



VISHNU
UNIVERSAL LEARNING

SHRI VISHNU ENGINEERING COLLEGE FOR WOMEN :: BHIMAVARAM
(Autonomous)

IV B.TECH- IT (R22- SYLLABUS)

BIOMETRICS
(Professional Elective-III)

Subject Code:UGIT7T0122	L	T	P	C
IV Year/ISemester	3	0	0	3

Prerequisites:

1. Knowledge on Biometric authentication process
2. Awareness on different biometric devices
3. Data Communication and Computer Networks, Cryptography and Network Security

Course Objectives:

1. To explain Biometric Matching, Accuracy and Finger Scan Technology.
2. To introduce Facial Scan, Iris Scan, Voice Scan and other Biometric Technologies.
3. To explain Biometric Solution Matrix and various Biometric Standards.
4. To explain the use of Biometrics in Network Security.

SYLLABUS:

UNIT I: (6Hrs)

Introduction – Why Biometrics? - Benefits of biometrics versus Traditional Authentication methods, Benefits of biometrics in identification Systems

Key Biometric Terms and Processes - Definitions, Verification and identification, Logical versus Physical Access, how biometric matching works, **Accuracy in biometric systems** – False match rate, False non-match rate, Failure to enroll rate, Derived metrics. **[T1]**

UNIT II: (8Hrs)

Finger scan – Components, how finger scan technology works, competing finger Scan technologies, Finger scan Deployments, Finger scan Strengths, Finger scan weaknesses. **[T1]**

Facial Scan – Components, how facial scan technology works, competing facial Scan technologies, Facial scan Deployments, Facial scan Strengths, Facial scan weaknesses. **[T1]**

UNIT III:

(8Hrs)

Iris Scan - Components, how it works, Deployments, Iris scan Strengths, Iris scan weaknesses. **[T1]**

Voice Scan - Components, how it works, Deployments, Voice scan Strengths, Voice scan weaknesses. **[T1]**

Other physiological biometrics – Hand Scan, Retina Scan, Automatic Fingerprint Identification Systems (AFIS)

UNIT IV:

10 Hrs)

Other Leading Behavioral Biometrics – Signature scan, keystroke scan. **[T1]**

Categorizing Biometrics Applications – Defining the Seven Biometric Applications, Introduction to IBG's Biometric Solution Matrix

Assessing the Privacy Risks of Biometrics – Bio Privacy Technology Risk Ratings

Biometric standards – Why Standards? Application Programming Interfaces. **[T1]**

UNIT V:

(12Hrs)

Recommended Biometric for Network Security – Finger Biometrics, Face Biometrics, Voice Biometrics, Iris Biometrics, the Choice of a Biometric for Network Access

An Introduction to Statistical Measures of Biometrics – FAR, FRR, FTE, EER, and What Measure is Most Important?

The Biometric Transaction – Securing and Trusting a Biometric Transaction, Trusted Biometric Devices, and non-trusted biometric devices, Matching Location. **[T2]**

Course Outcomes:

Upon the completion of the course, the students will be able to:

CO1: Identify various biometric techniques and standards. **[L3]**

CO 2: categorizes biometric applications and technologies to real time Problems. **[L4]**

CO3: Describe various biometric mechanisms. **[L2]**

CO4: Determine security mechanisms in Biometrics. **[L5]**

Mapping of COs to POs:

COs/ POs	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11	PO 12	PSO 1	PSO 2
CO1	3	-	-	-	-	-	-	-	-	-	-	-	3	-
CO2	-	3	-	-	-	-	-	-	-	-	-	-	3	-
CO3	-	-	-	3	-	-	-	-	-	-	-	-	3	-
CO4	-	-	3	-	-	-	-	-	-	-	-	-	3	-

TEXTBOOKS:

1. "Biometrics–Identity Verification in a Networked World", Samir Nanavati, Michael Thieme, Raj Nanavati, A Wiley Tech Brief.
2. "Biometrics for Network Security" Paul Reid, Pearson Education.

REFERENCE BOOKS:

1. "Biometrics-The Ultimate Reference", John D. Woodward, Jr. Wiley Dreamtech
2. Woodward, J.D. and Orlans, Nicholas M., Biometrics, McGraw Hill
3. "Implementing Biometric Security", John Chirillo, Scott Blaul, Wiley

ONLINE COURSES/REFERENCES:

1. "Biometrics-An introductory course about understanding the different types and uses of biometrics" Created by Art of Service – Udemy course
2. "Biometrics"-offered by IIT Kanpur – NPTEL Course
3. "Usable Security" offered by University of Maryland – Coursera course
4. <https://blog.mantratec.com/category/biometric-technology>
5. <https://www.bayometric.com/biometric-blog/>
