication,10th Edition,2018.
2	Marks G. Sobell "A practical guide to Linux: Commands, Editors and Shell Programming", CreateSpace Independent Publishing Platform, 4th Edition,2017.
3	Jason Cannon "LINUX for beginners", 1stEdtion,2014
Reference Books:	
1	William Stallings "Operating Systems: Internals and Design Principles", Pearson Education , 9th Edition, 2019.
2	Charles Patrick Crowley, "Operating System: A Design-oriented Approach" , McGraw Hill Education ,2017.
3	Ganesh Naik "Learning Linux Shell Scripting", Packt Publishing ,2nd Edition 2018.
NPTEL/ Youtube/ Faculty Video Link:	
Unit 1	CS162 Lecture 1: What is an Operating System? (youtube.com) Operating System #01 Introduction to OS, its Roles & Types (youtube.com) Operating System #14 What is an Interrupt? Types of Interrupts - YouTube https://www.youtube.com/watch?v=akU1Ji8Vzdk&list=PLbMVogVj5nJRa3VKt_eyZdJ_DitCz1cvQ https://www.youtube.com/watch?v=rRGCGZ6OHw8&list=PLbMVogVj5nJRa3VKt_eyZdJ_DitCz1cvQ&in dex=2
Unit 2	Operating System #03 Programs & Processes, System Calls, OS Structure (youtube.com) Operating System #18 CPU Scheduling: FCFS, SJF, SRTF, Round Robin - YouTube Operating System #19 Priority Scheduling Algorithms, Multilevel Queues - YouTube Operating System #20 Multi Processor Scheduling (youtube.com) Operating System #33 Threads: Thread Model, Thread vs Process, pthread library (youtube.com) Operating System #34 Threads: User level & Kernel level thread, Threading issues (youtube.com) https://www.youtube.com/watch?v=3eG27YUbzyM&list=PLbMVogVj5nJRa3VKt_eyZdJ_DitCz1 cvQ&index=3

Unit 3	CS162: Lecture 6: Synchronization 1: Concurrency and Mutual Exclusion (youtube.com) CS162: Lecture 6.5: Concurrency and Mutual Exclusion (Supplemental) (youtube.com) Operating System #04 CPU Sharing, Race Conditions, Synchronization, CPU Scheduling (youtube.com) Operating System #26 Bakery Algorithm - YouTube Operating System #27 Hardware Locks: Spinlock & its Usage (youtube.com) Operating System #31 Deadlocks: Deadlock Detection & Recovery (youtube.com)
Unit 4	Operating System #05 Memory Management: Process, Fragmentation, Deallocation, (youtube.com) Operating System #06 Virtual Memory & Demand Paging in Operating Systems (youtube.com) Operating System #07 MMU Mapping | How Virtual Memory Works? – YouTube
Unit 5	https://www.youtube.com/watch?v=qbQCQ0U6H0o https://www.youtube.com/watch?v=SnKgEuUfV4k https://www.youtube.com/watch?v=cVFyK1f5lDw https://www.youtube.com/watch?v=Z0Vkrn9faoM&list=PLbMVogVj5nJRa3VKt_eyZdJ_DitCz1cvQ&inde x=4 https://www.youtube.com/watch?v=_BtDcroOTSA CUDA Programming Course – High-Performance Computing with GPUs

Mode of Evaluation

CIE					ESE	Total
ST1	**ST2**	**TA1 5**	**TA2 5**	**Attendance 10**		
30		**20**			**100**	**150**

NOIDA INSTITUTE OF ENGINEERING AND TECHNOLOGY
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LAB Course Code: BCSIOT0353N	LAB Course Name: Introduction to IoT systems Lab	L	T	P	C
Course Offered in: B.Tech CSE(IOT)		0	0	4	2

Pre-requisite: Knowledge of basic Electronics and C language.

Course Objectives: To familiarize the students to the basics of Internet of things, sensors, development board, actuators, hardware and protocols.

Course Outcome: After completion of the course, the student will be able to		Bloom's Knowledge Level (KL)
CO1	Describe the functionality of computing, sensing and actuating components of Internet of things.	K1
CO2	Develop IoT applications using Arduino IDE.	K6
CO3	Design, develop and deploy real time mini projects of IoT Applications.	K6

CO-PO Mapping (Scale 1: Low, 2: Medium, 3: High)

CO / PO & PSO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PSO1	PSO2	PSO3
CO1	3	2	2	1	2	2	1	1	1	1	3	3	2	1
CO2	3	2	3	2	3	2	1	2	2	1	3	3	3	1
CO3	3	3	3	3	3	3	2	3	3	3	3	3	3	2

List Of Practical's (Indicative & Not Limited To)

1	Installation of Arduino IDE and introduction to tools, assembly, and libraries.
2	Getting the Programming board Info and configuring the boot loader settings using the Arduino IDE.
3	Study and design IoT reference architecture for IoT-based applications like a Smart home

4	Study Hardware Architecture and Pin Out of Arduino UNO Board. Compare Arduino Uno, Arduino Nano, and Arduino Mega. Identification of their use case according to the given scenario.
5	Study Hardware Architecture and Pin Out of Node MCU and ESP8266. Identification of their use case according to the given snapshot.
6	a. Study the pin-out Architecture of Sensors and actuators b. DHT 11 Sensor c. MQ 135 Sensor d. MQ 7 Sensor e. MQ 3 Sensor f. Ultrasonic Sensor HC-04 g. Rain Sensor h. Soil moisture Sensor i. PIR Sensor j. LDR Sensor k. Line Sensor l. Colour Sensor m. Servo Motor n. Relay
7	a. Working with structures using Arduino IDE b. Working with Variables using Arduino IDE c. Working with Flow control using Arduino IDE d. Working with Digital i/o using Arduino IDE e. Working with Analog i/o using Arduino IDE f. Working with Time function using Arduino IDE g. Working with Math function using Arduino IDE h. Working with Random function using Arduino IDE i. Working with Serial communication using Arduino IDE j. Working with loops and control statements using Arduino IDE k. Working with PinMode function using Arduino IDE l. Working with analog Read, analog Write, digital Read, digital Write using Arduino IDE m. Blinking LED Program using Arduino Uno

8	"Write a program using Arduino uno to generate a random number in between 0 to 25. Use 4 LEDs (Red, Green, Blue, Yellow) and design LED patterns as (i) if random number is less than 5 then only Red LED should glow. (ii) if random number is in between 5-10 then only Blue LED should glow. (iii)if random number is in between 11-20 then only Yellow LED should glow. (iv) if random number is greater than 20 then only Green LED should glow." "Write a program using Arduino uno for addition of digits of a user defined number. Example: number is 257 then output should be 14." Write a program to take LED color as input from user and glow that LED using Arduino Uno.
9	Interfacing of DHT 11 Sensor with Arduino Uno. Implement LED mechanism for notifying rise in temprature. Interfacing of MQ 135/MQ7 Sensor with Arduino Uno. Implement alarm mechanism for notifying rise in amount of hazardious gases in air. Interfacing of MQ 3 Sensor with Arduino Uno. Implement alarm mechanism for checking amount of alcohol in the ai
10	a. Interfacing of Ultrasonic Sensor HC-04 with Arduino Uno. b. Interfacing of Rain Sensor with Arduino Uno. Implement buzzer mechanism as the sensor identify rain. c. Interfacing of Soil moisture Sensor with Arduino Uno. d. Interfacing of PIR Sensor with Arduino Uno. e. Interfacing of LDR Sensor with Arduino Uno. f. Interfacing of LCD with Arduino Uno g. Interfacing of I2C LCD with Arduino Uno
11	a. Interfacing Bluetooth Module with Arduino Uno b. Connecting Node MCU with Wi-fi Hotspots using Arduino IDE c. Interfacing of DHT 11 Sensor with Node MCU d. Interfacing of MQ 135 Sensor with Node MCU e. Interfacing of MQ 7 Sensor with Node MCU f. Interfacing of MQ 3 Sensor with Node MCU
12	a. Interfacing of Ultrasonic Sensor HC-04 with Node MCU b. Interfacing of Rain Sensor with Node MCU c. Interfacing of Soil moisture Sensor with NodeMCU d. Interfacing of PIR Sensor with Node MCU e. Interfacing of LDR Sensor with Node MCU
13	a. Sending Data to Thingspeak Cloud Server using Node MCU

	b. Detection of LPG Gas using MQ6 and Node MCU. Notify Thing speak server that "LPG gas Leakage has been detected".
14	Controlling LED with Node MCU using Blynk cloud App.
15	Development of Mini Project Sample Projects: Introduction to IoT Projects.xlsx
	Total Hours: 48 hrs.

Required software and Tools

1	Arduino IDE (Open Source)
2	Blynk App (Limited Open Source)
3	Thing speak cloud (Limited Open Source)

Mode of Evaluation

CIE	PE	Total
PS	**(If mentioned in curriculum)**	
50	**50**	**100**

NOIDA INSTITUTE OF ENGINEERING AND TECHNOLOGY
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LAB Course Code: BCSE0351	LAB Course Name: DATA STRUCTURE AND ALGORITHMS-I LAB	L	T	P	C
Course Offered in: CSE/CS/CSR-R/M.TECH(INT) /IT/CSE(AI)/CSE(AIML)/CSE(DS)/CSE(CS)/CSE (IOT		**0**	**0**	**4**	**2**

Pre-requisite: The concept of Programming Language

Course Objective:

The objective of the course is to compare the time complexities of various algorithm and implementation of linear data structure.

Course Outcome: After completion of the course, the student will be able to:		Bloom's Knowledge Level (KL)
CO1	Implement array and matrix operations along with searching and sorting algorithms to solve computational problems.	K3
CO2	Implement Link list, Stack and Queues with their applications.	K3
CO3	Implement divide and conquer and greedy algorithms to solve problems like sorting, scheduling and optimization.	K3

CO-PO Mapping (Scale 1: Low, 2: Medium, 3: High)

CO-PO Mapping	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PSO1	PSO2	PSO3
CO1	3	3	2	3	3	1	1	1	1	1	2	3	2	1
CO2	3	3	3	2	3	1	1	1	1	1	2	3	2	1
CO3	3	3	3	3	3	1	1	1	1	1	3	3	2	2

List of Practical (Indicative & Not Limited To)
1. Construct a program to compare the time complexities of selection, bubble and insertion sort by plotting the graph.
2. Construct a program to compare the time complexities of various algorithms by varying size “n”.
3. Construct a program to find the maximum element in an array.
4. Construct a program to calculate the sum of all elements in an array.
5. Construct a program to reverse the elements of an array.
6. Construct a program to check if an array is sorted in ascending order.
7. Construct a program to count the occurrence of a specific element in an array.
8. Construct a program for creation and traversal of 2D Array in row major and column major order.
9. Construct a program to print the transpose of a given matrix using function.
10. Construct a program to find if a given matrix is Sparse or Not and print Sparse Matrix.
11. Construct a program to represent a sparse matrix in triplet form.
12. Construct a program to implement Linear Search.
13. Construct a program to implement Binary Search.
14. Construct a program to implement Selection Sort.
15. Construct a program to implement Bubble Sort.
16. Construct a program to implement Insertion Sort.
17. Construct a program to implement Shell Sort.
18. Construct a program to implement Counting Sort.
19. Construct a program to create a single linked list and perform basic operations (insertion, deletion, traversal).
20. Construct a program to create a double linked list and perform basic operations (insertion, deletion, traversal).
21. Construct a program to create a circular linked list and perform basic operations (insertion, deletion, traversal).
22. Construct a program to create a circular double linked list and perform basic operations (insertion, deletion, traversal).
23. Construct a program to reverse a single linked list.
24. Construct a program to check if a linked list is palindrome.
25. Construct a program to reverse a double linked list.
26. Construct a program to find the middle element of a single linked list.
27. Construct a program to find the middle element of a double linked list.

28. Construct a program to merge two sorted single linked lists.
29. Construct a program to detect and remove a loop in a circular linked list.
30. Construct a program to add two polynomials using linked list.
31. Construct a program to implement stack using array.
32. Construct a program to implement stack using a linked list.
33. Construct a program to infix to postfix conversion using a stack.
34. Construct a program for balanced parentheses checker using a stack.
35. Construct a program to reverse a string using a stack.
36. Construct a program to implement Binary search using recursion.
37. Construct a program to print Fibonacci series using recursion.
38. Construct a program to implement Tower of Hanoi.
39. Construct a program to implement queue using array.
40. Construct a program for implementing a circular queue.
41. Construct a program to implement queue using stack.
42. Construct a program to implement priority queue.
43. Construct a program to implement double ended queue.
44. Construct a program to implement Merge Sort with recursion.
45. Construct a program to implement Quick Sort with recursion.
46. Construct a program to implement Merge Sort using iteration.
47. Construct a program to implement Quick Sort using iteration.
48. Construct a program to implement fractional knapsack.
49. Construct a program to implement Activity selection problem.
50. Construct a program to implement Job scheduling problem.
Total Hours | **48 Hours**

Mode of Evaluation

CIE	PE	Total
PS	**(If mentioned in curriculum)**	
50	**50**	**100**

NOIDA INSTITUTE OF ENGINEERING AND TECHNOLOGY
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LAB Course Code: BCSCIOT0355	LAB Course Name: MICROCONTROLLERS FOR EMBEDDED SYSTEMS LAB	L	T	P	C
Course Offered in: CSE-IOT		0	0	2	1

Pre-requisite: Knowledge of Basic Electronics

Course Objectives: It gives hands-on training of interfacing external sensors and actuators with microcontroller. to develop assembly and C language programming skills for real time applications of 8051, ATmega32, and ATmega 328P Microcontroller.

Course Outcome: After completion of the course, the student will be able to		Bloom's Knowledge Level (KL)
CO 1	Implement programs to perform operations and interface using 8051 and ATmega32 microcontrollers.	K3
CO2	Design circuits and programs to perform operations and interfacing using the ATmega328P microcontroller.	K6

CO-PO Mapping (Scale 1: Low, 2: Medium, 3: High)

CO-PO/PSO Mapping	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PSO1	PSO2	PSO3
CO1	3	2	3	2	3	2	1	2	2	1	3	3	2	2
CO2	3	2	3	2	3	2	1	2	2	2	3	3	3	2

List Of Practical's (Indicative & Not Limited To)	
1	To gain an understanding of the 8051 microcontroller, including its introduction and architectural features.
2	Write and simulate different assembly programs to study 8051 data transfer instructions using Keil compiler and 8051 kit.
3	Write and simulate different assembly programs to study 8051 Arithmetic, Logical and Boolean instructions.
4	Write and simulate different assembly programs to study 8051 branching instructions.
5	To understand the basic concepts and architectural structure of the ATmega32 microcontroller
6	To install and configure Microchip Studio IDE for AVR development.
7	Write and simulate different C language programs to study about LED and switch interfacing with ATMEGA32 using Microchip studio compiler.
8	Write and simulate different C language programs to study about Keypad and LCD interfacing with ATMEGA32 using Microchip studio compiler.
9	Design a circuit to read analog signal using an ATMEGA32 microcontroller and display it on LCD using Microchip studio compiler.
10	Design a circuit to interface Serial Communication with ATMEGA32 microcontroller using Microchip studio compiler.
11	Design a circuit to interface a Stepper motor using ATMEGA32 microcontroller using Microchip studio compiler.
12	Design a circuit to interface a DC motor using ATMEGA32 microcontroller using Microchip studio compiler.
13	Design a circuit to interface a Relay using ATMEGA32 microcontroller using Microchip studio compiler.
14	To understand the required hardware tools and setup for programming the ATmega328P microcontroller assembly language programming.
15	To integrate hardware and software components to build a complete project workflow for ATmega328P Programming using Microchip Studio and MPLAB® PICkit™ 4/5 In-Circuit Debugger.

16	Write and execute an assembly program for blinking an LED using ATmega 328P and MPLAB® PICkit™ 4/5 In-Circuit Debugger.
17	Write and execute an assembly program to use Buttons as input using ATmega 328P and MPLAB® PICkit™ 4/5 In-Circuit Debugger.
18	Write and execute an assembly program to configure and use external interrupts for responsive event handling using ATmega 328P and MPLAB® PICkit™ 4/5 In-Circuit Debugger.
19	Write and execute an assembly program to transmit and receive data via UART using Atmega 328P and MPLAB® PICkit™ 4/5 In-Circuit Debugger.
20	Write and execute an assembly program to generate precise delays using Timer/Counter modules using Atmega 328P and MPLAB® PICkit™ 4/5 In-Circuit Debugger.
21	Write and execute an assembly program to control servo motor angles using PWM generated by Timer1 using Atmega 328P and MPLAB® PICkit™ 4/5 In-Circuit Debugger.
22	Write and execute an assembly program to read analog temperature data and process it using Atmega 328P and MPLAB® PICkit™ 4/5 In-Circuit Debugger.

Required software and Tools

1	Assembly language open compiler (open Source)
2	Microchip Studio (Open Source)
3	KEIL µvision 4.0 /MDK C51(Limited Open Source)
4	MPLAB® PICkit™ 4/5 In-Circuit Debugger

Mode of Evaluation

CIE			**PE (If mentioned in curriculum)**	**Total**
PS1	**PS2**	**PS3**		
5	**10**	**10**		
25			**25**	**50**

NOIDA INSTITUTE OF ENGINEERING AND TECHNOLOGY
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School of Computer Science in Emerging Technologies

Course Code: BCSE0352	Course Name: Object Oriented Techniques using Java	L	T	P	C
Course Offered in: CSE/CS/IT/CSE(AI)/CSE(AIML)/CSE(IOT)/CSE(AI)/CSE(DS)/CSE-R/M.Tech int		0	0	6	3

Pre-requisite: Knowledge of basic programming concepts. Basic understanding of computer usage, including the command line.

Course Objectives:

The objective of this course is to understand the object-oriented methodology, and its techniques to design stand alone and GUI applications using hands-on engaging activities.

Course Outcome: After completion of the course, the student will be able to

S.No	Course Outcome	Bloom's Level
CO1	Understand the concepts of object-oriented programming and relationships among them needed in modeling.	K2
CO2	Demonstrate the Java programs using OOP principles and also implement the concepts of lambda expressions.	K3
CO3	Analyze packages with different protection level resolving namespace collision and implement the error handling concepts for uninterrupted execution of Java program.	K4
CO4	Implement Concurrency control, I/O Streams and Java Socket Programming Concepts.	K3
CO5	Design and develop the GUI based application, Generics and Collections in Java programming language to solve the real-world problem.	K6

CO-PO Mapping (Scale 1: Low, 2: Medium, 3: High)

CO-PO Mapping	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PSO1	PSO2	PSO3
CO1	3	3	3	3	2	2	1	-	1	-	2	2	2	2
CO2	3	3	3	3	2	2	1	-	1	1	2	3	2	2
CO3	3	3	3	3	3	2	2	-	2	1	2	3	2	2
CO4	3	3	3	3	3	2	2	1	2	1	2	3	3	2

CO5	3	3	3	3	3	2	2	1	2	1	2	3	3	2

Course Contents / Syllabus

Unit 1	**Basics of Java Programming**	**16 hours**

Object Oriented Programming: Introduction and Pillars of OOP with real life example, jvm architecture and its components
Modelling Concepts: Introduction, Class Diagram and Object Diagram, UML concepts: Association, Composition, aggregation, realization, and Generalization.
Control Statements: Decision Making, Looping and Branching, Argument Passing Mechanism: Command Line Argument, Console Input.

Class and Object: Object Reference, Constructor, Abstraction: Abstract Class, Interface and its uses, Defining Methods, Use of "this" and "super" keyword, Garbage Collection and finalize () Method etc.

Unit 2	**OOPs features, arrays and lambda expressions**	**16 hours**

Inheritance: Introduction and Types of Inheritance in Java, Access Modifiers, Constructors and super constructor in Inheritance.

Polymorphism: Introduction and Types, Overloading and Overriding.

Lambda expression: Introduction and Working with Lambda Variables.

Arrays: Introduction and its Types. Jagged Array with example

Unit 3	**Packages, Exception Handling and String Handling**	**16 hours**

Packages: Introduction and Types, Access Protection in Packages, Import and Execution of Packages.
E**xception Handling, Assertions and Localizations:** Introduction and Types, Exceptions vs. Errors, Handling of Exception. Finally, Throws and Throw keyword, Multiple Catch Block, Nested Try and Finally Block, Customized Exceptions, Tokenizer. Assertions and Localizations Concepts and its working.
String Handling: Introduction and Types, Operations, Immutable String, Method of String class, String Buffer and String Builder class.

Unit 4	**Concurrency in Java and I/O Stream**	**16 hours**

Threads: Introduction and Types, Creating Threads, Thread Life-Cycle, Thread Priorities, Daemon Thread,Runnable Class, Synchronizing Threads etc.
I/O Stream: Introduction and Types, Common I/O Stream Operations, Interaction with I/O Streams Classes. character and byte oriented stream classes with example
Java Socket Programming: Introduction and types(TCP, UDP), java socket program with server-side and client-side by using connection.

Unit 5	**GUI Programming, Generics and Collections**	**16 hours**

GUI Programming: Introduction and Types, Swing, AWT, Components and Containers, Layout Managersand User-Defined Layout and Event Handling.

Generics: Introduction to Generic Classes, types of generic defined in brief, bounded type parameter(Upper and Lower bound), Initializing a Generic Object, Classes, Methods and Interfaces Use enumerated type.

Collections: Introduction, main interfaces of collections(Collection, List Set, Map, Queue), classes of collections(ArrayList,Linked list, HashSet, HashMap and TreeSet) and methods(List, Set Map) Collection using Iterators

Total Lecture Hours	**80 hours**

Textbook:

1. Herbert Schildt," Java: A Beginner's Guide", McGraw-Hill Education 2nd edition
2. E Balagurusamy, "Programming with Java A Primer", TMH, 4th edition.

Reference Books:

1. Cay S. Horstmann, "Core Java Volume I – Fundamentals", Prentice Hall
2. Joshua Bloch," Effective Java", Addison Wesley
3. Herbert Schildt," Java - The Complete Reference", McGraw Hill Education 12th edition

NPTEL/ Youtube/ Faculty Video Link:

Unit 1	https://www.youtube.com/watch?v=r59xYe3Vyks&list=PLS1QulWo1RIbfTjQvTdj8Y6yyq4R7g-Al
Unit 2	https://www.youtube.com/watch?v=ZHLdVRXIuC8&list=PLS1QulWo1RIbfTjQvTdj8Y6yyq4R7g-Al&index=18
Unit 3	https://www.youtube.com/watch?v=hBh_CC5y8-s
Unit 4	https://www.youtube.com/watch?v=qQVqfvs3p48
Unit 5	https://www.youtube.com/watch?v=2qWPpgALJyw

Mode of Evaluation

CIE							ESE	Total
ST1	ST2	ST3	TA1 5	TA2 5	TA3 5	Attendance 5		
30			20				100	150

List Of Practical's (Indicative & Not Limited To)

1.Understanding Text Editors to Write Programs Compile and run first java file Byte Code and class file

2. Sketch a class and object diagram describing the sales order system of restaurant
3. Sketch a class diagram describing the circle and rectangle class
4. Sketch a class diagram for a college platform including, classroom, playground, chair, table, smart board, teaching staff etc.
5. Sketch a class diagram containing class called Employee, which models an employee with an ID, name and salary. Add method raiseSalary(percent) that increases the salary by the given percentage.
6.Program to display default value of all Primitive data types
7. Implement the code using main() method to calculate and print the Total and Average marks scored by a student from the input given through the command line arguments. Assume that four command line arguments name, marks1, marks2, marks3 will be passed to the main() method in the below class with name TotalAndAvgMarks.
8.Write code which uses if-then-else statement to check if a given account balance is greater or lesser than the minimum balance. Write a class BalanceCheck with public method checkBalance that takes one parameter balance of type double. Use if-then-else statement and print Balance is low if balance is less than 1000. Otherwise, print Sufficient balance.
9. A class NumberPalindrome with a public method isNumberPalindrome that takes one parameter number of type int. Write a code to check whether the given number is palindrome or not. For example Cmd Args : 333 333 is a palindrome
10. Write a class FibonacciSeries with a main method. The method receives one command line argument. Write a program to display fibonacci series i.e. 0 1 1 2 3 5 8 13 21
11. Write a Java Program to find the Factorial of a given number.
12. Java Program to create a class, methods and invoke them inside main method.
13. Write a Java program to illustrate the abstract class concept. Create an abstract class Shape, which contains an empty method numberOfSides(). Define three classes named Trapezoid, Triangle and Hexagon extends the class Shape, such that each one of the classes contains only the method numberOfSides(), that contains the number of sides in the given geometrical figure. Write a class AbstractExample with the main() method, declare an object to the class Shape, create instances of each class and call numberOfSides() methods of each class.
14. Java program to illustrate the static field in the class.
15. Java Program to illustrate static class.
16. Write a java program to access the class members using super keyword
17. Java program to access the class members using this keyword
18. Implement an interface named MountainParts that has a constant named TERRAIN that will store the String value “off_road”. The interface will define two methods that accept a String argument name newValue and two that will return the current value of an instance field. The methods are to be named: getSuspension, setSuspension, getType , setType.
19.Java program to demonstrate nested interface inside a interface.
20.Java program to demonstrate nested interface inside a class.

21.Java program to explicit implementation of garbage collection by using finalize() method
22.Java program to implement Single Inheritance
23.Java program to implement multi- level Inheritance
24.Java program to implement constructor and constructor overloading.
25.Java program implement method overloading.
26.Java program to implement method overriding.
27.Java program to implement lambda expression without parameter.
28.Java program to implement lambda expression with single parameter.
29.Java program to implement lambda expression with multi parameter.
30. Java program to implement lambda expression that iterate list of objects
31.Java program to define lambda expressions as method parameters
32.Write a class CountOfTwoNumbers with a **public** method compareCountOf that takes three parameters one is arr of type int[] and other two are arg1 and arg2 are of type int and returns true if count of arg1 is greater than arg2 in arr. The return type of compareCountOf should be boolean. Assummptions: • arr is never null • arg1 and arg2 may be same
33.Java program to show the multiplication of two matrices using arrays.
34.Java Program to search an element using Linear Search
35.Java program to search an element using Binary Search
36.Java Program to sort element using Insertion Sort
37.Java Program to sort element using Selection Sort– Largestelement Method
38.Java program to Sort elements using Bubble Sort
39.Java program to create user defined package.
40.Java Program to create a sub- classing of package
41.Implement the following: 1. Import package.*; 2. import package.classname; 51. Using fully qualified name.
42.Implement and demonstrate package names collision in java
43.Java program to handle and Arithmetic Exception Divided by zero
44.Java Program to implement User Defined Exception in Java
45.Java program to illustrate finally block
46.Java program to illustrate Multiple catch blocks
47.Java program for creation of illustrating throw in exception handling.
48.Implement the concept of Assertion in Java Programming Language
49.Implement the concept of Localization in Java Programming Language.

50.Java program to print the output by appending all the capital letters in the input string.
51.Java program that prints the duplicate characters from the string with its count.
52.Java program to check if two strings are anagrams of each other
53.Java Program to count the total number of characters in a string
54.Java Program to count the total number of punctuation characters exists in a String
55.Java Program to count the total number of vowels and consonants in a string
56.Java Program to show .equals method and == in java
57.Given a string, return a new string made of n copies of the first 2 chars of the original string where n is the length of the string. The string may be any length. If there are fewer than 2 chars, use whatever is there. If input is "Wipped" then output should be "WiWiWiWiWi".
58.Given two strings, a and b, create a bigger string made of the first char of a, the first char of b, the second char of a, the second char of b, and so on. Any leftover chars go at the end of the result. If the inputs are "Hello" and "World", then the output is "HWeolrllod".
59.Java program to show the usage of string builder.
60.Java program to show the usage of string buffer.
61.Creating and Running a Thread
62.Implementing Runnable Interface
63.Synchronizing Threads with lock
64.Synchronizing Threads without lock
65.Java program to implement even and odd threads by using Thread class .
66.Java program to implement even and odd threads by using Runnable interface.
67.Java program to synchronize the threads by using Synchronize statements and Synchronize block.
68.Write a program where the client sends a message to the server, and the server prints it by using TCP
69.Implement a server that can handle multiple clients simultaneously using UDP
70.Write a client-server application where the client uploads a file and the server saves it by using TCP/UDP.
71. Java program to implement that read a character stream from input file and print it into output file.
72.Java program to implement that merge the content of two files (file1.txt, file2.txt) into file3.txt.
73.Write a Java program that reads the contents of one file and copies them toanother file.
74.Write a Java program that reads a text file and counts the number of words in it.
75.Write a Java program that reads a text file and counts the frequency of each word in it.
76.Write a Java program that reads a text file and adds line numbers to each line. The program should create a new file with the line numbers added to the beginning of each line.
77.Write a Java program that reads two binary files and compares them byte by byte to determine if they are identical. Display a message indicating whether the files are the same or different.
78.Program to create a frame with three button in AWT and swing
79.Program to display message with radio buttons in swing
80.Program to display "All The Best" in 5 different colors on screen. (Using AWT/Swing)

81.Program to implement handling in a button “OK”
82.Java Program to implement BorderLayout
83.Java Program to implement GridLayout
84. Java Program to implement BoxLayout
85. Java Program to implement CardLayout
86. Java program to implement Generic class
87. Java program to illustrate Generic methods
88.Java program to implement wildcard in generics
89.Java program to implement of methods of HashSet
90.Java Program to implement methods available in HashMap class
91.Program to add, retrieve, and remove element from ArrayList
92.Create a method which can accept a collection of country names and add it to ArrayList with generic defined as String and return the List.
93.Create a method which can create a HashSet containing values 1-10.The Set should be declared with the generic type Integer.The method should return the Set.
94. Java program to implement autoboxing
95.Java program to implement unboxing
96.Develop a java class with a method *storeEvenNumbers(int N)* using ArrayList to store even numbers from 2 to N, where N is a integer which is passed as a parameter to the method *storeEvenNumbers().* The method should return the ArrayList (A1) created.
97.Create a method that accepts the names of five countries and loads them to an array list and returns the list.
98.Create a method which can accept a collection of country names and add it to ArrayList with generic defined as String and return the List.

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Course Code: BNC0302	**Course Name:** Environmental Science	**L**	**T**	**P**	**C**
Course Offered in: All the branches		**2**	**0**	**0**	**-**

Pre-requisite: Basic knowledge of biology, chemistry, ecology, geology, mathematics, and understanding of human impacts on natural systems.

Course Outcome- After completion of the course, the student will be able to		Bloom's Knowledge Level (KL)
CO1	Understand the basic principles of ecology and environment. Ecosystem: Basic concepts, components of ecosystem, food chains and food webs. Ecological pyramids, biodiversity.	K1,K2
CO2	Understand the different types of natural recourses like food, forest, Minerals and energy and their conservation.	K1,K2
CO3	Understand the different types of pollution, pollutants, their sources, effects and their control methods.	K1,K2
CO4	Understand the basic concepts of sustainable development, Environmental Impact Assessment (EIA) and different acts related to environment	K1,K2

CO-PO Mapping

CO/PO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PSO1	PSO2	PSO3
CO1	3	3	2	2	-	3	3	2	2	-	2	2	2	3
CO2	3	3	2	2	-	3	3	2	2	-	2	3	2	3
CO3	3	3	2	2	-	3	3	2	2	-	2	2	2	3
CO4	3	3	2	2	-	3	3	3	2	-	2	3	2	3

Course Contents / Syllabus

Module 1	**Basic Principle of Ecology and Biodiversity**	**4 hours**

Definition, Scope and basic principles of ecology and environment. Ecosystem: Basic concepts, components of ecosystem. Food chains and food. Webs. Ecological pyramids, Energy flow in ecological systems, Characteristics of different ecosystems. Biogeochemical Cycles: Importance, gaseous and sedimentary cycles. Carbon, Nitrogen, Phosphorus and Sulphur Cycles. Biodiversity and their importance, Threats to biodiversity, major causes, extinction's,

vulnerability of species to extinction, IUCN threat categories, Red data book. Strategies for biodiversity conservation, principles of biodiversity conservation in-situ and ex-situ conservation strategies Mega diversity zones and Hot spots, concepts, distribution and importance.

Module 2	**Natural Resources and Ecological succession**	**4 hours**

Natural resources and associated problems. Forest resources: Use and over- exploitation, deforestation. Timber extraction, mining, dams and their effects on forest and tribal people. Mineral resources: Use and exploitation, environmental effects of extracting and using mineral resources. Food resources: World food problems, changes caused by agriculture and over- grazing, effects of modern agriculture, fertilizer-pesticide problems, water logging, and salinity. Land resources: Land as a resource, land degradation, man induced landslides. Equitable use of resources for sustainable lifestyles.

Non-Renewable Energy Resources: Fossil fuels and their reserves, Nuclear energy, types, uses and effects, Renewable Energy Resources: hydropower, Solar energy, geothermal, tidal and wind energy, Biomass energy, biogas and its advantages. Ecological succession-Types, stages, examples of ecological succession

Module 3	**Pollution and Waste Management**	**4 hours**

Air pollution: sources of air pollution, Primary and secondary air pollutants. Origin and effects of SOX, NOX, Cox,CFC, Hydrocarbon, control of air pollution. Water pollution: sources and types of water pollution, Effects of water pollution, Eutrophication, Soil pollution: Causes of soil pollution, Effects of soil pollution, Major sources of and effects of noise pollution on health, Radioactive and thermal pollution sources and their effects on surrounding environment. Solid waste disposal and its effects on surrounding environment, Introduction to E- Waste, Types and classification of E- Waste, Impacts of E- Waste on environment and human health,E-Waste management and recycling., Climate change, global warming, acid rain, ozone layer depletion.

Module 4	**Environmental Assessment and Legislation**	**4 hours**

Women education, Role of NGOs regarding environmental protection, Bio indicators and their role, Natural disasters and disasters management, Aims and objectives of Environmental Impact Assessment (EIA). Salient features of following Acts: Environmental Protection Act, 1986, Wildlife (Protection) Act, 1972.Water (Prevention and control of pollution) Act, 1974. Forest (Conserving) Act, 1980.
Definition and concept of sustainability, impacted areas of sustainable development, Global initiative and issues on sustainable development UNSDsGs, System Thinking and Sustainability.

Total Lecture Hours	**20 hours**

Textbook:

S.No	**Book Title**
1	Brady, N.C. 1990. The nature and properties of Soils, Tenth Edition. Mac Millan Publishing Co., New York
2	Sodhi G.S. 2005, Fundamentals of Environmental Chemistry: Narosa Publishing House, New Delhi.
3	Dash, M.C. (1994), Fundamentals of Ecology, Tata Mc Graw Hill, New Delhi.

S.No	**Book Title**
1	Rao M.N. and H.V.N. Rao, 1989 : Air Pollution, Tata McGraw Hill Publishing Co. Ltd., New Delhi

2	A Text Book of environmental Science By Shashi Chawla
Unit 1:	https://www.youtube.com/watch?v=T21OO0sBBfc, https://www.youtube.com/watch?v=qt8AMjKKPDo
Unit 2:	https://www.youtube.com/watch?v=mOwyPENHhbc, https://www.youtube.com/watch?v=yqev1G2iy2 https://www.youtube.com/watch?v=_74S3z3IO_I, https://www.youtube.com/watch?v=jXVw6M6m2
Unit 3:	https://www.youtube.com/watch?v=7qkaz8ChelI, https://www.youtube.com/watch?v=NuQE5fKmfME https://www.youtube.com/watch?v=9CpAjOVLHII, ttps://www.youtube.com/watch?v=yEci6iDkXYw
Unit 4	https://www.youtube.com/watch?v=ad9KhgGw5iA, https://www.youtube.com/watch?v=nW5g83NSH9 M, https://www.youtube.com/watch?v=xqSZL4Ka8xo

Mode of Evaluation

CIE							ESE	Total
ST1	**ST2**	**ST3**	**TA1**	**TA2**	**TA3**	**Attendance**		
			5	**5**	**5**	**5**		
30			**20**				**50**	**100**

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Course Code: BNC0301	**Course Name: Artificial Intelligence and Cyber Ethics**	**L**	**T**	**P**	**C**
Course Offered in: All Branches		**2**	**0**	**0**	**-**

Pre-requisite: Basic understanding of AI, Cybercrime, Computer System and Ethics

Course Objectives: The course aims to foster critical thinking about ethical issues, promote responsible use of technology, and ensure students can identify, analyze, and address ethical dilemmas in Artificial Intelligence and cyber domains.

Course Outcome: After completion of the course, the student will be able to		Bloom's Knowledge Level (KL)
CO1	Learn key principles of AI ethics, summarizing ethical considerations and applications in AI development and deployment.	K2
CO2	Apply policies and framework for Fairness in AI and Machine Learning.	K3
CO3	Apply privacy and security concepts, risk management and regulatory compliance in the field of AI and Cyber Security.	K3
CO4	Understand the nature of cybercrimes, the principles of intellectual property rights (IPR), and the legal measures necessary to address and prevent these issues.	K2
CO5	Describe the impact of AI in Society, employment and workforce.	K2

CO-PO Mapping (Scale 1: Low, 2: Medium, 3: High)

CO-PO Mapping	**PO1**	**PO2**	**PO3**	**PO4**	**PO5**	**PO6**	**PO7**	**PO8**	**PO9**	**PO10**	**PO11**	**PSO1**	**PSO2**	**PSO3**
CO1	2	2	1	1	2	2	3	1	2	1	2	2	2	3
CO2	2	3	3	2	2	2	3	1	2	1	2	2	2	3
CO3	3	3	2	3	2	2	3	1	1	1	2	2	2	3
CO4	2	2	1	1	1	3	3	1	2	1	2	1	2	3
CO5	1	1	1	1	1	3	3	2	3	2	3	2	3	3

Course Contents / Syllabus

Module 1	**An Overview to AI Ethics**	**5 hours**

Definition of AI Ethical principles in AI, Sources of AI data, Legal implications of AI Security Breaches, Privacy and AI Regulations, Key Principles of Responsible AI, Transparency and Accountability, Dual-Use Dilemma, Human-Centric Design, Introduction to Cyber Laws and Ethics, Historical Development of Cyber laws, Legal frameworks.		
Module 2	**Fairness and Favoritism in Machine Learning**	**6 hours**
Introduction to Fairness and Bias in AI, Types of Fairness and Bias, Impact of Bias and Fairness in AI, Techniques for Measuring Fairness and Bias, Techniques for Mitigating Bias, Current Policies and Frameworks for Fairness in AI, Bias in Data Collection, Fairness in Data Processing, Generative AI, Types of Bias in Generative AI.		
Module 3	**AI Ethics and Cybersecurity Principles**	**5 hours**
Importance of Privacy and Security in AI, AI specific Security Tools and Software, Privacy-Preserving Machine Learning (PPML) and Privacy-Preserving Data Mining (PPDM), Risk Management: Risk Assessment and Incident Response, Regulatory Compliance: GDPR, HIPAA, Case Studies: Implementation of AI Ethics guidelines and best practices in engineering projects.		
Module 4	**Cybercrimes, IPR and Legal Measures**	**8 hours**
Types of Cybercrimes and their Impact, Legal measures for Cybercrime Prevention and Prosecution, IPR: Copyrights, Trademarks, Patents, and Trade Secrets, Ethical Implications of Intellectual Property, Cyber Security and Privacy Issues, Cyber Crime Investigations and Digital Evidence Handling, Overview of Indian Cyber Laws (IT Act 2000 and Amendments), Comparative Overview: Indian vs Global Cyber Laws, Case Study: The ATM Heist – Cosmos Bank Cyber Attack (India, 2018).		
Module 5	**AI Contribution to Social Evolution**	**6 hours**
Positive and Negative Political impacts of AI, Role of AI in Social Media and Communication Platforms, AI-Generated Content and Deepfakes, Key Technical Stakeholders in AI Deployment: Developers, Researchers, Policymakers, Technical Impacts on Employment and Workforce Automation Technologies: Robotic Process Automation (RPA), Autonomous Systems.		
	Total Lecture Hours	**30 hours**
Textbook:		
1.	Artificial Intelligence: A Guide for Thinking Humans by Melanie Mitchell, Penguin Books, 2019.	
2.	Cyber Ethics: Morality and Law in Cyberspace by Richard Spinello, Jones & Bartlett Learning, 7th Edition (2023).	
Reference Books:		
1.	Artificial Intelligence and Ethics by S. B. Kishor, Debajit Biswas, BPB Publications, 2023	
2.	Cyber Security and Cyber Laws by Alfred Basta, Nadine Basta, Sattwik Panda, Cengage India, 2022.	
NPTEL/ YouTube/ Faculty Video Link:		
1.	https://www.youtube.com/watch?v=VqFqWIqOB1g	
2.	https://www.youtube.com/watch?v=hVJqHgqF59A	
3.	https://www.youtube.com/watch?v=O5RX_T4Tg24	

4.	https://www.youtube.com/watch?v=RJZ0pxcZsSQ
5.	https://www.youtube.com/watch?v=I9FOswjTSGg

Mode of Evaluation

CIE							ESE	Total
ST1	**ST2**	**ST3**	**TA1**	**TA2**	**TA3**	**Attendance**		
			5	**5**	**5**	**5**		
30			**20**				**50**	**100**

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Course Code: BASCC0401	Course Name: Employability Skill Development – II	L	T	P	C
Course Offered in:		**2**	**0**	**0**	**2**

Pre-requisite: Basic understanding of elementary mathematics

Course Objectives:

The objective of this course is to develop students' quantitative aptitude and logical reasoning skills through number theory, analytical puzzles, and business mathematics, enabling them to solve real-world and competitive exam problems with speed, accuracy, and logical thinking.

Course Outcome: After completion of the course, the student will be able to		Bloom's Knowledge Level (KL)
CO1	Apply fundamental number theory concepts such as divisibility, HCF & LCM, remainder theorem, and cyclicity to solve quantitative problems efficiently.	K2, K3
CO2	Solve problems involving logical reasoning and analytical thinking, including direction sense, blood relations, series patterns, and time-based puzzles like clocks and calendars.	K3
CO3	Solve real-life business math problems involving percentages, profit and loss, discounts, interest average calculations and using appropriate mathematical methods	K2, K3
CO4	Solve real-life business math problems involving averages, mixtures, and ratios using appropriate mathematical methods	K2, K3

CO-PO Mapping (Scale 1: Low, 2: Medium, 3: High)

CO-PO Mapping	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PSO1	PSO2	PSO3
CO1	**1**	**1**	**1**	**1**	-	-	-	-	-	-	-	2	2	2
CO2	**1**	**1**	**1**	**1**	-	-	-	-	-	-	-	2	3	2
CO3	**1**	**1**	**1**	**1**	-	-	-	-	-	-	-	3	2	2
CO4	**1**	**1**	**1**	**1**	-	-	-	-	-	-	-	3	2	2

Course Contents / Syllabus

Module 1	**Speed Math and Number System**	**8 hours**

Classification of number, Divisibility Rule, Factorization, HCF & LCM, It's Application, Unit digit(Cyclicity), Last two digit, Remainder theorem, Factorial and Number of zeroes, Highest power		
Module 2	**Analytical and Logical Reasoning**	**8 hours**
Direction and Sense, Blood Relation, Number Series and Letter Series, Coding Decoding,		
Module 3	**Business Math I**	**8 hours**
Percentage, Profit and Loss, Discount, Simple Interest and Compound Interest, Average		
Module 4	**Business Math II**	**8 hours**
Ratio & Proportion, Partnership, Mixture & Allegation, Clock , Calendar		
	Total Lecture Hours	**32 hours**

Reference Books:

S.No	Book Title
1	M. Tyra (BSC publication co. Pvt. Ltd), Quicker math
2	RS Aggarwal , Quantitative Aptitude
3	RS Aggarwal, Verbal & Non-Verbal Reasoning
4	Sarvesh K Verma, Quantitative Aptitude - Quantum CAT

NPTEL/ Youtube/ Faculty Video Link:

Mode of Evaluation

CIE							ESE	Total
ST1	ST2	ST3	TA1	TA2	TA3	Attendance		
			5	5	5	5		
30			20				50	100

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School of Computer Science in Emerging Technologies

Course Code: BCSE0402	Course Name: Database Management Systems	L	T	P	C
Course Offered in: CSE/CSE-R/IT/M.Tech Int./CSE (Twin) /IT(Twin)/CSE(Prof)/IT(Prof)/M&C/AI/AI(TWIN)/ AIML/AIML(TWIN)/ CS/CYS/DS/CSE(IOT)		**3**	**0**	**0**	**3**

Pre-requisite: Basic understanding of computer fundamentals such as architecture, storage, and hardware. In addition, familiarity with data structures, algorithms, and basic programming concepts will be beneficial.

Course Objectives: The objective of the course is to introduce about database management systems, with an emphasis on how to organize, maintain and retrieve - efficiently, and effectively - information in relational & non-relational databases.

Course Outcome- After completion of this course students will be able to		Bloom's Knowledge Level (KL)
CO 1	Apply ER model for conceptual design of the database.	K3
CO2	Execute SQL and apply the normalization to improve the database design.	K3
CO3	Implement complex queries in database with different applications.	K5/K3
CO4	Execute the concept of PL/SQL, transaction and concurrency control.	K3
CO5	Implement Relational and Non-Relational databases using different tools and evaluate their effectiveness in real-world applications. Evaluate and implement Relational and Non-Relational databases using different tools and their effectiveness in real-world applications.	K5

CO-PO Mapping

CO-PO Mapping	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PSO1	PSO2	PSO3
CO1	3	3	3	3	2	1	1	1	2	1	2	2	2	2
CO2	3	2	3	3	2	2	1	2	1	2	2	3	2	1
CO3	3	3	2	3	3	2	-	2	1	-	2	3	2	2

CO4	3	2	2	2	2	2	1	-	1	1	1	3	2	2
CO5	2	2	2	2	3	2	1	-	1	2	2	3	3	3

Course Contents / Syllabus

Module 1	**Introduction about the Database Conceptual Designing**	**8 hours**

Basic Concept: Database system concept, architecture, History of Database, Data Independence, Database system Vs File system, Data models & Types of Data Models, schema and instances.

Data Modelling using the Entity Relationship Model: ER model concepts, Degree of relationship, Notation for ER diagram, mapping constraints, Generalization, Aggregation, Reduction of an ER diagrams to tables. Extended ER Diagram & reduction of EER. Codd Rules.

Introduction on SQL: Types of SQL commands: -DDL, DML, DCL, TCL. Basic of Relation Algebra & Operations, Query Optimization.

Module 2	**Basic of SQL & Normalization**	**8 hours**

Keys & Types of Keys: Super key, Candidate Key, Primary Key, Alternative Key, Foreign Key, unique. Constraints and Types of Constraints.

Use of Functions, Clause and Predicates: Aggregate Function, Scalar Functions, Where, Group by, Having and Order by, SQL Operators. Like, Between, Aliases, distinct, limit.

Normalization: Functional Dependencies, attribute Closure, Normalization & Types of Normalization, Candidate Key, Canonical Cover of FD's.

Module 3	**Introduction of Complex Queries**	**8 hours**

Use of Operators: Union, Intersect, Minus, Cartesian Product, join:-Inner Join: - Natural Join, Equi Join & Non Equi Join Outer Join: Left Outer Join, Right Outer Join and Full Outer Join, Division Operator.

Nested Query or Sub Query: IN, NOT IN, Exists, Not Exists, All and Any. Managing Indexes, Synonyms and Sequences, Managing Views.

Introduction of PL/SQL: Implementation of PL/SQL Function, Procedure, Trigger, Cursor.

Database connectivity: Database Connectivity with Java/Python Programming Languages.

Module 4	**Transaction and Concurrency Control**	**8 hours**

Transaction system: Life cycle of transaction, ACID Properties Schedule & Types of Schedule, Serializability, Recoverability, Deadlock Handling.

Concurrency Control Techniques: Concurrency Control, Concurrency control Techniques: Locking Techniques, Timestamping, Validation Based Protocol, Transaction & Data Control: -Grant, Revoke, commit & Rollback.

Module 5	**Introduction of NoSQL With MongoDB**	**8 hours**

Introduction of NoSQL With MongoDB : Introduction of NoSQL Data Models, Overview of NoSQL Databases with their Types, Uses & Features of NoSQL Document Databases, CAP theorem, BASE Vs ACID, Comparison of relational databases to NoSQL stores, uses and deployment; - MongoDB, Cassandra, HBASE, Neo4j and Riak.

Introduction and Features of MongoDB, MongoDB Operators, MongoDB Collection & Document, MongoDB Shell & their commands, CRUD operations.

Cloud Database Introduction of Cloud Database. MongoDB Cloud product : Stitch, Atlas & Cloud Manager.

Total Lecture Hours	**40**

Textbook:

S.No	**Book Title**

1	Abraham Silberschatz, Henry Korth and S. Sudarshan, "Database Concepts", McGraw Hill, 7th Edition, 2020
2	Elmasri, Navathe, "Fundamentals of Database Systems", Addison Wesley, 7th edition, 2016
Reference Book	
S.No	**Book Title**
1	Thomas Cannolly and Carolyn Begg, Database Systems: A practical Approach to Design, Implementation and Management. Pearson Education,3rd Edition, 2007.
2	Ted Hills, NoSQL and SQL Data Modeling: Bringing Together Data, Semantics, and Software, Ted Hills, 1st Edition,2016.
NPTEL/ Youtube/ Faculty Video Link:	
Unit 1:	DBMS L1 Inauguration & Introduction (youtube.com) DBMS L2 Introduction to Relational Model (youtube.com) DBMS L3 Introduction to SQL (youtube.com) DBMS L8C Entity Relationship Model (youtube.com) DBMS L8D Entity Relationship Model (Problem Solving and Discussion) (youtube.com)
Unit 2:	DBMS L4A Joins, Set Operations and Aggregate Functions (youtube.com) DBMS L9A Relational Database Design - YouTube DBMS L9B Relational Database Design (youtube.com) DBMS L9C Relational Database Design (youtube.com) DBMS L9D Discussion on Normalization (youtube.com) Relational Data Model and Notion of Keys - YouTube Introduction to Relational Algebra (youtube.com) Operators in Relational Model – YouTube
Unit 3:	DBMS L4B Joins, Set Operations and Aggregate Functions (youtube.com) DBMS L5A Nested Subqueris (youtube.com) DBMS L6A Intermediate SQL (youtube.com) DBMS L7 Advanced SQL (youtube.com) DBMS L12A Indexing and Hashing (youtube.com)
Unit 4	DBMS L15 Transactions – YouTube DBMS L16A Concurrency Control - YouTube DBMS L16B Concurrency Control (youtube.com) DBMS L16C Concurrency Control (youtube.com)
Unit 5	DBMS L10A Application Design and Development - YouTube DBMS L10B Application Design and Development (youtube.com) DBMS L19 Distributed Data Stores and NoSQL Databases (youtube.com) DBMS L18B Map Reduce and Hadoop - YouTube NoSQL Databases #1 (Data Models, CAP Theorem, BASE Property) - YouTube https://youtu.be/ekuQjQUnj20?si=_aL4T12EkHBZsvEK

Mode of Evaluation

CIE						ESE	Total
ST1	ST2	ST3	TA1 5	TA2 5	Attendance 5		
30			20			100	150

NOIDA INSTITUTE OF ENGINEERING AND TECHNOLOGY
GREATER NOIDA-201306
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Course Code: BCSE0401	Course Name: DATA STRUCTURES AND ALGORITHMS-II	L	T	P	C
Course Offered in: CSE/CS/CSR-R/M.TECH(INT) /IT//CSE(AI)/CSE(AIML)/CSE(DS)/CSE(CS)CSE(IOT)		3	0	0	3

Pre-requisite: C, Python

Course Objectives:

The objective of the course is to learn the basic concepts of algorithm analysis, along with the implementation of non-linear data structures.

Course Outcome: After completion of the course, the student will be able to

S.No	Course Outcome	Bloom's Level
CO 1	Apply tree structures to solve specific problems using various tree operations and algorithms.	K3
CO 2	Analyse the graph data structure and evaluate the efficiency of its operations for problem solving.	K4
CO 3	Evaluate dynamic programming solutions for efficient problem-solving across diverse contexts.	K4
CO 4	Apply efficient backtracking and branch –and –bound techniques across diverse problem-solving scenarios.	K3
CO 5	Understand principles of advanced data structures, including their implementation and applications.	K2

CO-PO Mapping (Scale: 1: Low, 2: Medium, 3: High)

CO-PO Mapping	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PSO1	PSO2	PSO3
CO1	3	3	2	1	1	2	1	1	2	1	-	3	2	1
CO2	3	3	2	1	**1**	2	1	1	2	1	-	3	2	1
CO3	3	3	2	2	2	2	1	1	2	2	-	3	2	2
CO4	3	3	3	2	2	2	1	1	2	1	-	3	2	2
CO5	3	3	3	2	2	2	1	1	2	2	-	3	2	2

Course Contents / Syllabus		
Unit 1	**Design and Analysis of Algorithms: Tree**	**8 hours**
Trees: Terminology used with Trees, Binary Tree, Memory representation of Tree, Traversal Algorithms: In-order, Pre-order, and post-order. Constructing Binary Tree from given Tree Traversal, Operation of Insertion, Deletion, Searching & Modification of data in Binary Search tree, Binary Heaps, Threaded Binary trees, Traversing Threaded Binary trees, AVL Tree. **Application of Trees:** Priority Queue, Heap Sort, Huffman codes.		
Unit 2	**Design and Analysis of Algorithms: Graphs**	**8 hours**
Graphs: Terminology used with Graph, Data Structure for Graph Representations: Adjacency matrices, Adjacency List. **Graph Traversal:** Depth First Search and Breadth First Search. Connected Component, Spanning Trees. **Algorithms on Graphs:** Minimum Cost Spanning **Trees:** Prim' s and Kruskal's algorithm. Directed- Acyclic Graph, Transitive Closure and Shortest Path algorithms: Dijkstra Algorithm, Bellman Ford Algorithm, Floyd Warshall's Algorithm.		
Unit 3	**Dynamic Programming**	**8 hours**
Dynamic Programming: Dynamic Programming concepts 0/1 Knapsack, Longest Common Sub Sequence, Matrix Chain Multiplication, Resource Allocation Problem.		
Unit 4	**Backtracking, Branch and Bound**	**8 hours**
Backtracking: Backtracking, Branch, and Bound with Examples Such as Travelling Salesman Problem, Graph Colouring, n-Queen Problem, Hamiltonian Cycles, and Sum of Subsets.		
Unit 5	**Advanced- Data Structures**	**8 hours**
Red-Black Trees, B – Trees, B+ Trees, Binomial Heaps, Fibonacci Heaps, Trees.		
	Total Lecture Hours	**40 hours**

Textbook:	
S.No.	**Book Details**
1	Michael T. Goodrich, Roberto Tamassia, "Data Structures and Algorithms in Python: An Indian Adaptation", 1st Edition, 2021
2	Lipschutz, "Data Structures" Schaum's Outline Series, Tata McGraw-hill Education (India) Pvt. Ltd, 2nd Edition, 2017.
3	Thomas H. Coreman, Charles E. Leiserson and Ronald L. Rivest, "Introduction to Algorithms", Printice Hall of India, 4th Edition, 2022

Reference Books:	
S.No.	**Book Details**
1	Reema Thareja, "Data Structure Using C", Oxford University Press, 2nd Edition, 2014.

2	AK Sharma, “Data Structure Using C”, Pearson Education India, 2nd Edition,2011.
3	P. S. Deshpandey, “C and Data structure”, Wiley Dreamtech Publication, 1st Edition, 2004.

NPTEL/ YouTube/ Faculty Video Link:	
Unit 1	https://youtu.be/u5AXxR4GnRY
Unit 2	https://www.youtube.com/watch?v=LQx9E2--p5c&pp=ygUMYXJyYXlzIG5wdGVs
Unit 3	https://www.youtube.com/watch?v=K7VIKlUdo20&pp=ygUPbGluayBsaXN0IG5wdGVs
Unit 4	https://www.youtube.com/watch?v=g1USSZVWDsY&list=PLB3CD0BBB95C1BF09&index=2&pp=iAQB https://www.youtube.com/watch?v=THMyk2_p530&pp=ygUccXVldWUgZGF0YSBzdHJ1Y3R1cmUgICBucHRlbA%3D%3D
Unit 5	https://www.youtube.com/watch?v=_VV9v41FIq0&pp=ygUZZGl2aWRlIGFuZCBjb25xdWVyICBucHRlbA%3D%3D https://www.youtube.com/watch?v=ARvQcqJ_-NY&list=PLfFeAJ-vQopt_S5XlayyvDFL_mi2pGJE3

Mode of Evaluation

CIE						**ESE**	**Total**
ST1	**ST2**	**ST3**	**TA1** **5**	**TA2** **5**	**Attendance** **5**		
35			**15**			**100**	**150**

NOIDA INSTITUTE OF ENGINEERING AND TECHNOLOGY
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Course Code: BCSIOT0401N	**Course Name: Mobile Application Development**	**L**	**T**	**P**	**C**
Course Offered in: B.Tech. CSE(IoT)		**3**	**0**	**0**	**3**

Pre-requisite: Overview of programming language: JAVA and XML.

Course Objectives: To introduce students to mobile application development using Android/Flutter, covering architecture, frameworks, design principles, and development methodologies.

Course Outcome: After completion of this course, students will be able to:		Bloom's Knowledge Level (KL)
CO 1	Study Android architecture, development environment, tools, UI components, and multimedia framework.	K1
CO2	Construct basic Android applications using Android Studio, including creating AVDs and managing different Android API levels.	K3
CO3	Implement notifications, SMS handling, and interaction with server-side applications using Google Maps, GPS, and WiFi in mobile applications.	K3
CO4	Analyze and utilize Flutter widgets and layouts to design effective user interfaces.	K4
CO5	Create mobile applications incorporating gestures, database connections using SQLite and Cloud Firestore.	K6

CO-PO Mapping (Scale 1: Low, 2: Medium, 3: High)

CO-PO/PSO Mapping	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PSO1	PSO2	PSO3
CO1	3	2	2	1	3	1	2	2	2	1	2	2	2	2
CO2	3	2	3	2	3	1	1	2	2	1	2	3	2	2
CO3	3	3	3	2	3	2	2	2	2	2	2	3	3	2
CO4	3	2	3	1	3	1	1	2	2	2	2	3	2	2
CO5	3	3	3	2	3	2	2	3	3	2	3	3	3	3

Course Contents / Syllabus		
Unit 1	**Introduction to Mobile Application and Android Studio, UI Components**	**8 hours**
Mobile applications, History of mobile application, types of mobile applications, Introduction to Android, Android ecosystem, Android SDK and Installing and running applications on Android Studio, Creating AVDs, Android API levels (versions & version names), Android Development Tools. Fundamental UI design, layout and view types, Text Views, Buttons, Radio and Toggle Buttons, Checkboxes, Spinners, Dialog and pickers, Resources, Activities, Intents, First Interactive UI.		
Unit 2	**Mobile Architecture, Testing, and Publishing**	**8 hours**
Mobile Hardware Architecture, SoC architecture; Mobile Software Architecture, Basic Building blocks – Protocols, Activities, Services, Broadcast Receivers & Content providers, Event Handling. Testing, Types of testing, Test Levels, Black Box Testing, White Box Testing, Testing Tools in Android Studio, Debugging and Profiling Tools, Publishing the Application.		
Unit 3	**Android User Interface, Interfacing Application**	**8 hours**
Notifications – Creating and Displaying notifications, Displaying, Toasts, Handling SMS, Sending SMS. Interaction with server-side applications – Using Google Maps, GPS and Wi-Fi, Interfacing sensor data with mobile application.		
Unit 4	**Introduction to Flutter and Dart, UI Components**	**8 hours**
History and Features of Flutter, Installing Flutter and Setting Up IDE, Flutter Architecture Overview, Creating Your First Flutter App: Hello World, Introduction to Dart, Data Types and Variables, Control Flow, Functions in Dart, Object-Oriented Programming (OOPs). Widget, Scaffold Class, Carousel Slider, Staggered Grid View, Tabs & TabBarView, Horizontal ListView, Alert Dialog & Custom Dialogs, Circular & Linear Progress Indicators, Slidable Widget.		
Unit 5	**Database Integration, Gestures and Animations**	**8 hours**
Introduction to Data Persistence, Importance of local vs. cloud data storage, SQLite in Flutter, Firebase setup and configuration in Flutter, Connecting Flutter App to Firestore, Creating Firestore Collections and Documents, Performing CRUD Operations, Real-time Data Sync. Gesture Detection in Flutter, Tap, Swipe, Drag, Long Press, Animations in Flutter, Concept of Start Value and End Value, Adding Animation with Gesture Control.		
	Total Lecture Hours	**40 hours**

Textbook:

S.No	Book Title	Author
1	Android Programming: The Big Nerd Ranch Guide, Latest Edition (5th Edition, 2021)	Bill Phillips, Chris Stewart, Kristin Marsicano
2	Flutter for Beginners: An introductory guide to building cross-platform mobile applications with Flutter and Dart 3, 3rd Edition (2023)	Alessandro Biessek
3	Android Studio 4.2 Development Essentials – Java Edition, 2021	Neil Smyth

Reference Books:

S.No	Book Title	Author
1	Flutter Complete Reference, 2023	Alberto Miola
2	Head First Android Development: A Brain-Friendly Guide, 3rd Edition, 2021	Dawn Griffiths, David Griffiths
3	Mobile Application Development, 2020	Bhavya Daya

1. List of Practicals:

1	1. Case study on the hardware and software architecture of personal smart phone. 2. Case study on Android OS and iOS. 3. Install and configure android studio. 4. Develop a basic program to display Hello World on screen.
2	1. Develop a program of linear layout and absolute layout 2. Develop a program to implement Text View and Edit Text. 3. Develop a program to show frame, table, and relative layout. 4. Develop a program to implement button, image button, and toggle button.
3	1. Develop a program to implement Radio Button and Radio Group. 2. Develop a program to implement Custom Toast Alert 3. Develop a program to implement Progress bar. 4. Develop a program to send and receive SMS.
4	1. Develop a program to send and receive email. 2. Develop a native application that uses GPS location information. 3. Create a native calculator application. 4. Develop a program to show animation.
5	1. Develop an application to set an image as wallpaper. On click of a button, the wallpaper image should start to change randomly every 30 seconds. 2. Create a Flutter application that connects to Cloud Firestore. 3. Design a form to input a user's name and email address and store the data in a Firestore collection named users. 4. Display live temperature and humidity data from an IoT sensor (ESP8266 + DHT11) via Firebase in a Flutter app. Mini Projects

Mode of Evaluation

CIE							ESE	Total
ST1	ST2	ST3	TA1 5	TA2 5	TA3 5	Attendance 5		

30	**20**	**100**	**150**	

NOIDA INSTITUTE OF ENGINEERING AND TECHNOLOGY
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Course Code: BASL0401N	Course Name: Technical Communication	L	T	P	C
Course Offered in: B. Tech. All branches (except CSBS)		2	0	0	2

Pre-requisite: Intermediate level (CEFR) and above

Course Objectives:

1. **Demonstrate effective verbal and non-verbal communication skills** in diverse professional settings, including meetings, presentations, and interpersonal interactions.
2. **Develop and apply clear, concise, and audience-appropriate written communication**, such as emails, letters, memos, resume', using correct grammar, tone, and format.
3. **Adapt communication style based on cultural, organizational, and situational contexts** to foster inclusive and respectful professional relationships.
4. **Employ digital communication tools and platforms** (e.g., video conferencing, business messaging apps) responsibly and effectively in remote or hybrid work environments.

Course Outcome: After completion of the course, the student will be able to		Bloom's Knowledge Level (KL)
CO1	Comprehend the principles and functions of technical communication.	K2
CO2	Write for specific audience and purpose to fulfil the provided brief	K3
CO3	Recognize and produce different kinds of technical documents.	K3
CO4	Apply effective speaking skills to efficiently carry out official discourses.	K3
CO5	Demonstrate their understanding of communication through digital media.	K3

CO-PO Mapping (Scale 1: Low, 2: Medium, 3: High)

CO-PO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PSO1	PSO2	PSO3

Mapping														
CO1	1	1	1	1	1	2	1	2	3	1	1	1	3	2
CO2	1	1	1	1	1	1	1	2	3	1	1	1	3	2
CO3	1	1	1	1	1	1	1	2	3	1	1	1	3	2
CO4	1	1	1	1	1	1	1	2	3	1	1	2	3	2
CO5	1	1	1	1	1	1	1	2	3	1	1	2	3	2

Course Contents / Syllabus

Module 1	**Introduction to Technical Communication**	**4 Hours**

Technical Communication: Definition, Process, Types, Levels, and Flow; **Barriers to Technical Communication:** emphasis on gender neutral language and cultural sensitivity; **Significance of audience in technical communication**

Module 2	**Technical Writing 1**	**5 Hours**

Technical writing skill: characteristics, examples; **Business letters/emails**: Content organization, Tone and intent; **Agenda & Minutes of Meetings**

Module 3	**Technical Writing 2**	**5 Hours**

Job application, **Resume'**; **Report, proposal**; **Technical paper**: Abstract; **Ethical Writing:** Copy Editing, Referencing and Plagiarism

Module 4	**Public Speaking**	**6 Hours**

Components of effective speaking: Simplicity, order, balance in arranging ideas. Importance of *KOPPACT;* **Appearing for a job interview:** FAQs; **Telephonic & Online Interviews**

Module 5	**Virtual/Remote Communication**	**4 Hours**

Remote work: online platforms; **Video conferencing**; **Virtual etiquette**: email ids, usernames; **Writing Blogs & creating Vlogs**

Total Lecture Hours	**24 Hours**

Textbook:	
1	Technical Communication – Principles and Practices, 4th Edition by Meenakshi Raman & Sangeeta Sharma, Oxford Univ. Press, 2022, New Delhi.
Reference Books:	
1	Technical Communication, 15th Edition by John M. Lannon & Laura J. Gurak, Pearson, 2021
2	Spoken English- A Manual of Speech and Phonetics (5th Edition) by R K Bansal & J B Harrison, Orient Blackswan, 2024, New Delhi.
3	Business Correspondence and Report Writing by Prof. R C Sharma, Krishna Mohan, and Virendra Singh Nirban (6 Edition), Tata McGraw Hill & Co. Ltd., 2020, New Delhi.
4	Intercultural Communication in Virtual Exchange by Francesca Helm, Cambridge Univ. Press, 2024.
NPTEL/ You tube/ Faculty Video Link:	
Unit 1	https://onlinecourses.nptel.ac.in/noc24_ge37/preview
Unit 2	https://archive.nptel.ac.in/courses/109/106/109106094/
Unit 3	https://www.youtube.com/watch?v=kOJlwMJxEG0&t=8s
Unit 4	https://www.youtube.com/watch?v=Sg7Q_dC_fWU&list=PLPuC5CMHiqmuzq_KQ4aw0V9Q7xJY6aezb
Unit 5	https://www.youtube.com/watch?v=ymLFJDpjgCk&list=PLPuC5CMHiqmuzq_KQ4aw0V9Q7xJY6aezb&index=6

Mode of Evaluation

CIE						ESE	Total
ST1	**ST2**	**ST3**	**TA1 5**	**TA2 5**	**Attendance 10**		
30			**20**			**50**	**100**

NOIDA INSTITUTE OF ENGINEERING AND TECHNOLOGY
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LAB Course Code : BCSE0452Z	LAB Course Name: Database Management Systems Lab	L	T	P	C
Course Offered in: CSE/CSE-R/IT/M.Tech Int./CSE(Twin)/IT(Twin)/CSE(Prof)/IT(Prof)/M&C/AI/AI(TWIN)/ AIML/AIML(TWIN)/ CS/CYS/DS/CSE(IOT)		0	0	4	2

Pre-requisite: Basic knowledge of computer fundamentals, programming, data structures, relational database concepts.

Course Objectives: To familiarize the students to the basics of Database Design and Implementation.

Course Outcomes (CO)

After completion of the course, the student will be able to		Bloom's Knowledge Level (KL)
CO1	Design ER/EER models to solve real-world problems and Implement them into relational schemas using appropriate database tools.	K6
CO2	Apply SQL and PL/SQL to create complex data queries, and procedural operations comprising triggers and functions, along with database connectivity.	K6
CO3	Analyze database integrity using constraints, and implement unstructured databases using MongoDB with appropriate query operations.	K4

CO-PO Mapping (Scale 1: Low, 2: Medium, 3: High)

CO-PO Mapping	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PSO1	PSO2	PSO3
CO1	3	3	3	3	2	1	-	1	2	1	2	3	2	2
CO2	3	3	3	3	2	2	-	2	1	2	2	3	2	2
CO3	2	2	2	2	3	2	-	-	1	2	2	3	2	2

Sr. No	Program Title
1	Understand and implement the different ER diagram notation with their relationship and Cardinalities.
2	Creating ER Diagram for company Database. Company database have entities like employee, departments, projects and dependents also implement the relationship and cardinalities between the entities with their relevant attribute.
3	Implement DDL, DML, DCL & TCL commands
4	Implementation of I/O Constraint: Primary Key, composite primary key, Foreign Key with on delete set null and on delete set null constraint, Unique Key
5	Implementation of Business Constraint: Null, Not Null, Default, Check.
6	Practicing Queries using Like, Between, Aliases, distinct Operator & Predicate. And Implement Aggregate Functions
7	Implementation of Queries using Where, Group by, Having and Order by Clause.
8	Create a table EMPLOYEE with following schema:-(Emp_no, E_name, E_address, E_ph_no, Dept_no, Dept_name,Job_id, Designation, Salary) Write SQL statements for the following query. i. List the E_no, E name, Salary of all employees working for MANAGER. ii. Display all the details of the employee whose salary is more than the Sal of any IT PROFF. iii. List the employees in the ascending order of Designations of those joined after 1981. iv. List the employees along with their Experience and Daily v. List the employee who are either 'CLERK' or 'ANALYST'. vi. List the employees who joined on 1-MAY-81, 3-DEC-81, 17-DEC-81. vii. List the e_name those are starting with 'S'. viii. Display total salary spent for each job category. ix. Display lowest paid employee details under each manager. x. Display number of employees working in each department and their department name. xi. Display the details of employees sorting the salary in increasing order. xii. Show the record of employee earning salary greater than 16000 in each department. xiii. Add constraints to check, while entering the empno value (i.e) empno> 100. xiv. Define the field DEPTNO as unique.

	xv. Create a primary key constraint for the column (EMPNO). Create a primary key constraint for the column (EMPNO).
9	Implementation of Queries using set theory operators UNION, INTERSECT, MINUS.
10	Implementation of Queries using Inner Join:- Natural Join , Equi Join & Non Equi Join, Outer Join
11	Implementation of Queries nested Queries or Sub Queries: - IN, NOT IN, Exists, Not Exists, All and Any.
12	1. Apply the set theory operators, join's and nested queries on company database (Case Study-1) Write the SQL Queries for the following statement. I. Retrieve the names of employees in department 5 who work more than 10 hours per week on the 'ProductX'project. II. List the names of employees who have a dependent with the same first name as themselves. III. Find the names of employees that are directly supervised by 'Franklin Wong'. IV. For each project, list the project name and the total hours per week (by all employees) spent on that project. V. Retrieve the names of all employees who work on every project controlled by department 5. VI. Retrieve the names of all employees who do not work on every project VII. For each department, retrieve the department name, and the average salary of employees working in that department. VIII. Retrieve the average salary of all female employees. IX. Find the names and addresses of all employees who work on at least one project located in Houston but whose department has no location in Houston. X. List the last names of department managers who have no dependents. XI. Retrieve the names of all employees who work in the department that has the employee with the highest salary among all employees.
13	Understand & implement the Database Connectivity with Java/Python etc. programming language
14	Implementation and apply all the set theory operators, join and nested queries concept on Case study 1. I. Make a list of all project members for projects that involve an employee whose name is SCOTT either as a worker or as a manager of the department that controls the project. II. To retrieve the Social Security numbers of all employees who either work in department 5 or directly supervise an employee who works in department 5. III. To retrieve the SSN of all employee who work as a supervisor not a manager.

	IV. We want a list of all employee names as well as the name of the departments they manage if they happen to manage a department; if they do not manage one, we can indicate it with a NULL value. V. Retrieve the names of employees who have no dependents. VI. List the names of all employees with two or more dependents. VII. List the names of managers who have at least one dependent. VIII. Retrieve the names of all employees who do not have supervisors. IX. Retrieve the name of each employee who has a dependent with the same Last name as the employee.
15	Implementation of Indexing, Views and sequence
16	I. Write a PL/SQL Program to Add Two Numbers II. Write PL/SQL Program for Fibonacci Series III. Write PL/SQL Program to Find Greatest of Three Numbers
17	Write a Pl/SQL code block to calculate the area of a circle for a value of radius varying from 3 to 7. Store the radius and the corresponding values of calculated area in an empty table named Areas, consisting of two columns Radius and Area.
18	Write a PL/SQL code block that will accept an account number from the user, check if the users balance is less than the minimum balance, only then deduct Rs.100/- from the balance.
19	Create a row level trigger for the customers table that would fire for INSERT or UPDATE or DELETE operations performed on the CUSTOMERS table. This trigger will display the salary difference between the old values and new values:
20	Implementation of commit and rollback statement with amount transfer example.
21	Implementation array, indexing, transaction concept on Case study 1. I. Implementation of Array Functions & Operators II. Implementation of Sequence • Creating Sequences • Modifying a Sequence Definition • Removing Sequences III. Implementation of Views • Creating Simple and Complex Views • Modifying Views • Removing Views IV. Implementation of Indexes

	• Manual and Automatic Indexes • Creating Indexes • Removing Indexes
22	Study of Open Source NOSQL Database and installation of MongoDB
23	Implementation of the MongoDB Shell commands
24	Implementation of the CRUD Operation in MongoDB
25	Implementation of Aggregate in MongoDB
26	Implementation of case Study on different domain I. E-commerce Platform II. Inventory Management III. Railway System IV. Hospital Data Management V. Voice-based Transport Enquiry System VI. SMS-based Remote Server Monitor system Banking System VII. Banking System

Total Hours: 30 hrs.

Mode of Evaluation

CIE	PE	Total
PS	**(If mentioned in curriculum)**	
50	**50**	**100**

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LAB Course Code: BCSE0451	LAB Course Name: DATA STRUCTURES AND ALGORITHMS –II LAB	L	T	P	C
		0	0	2	1

Course Offered in: CSE/CS/CSR-R/M.TECH(INT) /IT//CSE(AI)/CSE(AIML)/CSE(DS)/CSE(CS)/CSE(IOT)

Pre-requisite: C, Python

Course Objectives:

Learn to implement non-linear data structures.

Course Outcome: After completion of the course, the student will be able to		**Bloom's Knowledge Level (KL)**
CO1	Implementation of tree data structures for basic operations like insertion, deletion, searching and traversal	K3
CO2	Implementation of algorithms based on graph data structures for solving real world problems.	K3
CO3	Implementing Dynamic Programming, Backtracking, Branch and Bound algorithms to solve complex data efficiently and effectively.	K3

CO-PO Mapping (Scale 1: Low, 2: Medium, 3: High)

CO-PO Mapping	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PSO1	PSO2	PSO3
CO1	3	3	2	1	1	2	1	1	2	1	-	2	1	2
CO2	3	3	2	1	1	2	1	1	2	1	-	2	1	2
CO3	3	3	2	2	2	2	1	1	2	2	-	2	1	2

S.No.	Program Title
1	Write a program to implement an in-order traversal of a binary tree and print the nodes.
2	Write a program to implement a pre-order traversal of a binary tree and print the nodes.
3	Write a program to implement a post-order traversal of a binary tree and print the nodes.
4	Write a program to count number of nodes in a binary tree
5	Write a program to find the height of the tree
6	Write a program to check if the Binary tree is balanced or not.
7	Write a Program to search a number in Binary Search Tree (BST)
8	Write a program to insert a node in a Binary Search Tree (BST).
9	Write a program to delete a node from a Binary Search Tree (BST).
10	Write a program to implement a max-heap and perform heap sort on an array of integers.
11	Write a Program to implement human coding algorithm
12	Write a program to implement priority queue using max heap.
13	Write a program to create a graph using an adjacency matrix.
14	Write a program to create a graph using an adjacency list.
15	Write a program to perform Depth-First Search (DFS) on a graph.
16	Write a program to perform Breadth-First Search (BFS) on a graph.
17	Write a program to check if there is a path between two nodes in a graph using DFS.
18	Write a program to find all the vertices reachable from a given vertex in a graph using BFS.
19	Write a program to detect a cycle in an undirected graph using DFS.
20	Write a program to detect a cycle in a directed graph using DFS.
21	Write a program to find the degree of each vertex in an undirected graph.
22	Write a program to count the number of connected components in an undirected graph.

23	Write a program to implement Dijkstra Algorithm.
24	Write a program to implement Prims Algorithm.
25	Write a program to implement Kruskal Algorithm.
26	Write a program to implement Floyd Warshall's all pair shortest path algorithm.
27	Write a program to implement Bellman ford Algorithm.
28	Write a program to implement Longest common subsequence (LCS).
29	Write a program to implement sum of subset problem using backtracking.
30	Write a program to implement insertion and search operations in a Tree.

Total Hours: 30 hrs.

Mode of Evaluation

CIE	PE	Total
PS	(If mentioned in curriculum)	
25	25	50

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Course Code: BCSE0455	Course Name: Web Technologies	L	T	P	C
Course Offered in: CSE/CS/IT/CSE(AI)/CSE(AIML)/CSE(IOT)/CSE(AI)/CSE(DS)/CSE-R/M.Tech int		0	0	6	3

Pre-requisite:

1. Basic Programming Knowledge
2. Knowledge of any programming language (e.g., C, C++, Python/Java)
3. Familiarity with basic concepts of Internet.

Course Objectives:

This course covers different aspect of web technology such as HTML, CSS, Java Script and provide fundamental concepts of Internet, Web Technology and Web Programming. Students will be able to build a proper responsive website.

Course Outcome: After completion of the course, the student will be able to

S.No	Course Outcome	Bloom's Level
CO 1	Identify the basic facts and explaining the basic ideas of Web technology and internet.	K1, K2
CO 2	Applying and creating various HTML5 semantic elements and application with working on HTML forms for user input.	K3, K6
CO 3	Understanding and applying the concepts of Creating Style Sheet CSS3 and bootstrap.	K2, K3
CO 4	Analysing and implementing concept of JavaScript and its applications.	K4, K6
CO 5	Creating and evaluating dynamic web pages using the concept of PHP.	K5, K6

CO-PO Mapping (Scale 1: Low, 2: Medium, 3: High)

CO-PO Mapping	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PSO1	PSO2	PSO3
CO1	3	3	2	-	2	-	-	-	2	2	-	2	2	2

CO2	3	2	3	2	3	-	-	-	2	1	2	3	2	1
CO3	3	2	3	-	3	-	-	-	2	2	2	3	2	1
CO4	3	3	3	2	3	-	1	-	2	2	2	3	3	2
CO5	3	3	3	2	3	-	-	-	2	2	2	3	3	2

Course Contents / Syllabus

Unit 1	**Basics of Web Technology & Testing**	**10 hours**

Introduction: Introduction to Web Technology, History of Web and Internet, Connecting to Internet, Introduction to Internet services and tools, Client-Server Computing, Protocols Governing Web, Basic principles involved in developing a web site, Planning process, Types of Websites, Web Standards and W3C recommendations.

Web Hosting: Web Hosting Basics, Types of Hosting Packages, Registering domains, Defining Name Servers, Using Control Panel, Creating Emails in Cpanel, Using FTP Client, Maintaining a Website.

Unit 2	**Introduction to HTML & XML**	**14 hours**

HTML: What is HTML, DOM- Introduction to Document Object Model, Basic structure of an HTML document, Mark up Tags, Heading-Paragraphs , Line Breaks, Understand the structure of HTML tables. Lists, Working with Hyperlinks, Image Handling, Understanding Frames and their needs, HTML forms for User inputs. New form Elements- date, number, range, email, search and data list, Understanding audio, video and article tags.

XML: Introduction, Tree, Syntax, Elements, Attributes, Namespaces, Display, HTTP request, Parser, DOM, XPath, XSLT, XQuerry, XLink, Validator, DTD, Schema, Server.

Unit 3	**Concepts of CSS3 & Bootstrap**	**16 hours**

Concept of CSS 3: Creating Style Sheet, CSS Properties , CSS Styling(Background, Text Format, Controlling Fonts) , Working with block elements and objects , Working with Lists and Tables , CSS Id and Class, Box Model(Introduction, Border properties, Padding Properties, Margin properties) CSS Advanced(Grouping, Dimension, Display, Positioning, Floating, Align, Pseudo class, Navigation Bar, Image Sprites, Attribute sector) , CSS Color, Creating page Layout and Site.

Bootstrap: Introduction, Bootstrap grid system, Bootstrap Components.

Unit 4	**JavaScript and ES6**	**16 hours**

JavaScript Essentials: Introduction to Java Script , Javascript Types , Var, Let and Const Keywords, Operators in JS , Conditions Statements , Java Script Loops, JS Popup Boxes , JS Events , JS Arrays, Working with Arrays, JS Objects ,JS Functions , Using Java Script in Real time , Validation of Forms, Arrow functions and default arguments, Template Strings, Strings methods, Callback functions, Object de-structuring, Spread and Rest Operator, Typescript fundamentals, Typescript OOPs- Classes, Interfaces, Constructor etc. Decorator and Spread Operator

Difference == & ===, Asynchronous Programming in ES6, Promise Constructor, Promise with Chain, Promise Race.

Unit 5	JavaScript and ES6	16 hours
Introduction to PHP, Basic Syntax, Variables & Constants, Data Type, Operator & Expressions, Control flow and Decision making statements, Functions, Strings, Arrays. Working with files and directories: Understanding file& directory, Opening and closing, a file, Coping, renaming and deleting a file, working with directories, Creating and deleting folder, File Uploading & Downloading. Session & Cookies: Introduction to Session Control, Session Functionality What is a Cookie, Setting Cookies with PHP. Using Cookies with Sessions, Deleting Cookies, Registering Session variables, Destroying the variables and Session.		
	Total Lecture Hours	**72 hours**

Textbook:

S.No.	Book Details
1	C Xavier, "Web Technology and Design", 1nd Edition 2003, New Age International.
2	Raj Kamal, "Internet and Web Technologies", 2nd Edition 2017,Mc Graw Hill Education.
3	Oluwafemi Alofe, "Beginning PHP Laravel",2nd Edition 2020, kindle Publication.

Reference Books:

1	Burdman, Jessica, "Collaborative Web Development" 5th Edition 1999, Addison Wesley Publication.
2	Randy Connolly, "Fundamentals of Web Development",3rd Edition 2016
3	Ivan Bayross," HTML, DHTML, Java Script, Perl & CGI", 4th Edition 2010 BPB Publication

NPTEL/ Youtube/ Faculty Video Link:

Unit 1	https://youtu.be/96xF9phMsWA https://youtu.be/Zopo5C79m2k https://youtu.be/ZliIs7jHi1s https://youtu.be/htbY9-yggB0
Unit 2	https://youtu.be/vHmUVQKXlVo https://youtu.be/qz0aGYrrlhU https://youtu.be/BsDoLVMnmZs https://youtu.be/a8W952NBZUE

Unit 3	https://youtu.be/1Rs2ND1ryYc https://youtu.be/vpAJ0s5S2t0 https://youtu.be/GBOK1-nvdU4 https://youtu.be/Eu7G0jV0ImY
Unit 4	https://youtu.be/-qfEOE4vtxE https://youtu.be/PkZNo7MFNFg https://youtu.be/W6NZfCO5SIk https://youtu.be/DqaTKBU9TZk
Unit 5	https://youtu.be/_GMEqhUyyFM https://youtu.be/ImtZ5yENzgE https://youtu.be/xIApzP4mWyA https://youtu.be/qKR5V9rdht0

Mode of Evaluation

CIE							ESE	Total
ST1	ST2	ST3	TA1 5	TA2 5	TA3 5	Attendance 5		
30			20				100	150

List Of Practical's (Indicative & Not Limited To)

Sr. No.	Program Title
1	A.Overview and Installation of various code editors.
2	B. Overview and Installation of various servers
3	Implementing HTML program that represent in the document as a start tag, which gives the name and attributes
4	Implementing HTML program that represents a document
5	Implementing HTML program to display your simple CV

6	Creating html document that represents document object model
7	To Create a table to show your class time table.
8	Apply various colors to suitably distinguish keywords , also apply font styling like italics, underline and two other fonts to words you find appropriate , also use header tags.
9	Create a webpage with HTML describing your department use paragraph and list tags
10	Implementing HTML program that for Heading
11	Implementing program that implement paragraph and line-break
12	Use tables to provide layout to your HTML page describing your college infrastructure.
13	Use and tags to provide a layout to the above page instead of a table layout
14	Create links on the words e.g. ―Wi-Fi and ―LAN to link them to Wikipedia pages
15	Insert an image and create a link such that clicking on image takes user to other page
16	Change the background color of the page; At the bottom create a link to take user to the top of the page.
17	Creating HTML program to implement three articles with independent, self-contained content.
18	Creating a XML document that defines the self-descriptive tags
19	Designing XML document that store various book data such as: book category, title, author, year and price
20	To Describe the various types of XML key components
21	Design XML DTD to define the structure and legal element and attribute of XML document
22	To implement internal and external DTD
23	Use frames such that page is divided into 3 frames 20% on left to show contents of pages, 60% in center to show body of page, remaining on right to show remarks.

24	Design a HTML registration form that takes user name, user password and mobile number with submit button control
25	Design a HTML5 document that implement of date, number, range, email, search and data list.
26	Implementation in HTML5 that include native audio and video support without the need for Flash.
27	Create a simple form to submit user input like his name, age, address and favourite subject, movie and singer.
28	Add few form elements such as radio buttons, check boxes and password field. Add a submit button at last.
29	Add CSS property assign a style or behavior to an HTML element such as: color, border, margin and font-style.
30	Add To Style Text Elements with Font, Size, and Color in CSS
31	Applying a block element in CSS acquires up the full width available for that content.
32	Demonstrating the CSS Box model with consists of: borders, padding, margins, and the actual content.
33	Design a web page by applying CSS grouping and dimensions property.
34	Design a XML Schema that describes the structure of an XML document.
35	Design a XML document that describe the well-formed XML document
36	Design a XML document of CD Catalog through each <CD> element, and displays the values of the <ARTIST> and the <TITLE> elements in an HTML table
37	Create a XSL document for and taken xml document by you.
38	Create a XSLT document for and taken xml document by you with all steps
39	Design a web page by applying CSS Display and Positioning property.
40	Design a web page by applying CSS Display and Positioning property .
41	Design a web page by applying CSS pseudo classes.
42	Creating a Java Script code to implement all data types.

43	Design a basic structure of Bootstrap Grid system.
44	Design All Bootstrap Components with example.
45	Implementing a program in Java script to implement augmented function.
46	Implementing a program to implement calculator application as real time.
47	Design a HTML form validation using Java Script.
48	Write a program to implement Arrow function with default argument in ES6
49	Implementing a program in ES6 to implement Template string concepts
50	Implementing a program in ES6 to implement all string methods.
51	Creating a Java Script program to implement Dialog, Confirm and Message Popup Boxes.
52	Implementing a Java Script program to implement onClick and onSubmit event
53	Creating a java script code to implement ‘let’ keyword
54	Creating a java script code to implement ‘const’ keyword
55	Implementing a program to implement call back functions in ES6.
56	Implementing a program for de-structuring of an array in ES6
57	Javascript code to implement object and class concepts in Typescript.
58	Write a Typescript program that implement interface and constructor
59	Write a code in typescript that implement decorator and spread operator
60	Create a constant by using define() function with its proper syntax
61	Creating PHP script that return any data types whatever you use.
62	Implementing a code in Java Script to implement Spread and rest operator

63	Javascript code that should compile by Typescript compiler as'tsc'
64	Write a code in typescript that implement Asynchronous Programming concepts.
65	Write a program in Typescript that implement promise constructor
66	Implementing promise and chain concepts in Typescript
67	Write a code in typescript that implement Promise.race() static method.
68	Crating a program that implement control flow and decision making statement.
69	Creating PHP to implements parameterized function
70	Creating program in PHP to store multiple string and concatenate these string and print it.
71	Write a PHP script to create and delete directory structure
72	Program to upload and download a file in PHP
73	Implements single dimension array in PHP
74	Write a PHP code to open and close a file in a proper manner
75	Write a PHP script to copying, renaming and deleting a file.
76	PHP program to create and destroy a session.
77	PHP program to set and delete a cookie.
78	PHP program to manually register the session variable
79	PHP program to manually destroy the session variable
80	PHP program to store the session data on one page and would be available on second page.

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LAB Course Code: BCSCC0452	LAB Course Name: Problem Solving Approaches	L	T	P	C
Course Offered in: CSE/IT /CSE-TWIN/IT-TWIN		0	0	2	1

Pre-requisite: Programming Language C/C++ or Java or Python

Course Objectives:

Problem-solving in computer programming involves a structured approach to identifying, analyzing, and resolving coding challenges. The process typically includes thoroughly understanding the problem, decomposing it into smaller, manageable parts, designing an appropriate algorithm, implementing the solution through code, and performing testing and debugging to ensure correctness and efficiency

Course Outcome: After completion of the course, the student will be able to		Bloom's Knowledge Level (KL)
CO1	Develop logic-based solutions using control statements, recursion and bit manipulation to solve basic and intermediate computational problems.	K6
CO2	Implement and manipulate arrays and strings using fundamental and advanced searching sorting techniques.	K3
CO3	Analyze and debug code for logical errors and improve the efficiency of the solution using appropriate data structures and algorithmic patterns.	K4

CO-PO Mapping (Scale 1: Low, 2: Medium, 3: High)

CO-PO Mapping	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PSO1	PSO2	PSO3
CO1	3	3	3	2	2	1	2	2	-	-	2	2	3	2
CO2	3	3	2	2	2	-	2	-	-	-	2	3	2	2
CO3	3	3	2	2	3	1	2	2	-	-	3	3	2	2

List Of Practical's (Indicative & Not Limited To)

Problem Statements need to be discussed in lab session: Control Statements

1. **Secure Password Generator**
   A company wants to create a secure password generator for their employees. The password must be based on specific numeric properties to enhance its complexity and security. Write a program to validate and generate a secure password according to the following rules:

1. Prime Number Validation:

- The user must input a 3-digit number. The program should first check if the number is a prime number.
- If it is not a prime number, the user should be prompted to enter another number until a valid prime number is provided.

2. Sum of Digits Check:

- Once a valid prime number is entered, calculate the sum of its digits. If the sum of the digits is not divisible by 3, ask the user to enter another prime number until a valid one is found.

3. Armstrong Number Check:

- Check entered prime number is Armstrong or not? If Armstrong are found, prompt the user to enter another prime number and repeat the process.

Password Generation:

Concatenate the 1 if entered prime number is Armstrong otherwise 2 with the sum of the digits of the valid prime number to form the secure password.

Example Scenario:

Sample Input

Enter a 3-digit prime number: 153

Sum of digits of 153 = 9

The sum is divisible by 3.

153 is Armstrong number

Sample Output

Secure Password: 19

2. Write a function to input electricity unit charges and calculate total electricity bill according to the given condition:

For first 50 units Rs. 0.50/unit

For next 100 units Rs. 0.75/unit

For next 100 units Rs. 1.20/unit

For unit above 250 Rs. 1.50/unit

An additional surcharge of 20% is added to the bill

3. Write a method to generate a secure code which the sum of all possible palindrome numbers between given two numbers.

For Example:

Input: 10, 80

Output: 308

Explanation: All palindrome numbers between 10 & 80 are: 11,22,33,44,55,66,77

Password= 11+22+33+44+55+66+77 = 308

4. Draw **the following Patterns for N=5**

Right Triangle Star Pattern

Hollow Right Triangle Star Pattern

Pyramid Star Pattern

Hollow Pyramid Star Pattern

Mirrored Right Triangle Star Pattern

Hollow Mirrored Right Triangle Star Pattern

Inverted Pyramid Star Pattern

Hollow Inverted Pyramid Star Pattern

Diamond Star Pattern

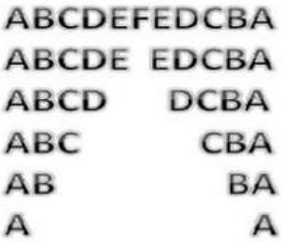
Hollow Diamond Star Pattern

Number pattern 18

For N=3 print above pattern

Right Arrow Star Pattern

Left Arrow Star Pattern



Problem Statements need to be discussed in lab session: Recursive Approach (Basic)

1. Write a program that takes an integer n as input and prints the multiplication table of n from n * 1 to n * 10. The output should clearly show each multiplication step.
2. Write a program to calculate the sum of all integers from 1 to a given number N. The program should take N as input and output the total sum using iteration or recursion.
3. **Find the GCD of Two Numbers Using Recursion:**

Write a recursive function to calculate the Greatest Common Divisor (GCD) of two numbers using Euclid's algorithm. The function should take two integers as input and return their GCD.

4. **Find the LCM of Two Numbers Using Recursion:**
   Write a program to compute the Least Common Multiple (LCM) of two numbers using recursion. You may use the relationship LCM(a, b) = |a * b| / GCD(a, b) and a recursive function for GCD.

Problem Statements need to be discussed in lab session: Bit Manipulation

1. Write a program to count the number of set bits (1s) in the binary representation of a given integer. The program should efficiently use bitwise operations to perform the task without converting the number to a string.
2. Write a program that takes a number and a bit position as input and checks whether the bit at that position is set (1) or clear (0). Use bitwise operators to perform the check
3. Given a number and a position, write a program to toggle (invert) the bit at the given position using bitwise operations. The result should reflect the updated value of the number after flipping the bit.
4. Write a program to compute the XOR of all numbers from 1 to n using a mathematical pattern (not a loop). Use bitwise XOR properties to achieve an efficient solution.
5. Given an array of size n-1 containing unique elements from 1 to n, find the missing number using bit manipulation (preferably XOR approach) without sorting or using extra space.
6. Given an array where all elements repeat twice except two elements that appear only once, write a program to find the two non-repeating elements using bitwise operations in linear time and constant space.
7. Write a program to check if a given number is a power of two using bit manipulation. A number is a power of two if it has exactly one set bit in its binary representation.
8. Given two integers A and B, write a program to count how many bits need to be flipped to convert A to B. Use XOR to find differing bits and count the number of set bits.
9. Write an efficient program to count the total number of set bits in binary representations of all numbers from 1 to n. Optimize the approach using bitwise logic and recursion.

10. Write a program to calculate the square of a number using only bitwise operations and addition. Do not use multiplication, division, or any power functions.

11. Write a function to add two integers using bitwise operations only. Avoid using the + or - operators. Implement logic using XOR and AND operations for binary addition.

12. Write a program to generate the power set (all subsets) of a given set using bitwise representation. Each subset can be represented by a binary number where each bit indicates inclusion of the corresponding element.

Problem Statements need to be discussed in lab session: Arrays (Try to use sliding window, prefix sum, cadence, recursion, bit manipulation, two pointer approaches)

1. Sarah is assisting the "MathMinds Club" in creating passwords for their online platform. They have a list of numbers, some stable and some unstable. Define a function that can help Sarah calculate the password according to the given scenario.
Scenario:

- There are N numbers provided.
- A number is stable if each digit appears the same number of times.
- A number is unstable if the frequency of its digits is not the same.
- The password is computed as the sum of all stable numbers minus the sum of all unstable numbers.
- Consider only those numbers in the list that have more than equal to three digits.

For example:
Input: N=5 List: 12, 1313, 122, 678, 898
Output: Password: 971

2. Given an array of integers, including possible negative values, you are allowed to modify at most one element by doubling its value. The goal is to find the maximum possible sum of any subarray after making this modification.
Input:
arr = [-2, 1, -3, 4, -1, 2, 1, -5, 4]
Expected Output:

- Original Maximum Subarray Sum: 6 (achieved from [4, -1, 2, 1])
- Maximum Sum After Modification: 10(achieved from [8, -1, 2, 1], where the value 4 is doubled to 8).

3. For a given string, generate a pattern based on the following rules:

Input: A string of characters (e.g., "HAT").

Output: Generate patterns by replacing characters with the numeric value 1 and process the patterns as described below:

1. **Replace one character at a time with `1`:**
   - For each character in the string, replace it with 1, keeping the other characters unchanged.
   - Example for "HAT":
     1AT, H1T, HA1
2. **Replace two characters at a time with `1`:**
   - Replace every combination of two characters with 1, keeping the remaining character unchanged.
   - If 1s are consecutive, replace them with their sum (e.g., 11T becomes 2T).
   - Example for "HAT":
     11T → 2T, H11 → H2, 1A1
3. **Replace all characters with `1`:**
   - Replace all characters in the string with 1.
   - If there are consecutive 1s, sum them up (e.g., 111 becomes 3).
   - Example for "HAT":
     111 → 3

Final Output

For the string "HAT", the output should be:

`1AT`, `H1T`, `HA1`, `2T`, `H2`, `1A1`, `3`.

4. Given a sorted array arr [] and a target value, the task is to count triplets (i, j, k) of valid indices, such that arr[i] + arr[j] + arr[k] = target and i < j < k.

Examples:

Input: arr[] = [-3, -1, -1, 0, 1, 2], target = -2

Output: 4

5. You are given an array prices[] where prices[i] represents the price of a given stock on day i. You want to maximize your profit by choosing a single day to buy one stock and choosing a different day in the future to sell that stock. Write a program to return the maximum profit you can achieve from this transaction. If no profit is possible, return 0.

6. Find **the "Kth" max and min element of an array:**

Given k, find the k-th smallest and k-th largest element in the array.

Input: arr = [7, 10, 4, 3, 20, 15], k = 3

Output: Kth Smallest: 7, Kth Largest: 10

7. Sort a binary array with values 0, 1, and 2 using constant space and one pass (Dutch National Flag algorithm).
Input: [0, 2, 1, 2, 0]
Output: [0, 0, 1, 2, 2]

8. Find **longest consecutive subsequence:**
Return the length of the longest consecutive elements sequence.
Input: [1, 9, 3, 10, 4, 20, 2]
Output: 4 (Sequence: 1, 2, 3, 4)

9. Given a number of bits and a number K. In one flip you can toggle exactly K consecutive bits. With only this flip operation available, convert the string into all 1.
Input String: 0000110000 and K=3
Following are four flip operations by using which all bits converted into 1's.
Flip1-1110110000 Flip2- 1110110111
Flip3-1111000111 Flip4- 1111111111
If it is not possible to convert all bits into one's then print "IMPOSSIBLE".

10. Given a list of non-negative integers, arrange them in such a way that they form the largest possible number. Since the result can be very large, return it as a string in **O(N log N)** time complexity.

Example-1 **Input**: N = 5 Arr[] = {3, 30, 34, 5, 9} **Output**: 9534330	**Example-2** **Input**: N = 4 Arr[] = {54, 546, 548, 60} **Output**: 6054854654

11. Given an array arr[] of size n containing distinct integers within the range [1, n+2], find the two missing numbers from the first n+2 natural numbers.

Constraints:
- The solution must run in **O(N) time** and use **O(1) extra space**.
- The array does not contain duplicate values.

Examples:
Input: arr[] = [1, 2, 4, 6, 3, 8], n = 6
Output: 5, 7

12. Given a string str of lowercase alphabets and a number k, the task is to print the minimum value of the string after removal of k characters. The value of a string is defined as the sum of squares of the count of each distinct character present in the string. Return the minimum possible required value. **Examples:**
Input: str = “abccc”, k = 1
Output: 6
Input: str = “aabcbcbcabcc”, k = 3
Output: 27
Expected Time Complexity: O(n+klog(p))
Note: Here n is the length of string and p is number of distinct alphabets and k number of alphabets to be removed.

13. Given a non-negative integer **S** represented as a string, remove **K** digits from the number so that the new number is the smallest possible.
Note : The given *num* does not contain any leading zero.
Expected Time Complexity: O(|S|).

Example 1: **Input:** S = "149811", K = 3 **Output:** 111	**Example 2:** **Input**: S = "1002991", K = 3 **Output:** 21

14. You are given a two-dimensional grid board[][] of size n * m consisting of English letters and a string target. Your task is to determine whether the target word can be formed by sequentially connecting letters from the grid. You may move to adjacent cells **horizontally or vertically** (not diagonally), and **a cell may not be reused** once it is part of the current path.
Examples:
Input:
board[][] = [['C', 'A', 'T'], ['R', 'A', 'K'], ['T', 'O', 'N']],
target = "CART"
Output: true

Explanation:
You can trace the word "CART" through the path: C → A → R → T (moving horizontally and vertically, without repeating cells).

15. Given an encoded string **s**, the task is to decode it. The encoding rule is:

- **k[encodedString],** where the **encodedString** inside the square brackets is being repeated exactly **k** times. Note that **k** is guaranteed to be a positive integer, and encodedString contains only lowercase english alphabets.

Note: The test cases are generated so that the length of the output string will never exceed 10^5.
Examples:
Input: s = "1[b]"
Output: "b"
Input: s = "3[b2[ca]]"
Output: "bcacabcacabcaca"

****Competitive coding list will be shared with the students.***

Total Hours: 30 hrs.

Mode of Evaluation

CIE			**PE**	**Total**
PS1	**PS2**	**PS3**	**(If mentioned in curriculum)**	
10	**20**	**20**		
50				**50**

NOIDA INSTITUTE OF ENGINEERING AND TECHNOLOGY
GREATER NOIDA-201306
(An Autonomous Institute)
School of Computer Science in Emerging Technologies

Course Code: BNC0401	Course Name: Artificial Intelligence and Cyber Ethics	L	T	P	C
Course Offered in: All Branches		2	0	0	-

Pre-requisite: Basic understanding of AI, Cybercrime, Computer System and Ethics

Course Objectives: The course aims to foster critical thinking about ethical issues, promote responsible use of technology, and ensure students can identify, analyze, and address ethical dilemmas in Artificial Intelligence and cyber domains.

Course Outcome: After completion of the course, the student will be able to		Bloom's Knowledge Level (KL)
CO1	Learn key principles of AI ethics, summarizing ethical considerations and applications in AI development and deployment.	K2
CO2	Apply policies and framework for Fairness in AI and Machine Learning.	K3
CO3	Apply privacy and security concepts, risk management and regulatory compliance in the field of AI and Cyber Security.	K3
CO4	Understand the nature of cybercrimes, the principles of intellectual property rights (IPR), and the legal measures necessary to address and prevent these issues.	K2
CO5	Describe the impact of AI in Society, employment and workforce.	K2

CO-PO Mapping (Scale 1: Low, 2: Medium, 3: High)

CO-PO Mapping	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PSO1	PSO2	PSO3
CO1	2	2	1	1	2	2	3	1	2	1	2	2	2	3
CO2	2	3	3	2	2	2	3	1	2	1	2	2	2	3
CO3	3	3	2	3	2	2	3	1	1	1	2	2	2	3
CO4	2	2	1	1	1	3	3	1	2	1	2	2	2	3
CO5	1	1	1	1	1	3	3	2	3	2	3	3	2	3

Course Contents / Syllabus

Module 1	**An Overview to AI Ethics**	**5 hours**
Definition of AI Ethical principles in AI, Sources of AI data, Legal implications of AI Security Breaches, Privacy and AI Regulations, Key Principles of Responsible AI, Transparency and Accountability, Dual-Use Dilemma, Human-Centric Design, Introduction to Cyber Laws and Ethics, Historical Development of Cyber laws, Legal frameworks.		
Module 2	**Fairness and Favoritism in Machine Learning**	**6 hours**
Introduction to Fairness and Bias in AI, Types of Fairness and Bias, Impact of Bias and Fairness in AI, Techniques for Measuring Fairness and Bias, Techniques for Mitigating Bias, Current Policies and Frameworks for Fairness in AI, Bias in Data Collection, Fairness in Data Processing, Generative AI, Types of Bias in Generative AI.		
Module 3	**AI Ethics and Cybersecurity Principles**	**5 hours**
Importance of Privacy and Security in AI, AI specific Security Tools and Software, Privacy-Preserving Machine Learning (PPML) and Privacy-Preserving Data Mining (PPDM), Risk Management: Risk Assessment and Incident Response, Regulatory Compliance: GDPR, HIPAA, Case Studies: Implementation of AI Ethics guidelines and best practices in engineering projects.		
Module 4	**Cybercrimes, IPR and Legal Measures**	**8 hours**
Types of Cybercrimes and their Impact, Legal measures for Cybercrime Prevention and Prosecution, IPR: Copyrights, Trademarks, Patents, and Trade Secrets, Ethical Implications of Intellectual Property, Cyber Security and Privacy Issues, Cyber Crime Investigations and Digital Evidence Handling, Overview of Indian Cyber Laws (IT Act 2000 and Amendments), Comparative Overview: Indian vs Global Cyber Laws, Case Study: The ATM Heist – Cosmos Bank Cyber Attack (India, 2018).		
Module 5	**AI Contribution to Social Evolution**	**6 hours**
Positive and Negative Political impacts of AI, Role of AI in Social Media and Communication Platforms, AI-Generated Content and Deepfakes, Key Technical Stakeholders in AI Deployment: Developers, Researchers, Policymakers, Technical Impacts on Employment and Workforce Automation Technologies: Robotic Process Automation (RPA), Autonomous Systems.		
	Total Lecture Hours	**30 hours**
Textbook:		
1.	Artificial Intelligence: A Guide for Thinking Humans by Melanie Mitchell, Penguin Books, 2019.	
2.	Cyber Ethics: Morality and Law in Cyberspace by Richard Spinello, Jones & Bartlett Learning, 7th Edition (2023).	
Reference Books:		
1.	Artificial Intelligence and Ethics by S. B. Kishor, Debajit Biswas, BPB Publications, 2023	
2.	Cyber Security and Cyber Laws by Alfred Basta, Nadine Basta, Sattwik Panda, Cengage India, 2022.	
NPTEL/ YouTube/ Faculty Video Link:		
1.	https://www.youtube.com/watch?v=VqFqWIqOB1g	
2.	https://www.youtube.com/watch?v=hVJqHgqF59A	

3.	https://www.youtube.com/watch?v=O5RX_T4Tg24
4.	https://www.youtube.com/watch?v=RJZ0pxcZsSQ
5.	https://www.youtube.com/watch?v=I9FOswjTSGg

Mode of Evaluation

CIE							ESE	Total
ST1	**ST2**	**ST3**	**TA1**	**TA2**	**TA3**	**Attendance**		
			5	**5**	**5**	**5**		
30			**20**				**50**	**100**

NOIDA INSTITUTE OF ENGINEERING AND TECHNOLOGY
GREATER NOIDA-201306
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School of Computer Science in Emerging Technologies

Course Code: BNC0402	Course Name: Environmental Science	L	T	P	C
Course Offered in: All the branches		**2**	**0**	**0**	**-**

Pre-requisite: Basic knowledge of biology, chemistry, ecology, geology, mathematics, and understanding of human impacts on natural systems.

Course Outcome- After completion of the course, the student will be able to		Bloom's Knowledge Level (KL)
CO1	Understand the basic principles of ecology and environment. Ecosystem: Basic concepts, components of ecosystem, food chains and food webs. Ecological pyramids, biodiversity.	K1,K2
CO2	Understand the different types of natural recourses like food, forest, Minerals and energy and their conservation.	K1,K2
CO3	Understand the different types of pollution, pollutants, their sources, effects and their control methods.	K1,K2
CO4	Understand the basic concepts of sustainable development, Environmental Impact Assessment (EIA) and different acts related to environment	K1,K2

CO-PO Mapping

CO/PO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PSO1	PSO2	PSO3
CO1	3	3	2	2	-	3	3	2	2	-	2	2	2	2
CO2	3	3	2	2	-	3	3	2	2	-	2	2	2	3
CO3	3	3	2	2	-	3	3	2	2	-	2	2	2	3
CO4	3	3	2	2	-	3	3	3	2	-	2	3	2	3

Course Contents / Syllabus

Module 1	**Basic Principle of Ecology and Biodiversity**	**4 hours**

Definition, Scope and basic principles of ecology and environment. Ecosystem: Basic concepts, components of ecosystem. Food chains and food. Webs. Ecological pyramids, Energy flow in ecological systems, Characteristics of different ecosystems. Biogeochemical Cycles: Importance, gaseous and sedimentary cycles. Carbon, Nitrogen, Phosphorus and Sulphur Cycles. Biodiversity and their importance, Threats to biodiversity, major causes,

extinction's, vulnerability of species to extinction, IUCN threat categories, Red data book. Strategies for biodiversity conservation, principles of biodiversity conservation in-situ and ex-situ conservation strategies Mega diversity zones and Hot spots, concepts, distribution and importance.

Module 2	**Natural Resources and Ecological succession**	**4 hours**

Natural resources and associated problems. Forest resources: Use and over- exploitation, deforestation. Timber extraction, mining, dams and their effects on forest and tribal people. Mineral resources: Use and exploitation, environmental effects of extracting and using mineral resources. Food resources: World food problems, changes caused by agriculture and over- grazing, effects of modern agriculture, fertilizer-pesticide problems, water logging, and salinity. Land resources: Land as a resource, land degradation, man induced landslides. Equitable use of resources for sustainable lifestyles.

Non-Renewable Energy Resources: Fossil fuels and their reserves, Nuclear energy, types, uses and effects, Renewable Energy Resources: hydropower, Solar energy, geothermal, tidal and wind energy, Biomass energy, biogas and its advantages. Ecological succession-Types, stages, examples of ecological succession

Module 3	**Pollution and Waste Management**	**4 hours**

Air pollution: sources of air pollution, Primary and secondary air pollutants. Origin and effects of SOX, NOX, Cox,CFC, Hydrocarbon, control of air pollution. Water pollution: sources and types of water pollution, Effects of water pollution, Eutrophication, Soil pollution: Causes of soil pollution, Effects of soil pollution, Major sources of and effects of noise pollution on health, Radioactive and thermal pollution sources and their effects on surrounding environment. Solid waste disposal and its effects on surrounding environment, Introduction to E- Waste, Types and classification of E-Waste, Impacts of E- Waste on environment and human health,E-Waste management and recycling., Climate change, global warming, acid rain, ozone layer depletion.

Module 4	**Environmental Assessment and Legislation**	**4 hours**

Women education, Role of NGOs regarding environmental protection, Bio indicators and their role, Natural disasters and disasters management, Aims and objectives of Environmental Impact Assessment (EIA). Salient features of following Acts: Environmental Protection Act, 1986, Wildlife (Protection) Act, 1972.Water (Prevention and control of pollution) Act, 1974. Forest (Conserving) Act, 1980.
Definition and concept of sustainability, impacted areas of sustainable development, Global initiative and issues on sustainable development UNSDsGs, System Thinking and Sustainability.

	Total Lecture Hours	**20 hours**

Textbook:

S.No	**Book Title**
1	Brady, N.C. 1990. The nature and properties of Soils, Tenth Edition. Mac Millan Publishing Co., New York
2	Sodhi G.S. 2005, Fundamentals of Environmental Chemistry: Narosa Publishing House, New Delhi.
3	Dash, M.C. (1994), Fundamentals of Ecology, Tata Mc Graw Hill, New Delhi.

S.No	**Book Title**

1	Rao M.N. and H.V.N. Rao, 1989 : Air Pollution, Tata McGraw Hill Publishing Co. Ltd., New Delhi
2	A Text Book of environmental Science By Shashi Chawla
Unit 1:	https://www.youtube.com/watch?v=T21OO0sBBfc, https://www.youtube.com/watch?v=qt8AMjKKPDo
Unit 2:	https://www.youtube.com/watch?v=mOwyPENHhbc, https://www.youtube.com/watch?v=yqev1G2iy2 https://www.youtube.com/watch?v=_74S3z3IO_I, https://www.youtube.com/watch?v=jXVw6M6m2
Unit 3:	https://www.youtube.com/watch?v=7qkaz8ChelI, https://www.youtube.com/watch?v=NuQE5fKmfME https://www.youtube.com/watch?v=9CpAjOVLHII, ttps://www.youtube.com/watch?v=yEci6iDkXYw
Unit 4	https://www.youtube.com/watch?v=ad9KhgGw5iA, https://www.youtube.com/watch?v=nW5g83NSH9 M, https://www.youtube.com/watch?v=xqSZL4Ka8xo

Mode of Evaluation

CIE							ESE	Total
ST1	**ST2**	**ST3**	**TA1**	**TA2**	**TA3**	**Attendance**		
			5	**5**	**5**	**5**		
30			**20**				**50**	**100**

NOIDA INSTITUTE OF ENGINEERING AND TECHNOLOGY
GREATER NOIDA-201306
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School of Computer Science in Emerging Technologies

Course Code: BCSE0411	Course Name: PYTHON WEB DEVELOPMENT WITH DJANGO	L	T	P	C
Course Offered in: CSE/CSE(R)/ CSE(TWIN)/ IT/ IT(TWIN)/ M.Tech(Int.)/CSE(IOT)		**3**	**0**	**0**	**3**

Pre-requisite: Students should have good knowledge of Python Programming and Python coding experience.

Course Objective: This course focuses on how to design and build statistics as well as dynamic webpages and interactive web-based applications. These courses mainly focus on how Python operates within web development using the increasingly popular Django framework.

Course Outcome- After completion of the course, the student will be able to		Bloom's Knowledge Level (KL)
CO 1	Apply the knowledge of python programing that are vital in understanding Django application and analyze the concepts, principles and methods in current client-side technology to implement Django application over the web.	K3,K6
CO 2	Demonstrate web application framework i.e. Django to design and implement typical dynamic web pages and interactive web based applications.	K3, K6
CO 3	Implementing and analyzing the concept of Integrating Accounts & Authentication on Django.	K3, K4
CO 4	Understand the impact of web designing by database connectivity with SQLite in the current market place where everyone uses to prefer electronic medium for shoping, commerce, and even social life also.	K2, K3
CO 5	Analyzing and creating a functional website in Django and deploy Django Web Application on Cloud.	K3, K6

CO-PO Mapping

CO/PO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PSO1	PSO2	PSO3
CO1	2	2	3	1	3	-	1	3	-	3	3	3	2	2
CO2	2	2	3	1	3	-	1	-	-	2	3	3	2	2
CO3	2	2	2	2	2	-	-	2	-	2	2	3	2	3
CO4	2	1	2	1	2	-	-	1	1	2	2	3	2	2

CO5	2	1	3	2	3	-	-	3	2	3	3	3	3	2

Course Contents / Syllabus

Unit 1	Python libraries for web development	**8 hours**

Collections-Container datatypes, Tkinter-GUI applications, Requests-HTTP requests, BeautifulSoup4-web scraping, Scrapy, Zappa, Dash, CherryPy, Turbo Gears, Flask, Web2Py, Bottle, Falcon, Cubic Web, Quixote, Pyramid.

Unit 2	Introduction to Django Framework	**8 hours**

Understanding Django environment, Features of Django and Django architecture, MVC and MTV, Urls and Views, Mapping the views to URLs, Django Template, Template inheritance Django Models, Creating model for site, Converting the model into a table, Fields in Models, Integrating Bootstrap into Django, Creating tables, Creating grids, Creating carousels.

Unit 3	Integrating Accounts & Authentication on Django	**8 hours**

Introduction to Django Authentication System, Security Problem & Solution with Django Creating Registration Form using Django, Adding Email Field in Forms, Configuring email settings, Sending emails with Django, Adding Grid Layout On Registration Page, Adding Page Restrictions, Login Functionality Test and Logout.

Unit 4	Connecting SQLite with Django	**8 hours**

Database Migrations, Fetch Data From Database, Displaying Data On Templates, Adding Condition On Data, Sending data from url to view, Sending data from view to template, Saving objects into database, Sorting objects, Filtering objects, Deleting objects, Difference between session and cookie, Creating sessions and cookies in Django.

Unit 5	Deploying Django Web Application on Cloud	**8 hours**

Creating a functional website in Django, Four Important Pillars to Deploy, registering on Heroku and GitHub, Push project from Local System to GitHub, Working with Django Heroku, Working with Static Root, Handling WSGI with gunicorn, Setting up Database & adding users.

	Total Lecture Hours	**40 hours**

Textbook:

S.No	**Book Title**
1	Martin C. Brown, "Python: The Complete Reference Paperback", 4th Edition 2018, McGraw Hill Education Publication.
2	Reema Thareja, "Python Programming: Using Problem Solving Approach", 3rd Edition 2017, Oxford University Press Publication.
3	Daniel Rubio, Apress," Beginning Django Web Application Development and Deployment with Python", 2nd Edition 2017, Apress Publication.
4	William Jordon, "Python Django Web Development: The Ultimate Django web framework guide for Beginners", 2nd Edition 2019, Kindle Edition.

Reference Books

S.No		

1	Tom Aratyn, "Building Django 2.0 Web Applications: Create enterprise-grade, scalable Python web applications easily with Django 2.0", 2nd Edition 2018, and Packt Publishing.
2	Nigel George, "Build a website with Django", 1st Edition 2019, GNW Independent Publishing Edition.
3	Ray Yao," Django in 8 Hours: For Beginners, Learn Coding Fast! 2nd Edition 2020, independently published Edition.
4	Harry Percival, "Test-Driven Development with Python: Obey the Testing Goat: Using Django, Selenium, and JavaScript", 2nd Edition 2019, Kindle Edition.

NPTEL/ YouTube/ Faculty Video Link:	
1.	https://youtu.be/eoPsX7MKfe8?list=PLIdgECt554OVFKXRpo_kuI0XpUQKk0ycO https://youtu.be/tA42nHmmEKw?list=PLh2mXjKcTPSACrQxPM2_1Ojus5HX88ht7 https://youtu.be/8ndsDXohLMQ?list=PLDsnL5pk7-N_9oy2RN4A65Z-PEnvtc7rf https://youtu.be/QXeEoD0pB3E?list=PLsyeobzWxl7poL9JTVyndKe62ieoN-MZ3 https://youtu.be/9MmC_uGjBsM?list=PL3pGy4HtqwD02GVgM96-V0sq4_DSinqvf
2.	https://youtu.be/F5mRW0jo-U4 https://youtu.be/yD0_1DPmfKM?list=PLQVvvaa0QuDe9nqlirjacLkBYdgc2inh3 https://youtu.be/rHux0gMZ3Eg https://youtu.be/jBzwzrDvZ18 https://youtu.be/RiMRJMbLZmg
3.	https://youtu.be/8DF1zJA7cfc https://youtu.be/CTrVDi3tt8o https://youtu.be/FzGTpnI5tpo https://youtu.be/z4lfVsb_7MA https://youtu.be/WuyKxdLcw3w
4.	https://youtu.be/UxTwFMZ4r5k https://youtu.be/2Oe55iXjZQI https://youtu.be/zV8GOI5Zd6E https://youtu.be/uf2tdzh7Bq4 https://youtu.be/RzkVbz7Ie44
5.	https://youtu.be/kBwhtEIXGII https://youtu.be/Q_YOYNiSVDY https://youtu.be/_3AKAdHUY1M https://youtu.be/6DI_7Zja8Zc https://youtu.be/UkokhawLKDU

Mode of Evaluation

CIE							ESE	Total
ST1	ST2	ST3	TA1 5	TA2 5	TA3 5	Attendance 5		
30			20				100	150

NOIDA INSTITUTE OF ENGINEERING AND TECHNOLOGY
GREATER NOIDA-201306
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School of Computer Science in Emerging Technologies

Course Code: BCSCA10411	Course Name: Data Analytics	L	T	P	C
Course Offered in: DATA ANALYTICS		0	0	6	3

Pre-requisite: Basic Knowledge of Statistics and Probability

Course Objectives: The objective of this course is to understand the fundamental concepts of Data analytics and learn about various types of data formats and their manipulations. It helps students to learn exploratory data analysis and visualization techniques in addition to R/Python/Tableau programming language.

Course Outcome: After completion of the course, the student will be able to		Bloom's Knowledge Level (KL)
CO1	Understand the fundamental concepts of data analytics in key areas relevant to data science.	K1
CO2	Explain and exemplify common data types and their representations.	K2
CO3	Apply data pre-processing techniques to real-world datasets.	K3
CO4	Analyze datasets through exploratory data analysis techniques.	K4
CO5	Evaluate and illustrate appropriate data visualization methods for varied datasets and scenarios.	K5

CO-PO Mapping (Scale 1: Low, 2: Medium, 3: High)

CO-PO Mapping	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PSO1	PSO2	PSO3
CO1	3	2	2	1	2	1	1	0	1	0	2	2	2	2
CO2	3	2	1	1	2	1	0	0	1	0	1	2	2	1
CO3	3	3	2	2	3	2	0	1	1	0	2	3	2	2
CO4	3	3	2	3	3	2	0	1	2	0	2	3	2	2
CO5	3	2	2	1	3	2	0	1	2	0	2	3	3	2

Course Contents / Syllabus

Unit 1	Introduction To Data Science	8 hours

Introduction to Data Science, Big Data, the 5 V's, Evolution of Data Science, Datafication, Skillsets needed, Data Science Lifecycle, types of Data Analysis, Data Science Tools and technologies, Need for Data Science, Analysis Vs Analytics Vs Reporting, Big Data Ecosystem, Future of Data Science, Applications of Data Science in various fields, Use cases of Data science-Facebook, Netflix, Amazon, Uber, Airbnb.

Unit 2	Data Handling	8 hours

Types of Data: structured, semi-structured, unstructured data, Numeric, Categorical, Graphical, High Dimensional Data, Transactional Data, Spatial Data, Social Network Data, standard datasets, Data Classification, Sources of Data, Data manipulation in various formats, for example, CSV file, pdf file, XML file, HTML file, text file, JSON, image files etc. import and export data in R/Python.		
Unit 3	**Data Pre-processing**	**8 hours**
Handling Missing data, Removing Redundant variables, variable Selection, identifying outliers, Removing Outliers, Time series Analysis, Data transformation and dimensionality reduction techniques such as Principal Component Analysis (PCA), Factor Analysis (FA) and Linear Discriminant Analysis (LDA), Univariate and Multivariate Exploratory Data Analysis. Data Munging, Data Wrangling- APIs and other tools for scrapping data from the web/ internet using R/Python		
Unit 4	**Exploratory Data Analysis**	**8 hours**
AWS global infrastructure, How to select a region, What is edge location and regional edge cache, AWS global, regional and zonal services, Local zones, wavelength zones and outposts, Benefits of using AWS cloud, AWS shared responsibility model, AWS acceptable use policy, Virtualization and hypervisors, Regions and availability zones, EC2 - Old Console vs New Console, Launch EC2 instance, Create instances with Elastic block storage (EBS), Elastic File Systems (EFS) and Simple Storage Service (S3), Amazon Dynamo DB introduction, Dynamo DB : Create table and add items, Dynamo DB: Scan and query operations, Different types of NoSQL databases, SQL vs NoSQL.		
Unit 5	**Data Visualization**	**8 hours**
Introductions and overview, Debug and troubleshoot installation and configuration of the Tableau. Creating Your First visualization: Getting started with Tableau Software, Using Data file formats, connecting your Data to Tableau, creating basic charts (line, bar charts, Tree maps), Using the Show me panel. Tableau Calculations: Overview of SUM, AVR, and Aggregate Features Creating custom calculations and fields, Applying new data calculations to your visualization. Manipulating Data in Tableau: Cleaning-up the data with the Data Interpreter, structuring your data, Sorting, and filtering Tableau data, Pivoting Tableau data. Advanced Visualization Tools: Using Filters, Using the Detail Panel Using the Size panels, customizing filters, Using and Customizing tooltips, formatting your data with colours, Creating Dashboards & Stories, Distributing & Publishing Your Visualization.		
	Total Lecture Hours	**40 hours**

Textbook:

S.No	Book Title	Author
1	Making sense of Data: A practical Guide to Exploratory Data Analysis and Data Mining, John Wiley Publishers, 2007	Glenn J. Myatt
2	Data Analysis and Data Mining, 2nd Edition, John Wiley & Sons Publication, 2014.	Glenn J. Myatt

Reference Books:

S.No	Book Title	Author
1	Open Data for Sustainable Community: Glocalized Sustainable Development Goals	Neha Sharma, Santanu Ghosh, Monodeep Saha
2	The Data Science Handbook, John Wiley & Sons, Inc., 2017 (1st edition)	Field Cady
3	Data Mining Concepts and Techniques (3rd Edition), Morgan Kaufmann (Elsevier), 2012 (often noted June 2011)	Jiawei Han, Micheline Kamber, Jian Pei

NPTEL/ Youtube/ Faculty Video Link:

1	https://www.youtube.com/playlist?list=PL15FRvx6P0OWTlNBS_93NHG2hIn9cynVT
2	https://www.youtube.com/playlist?list=PLLy_2iUCG87DxxkLX4Pc3wCvsF1yAvz0T
3	https://www.youtube.com/watch?v=lhO3fBiMDag
4	https://www.youtube.com/watch?v=q4pyaVZjqk0
5	https://www.youtube.com/playlist?list=PLWPirh4EWFpGXTBu8ldLZGJCUeTMBpJFK

Mode of Evaluation

CIE							ESE	Total
ST1	**ST2**	**ST3**	**TA1** **5**	**TA2** **5**	**TA3** **5**	**Attendance** **5**		
50							**100**	**150**

NOIDA INSTITUTE OF ENGINEERING AND TECHNOLOGY
GREATER NOIDA-201306
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School of Computer Science in Emerging Technologies

Course Code: BCSCY0411	Course Name: Fundamentals of Cyber Security	L	T	P	C
Course Offered in: All B. Tech program as Department elective		**3**	**0**	**0**	**3**

Pre-requisite: Basic knowledge of Computer Systems, Familiarity with Internet Usage and Web Browsing, Understanding of basic Networking Terms (e.g., IP, LAN, Router), Awareness of Digital Tools (Email, Cloud, Antivirus), Fundamental Logical Thinking.

Course Objective: To introduce the fundamental concepts and scope of cyber security, attacks, and vulnerabilities and explore basic security mechanisms and protective technologies to prepare the students for future learning in advanced security domains

Course Outcome- After completion of the course, the student will be able to		Bloom's Knowledge Level (KL)
CO 1	Understand the basic principles and terminology of cyber security.	K1
CO 2	Recognize common cyber threats and attack vectors.	K2
CO 3	Demonstrate knowledge of basic cyber defense tools and techniques.	K2
CO 4	Adopt safe online behavior and promote cyber hygiene.	K2
CO 5	Interpret and apply basic cyber laws and ethical principles.	K3

CO-PO Mapping

CO/PO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PSO1	PSO2	PSO3
CO1	**3**	**2**	**1**	**1**	**1**	**-**	**1**	**-**	**1**	**-**	**2**	**2**	**2**	**3**
CO2	**3**	**3**	**2**	**2**	**2**	**-**	**2**	**-**	**2**	**-**	**2**	**2**	**2**	**3**
CO3	**3**	**3**	**3**	**2**	**3**	**-**	**3**	**2**	**2**	**1**	**3**	**3**	**2**	**2**

CO4	**2**	**2**	**2**	**1**	**2**	**1**	**3**	**2**	**2**	**-**	**3**	**2**	**2**	**3**
CO5	**2**	**2**	**2**	**2**	**1**	**1**	**3**	**2**	**2**	**1**	**3**	**1**	**2**	**3**

Course Contents / Syllabus

Unit 1	**Introduction to Cyber Security**	**9 hours**

Definition, Evolution, and Need of Cyber Security, Difference between Information Security and Cyber Security, Cyber Forensics, The CIA Triad (Confidentiality, Integrity and Availability), Basic Terminologies: Threats, Vulnerabilities, Exploits, Risks, Cyber Security Objectives: Prevention, Detection, Response and Recovery, Cyber Security Domains: Network Security, Information Security, Application Security, Cloud Security and IoT Security, Security Goals, Roles of Security Policies, Procedures, and Awareness.

Unit 2	**Cyber Threats and Attacks**	**9 hours**

Malware Types: Virus, Worm, Trojan Horse, Ransomware, Spyware, Adware, Social Engineering Attacks: Phishing, Baiting, Pretexting, Tailgating, Web-Based Attacks: SQL Injection, Cross-Site Scripting (XSS), Clickjacking, Network Attacks: Denial-of-Service (DoS), DDoS, Spoofing, Sniffing, Insider threats and APTs (Advanced Persistent Threats), Emerging Threats: IoT Vulnerabilities, Mobile Threats

Unit 3	**Cyber Defense Mechanisms**	**9 hours**

Authentication Mechanisms: Passwords, OTPs, Biometrics, Access Control Models: DAC, MAC, RBAC, Firewalls: Types, Configurations, Limitations, Intrusion Detection and Prevention Systems (IDS/IPS), Cryptography: Basic Idea of Encryption and Decryption, Endpoint Protection: Antivirus, Anti-Malware, Backup Types: Full, Incremental, Differential, Incident Response Basics.

Unit 4	**Network & System Security Basics**	**9 hours**

Basic Network Security Concepts: IP, MAC, Ports, Protocols (HTTP, HTTPS, FTP), Network Security Devices: Routers, Switches, Firewalls, Proxies, Secure System Configuration: OS Hardening, User Privileges, Patch Management and Software Updates, Secure Coding Principles and Common Software Flaws, Safe Browsing Habits, Secure Downloads, Email Security.

Unit 5	**Cyber Ethics, Laws and Digital Hygiene**	**9 hours**

Cyber Ethics: Responsible use of Technology, Netiquette, Importance of Cyber Laws and Data Protection Regulations (GDPR), Overview of Indian IT Act 2000 and Amendments (Sections 43, 66, 67, etc.), Data Privacy and Data Protection Principles, Intellectual Property Rights (IPR) in Cyberspace, Digital Footprint, Identity Protection, Password Hygiene, Cyber Bullying, Trolling, Online Frauds, Fake News Awareness

	Total Lecture Hours	**45 hours**

Textbook:

S.No	**Book Title**
1	William Stallings – Cybersecurity: Principles and Practice, Pearson.
2	Chuck Easttom – Computer Security Fundamentals, Pearson

Reference Books

S.No		
1	Fundamentals of Cyber Security, CRC Press	

2	Cyber Security, Wiley India

NPTEL/ YouTube/ Faculty Video Link:

Unit 1.	https://www.youtube.com/watch?v=z5nc9MDbvkw
Unit 2.	https://nptel.ac.in/courses/106106129
Unit 3.	https://www.youtube.com/watch?v=BdluJhRaAMA
Unit 4.	https://nptel.ac.in/courses/106105183
Unit 5.	https://www.youtube.com/watch?v=uqvn2vRBOqk&list=PLm3g0kXO2llm8Qd6EpkQc2gUiCz-bf3f2

Mode of Evaluation

CIE							ESE	Total
ST1	**ST2**	**ST3**	**TA1**	**TA2**	**TA3**	**Attendance**		
			5	**5**	**5**	**5**		
30			**20**				**100**	**150**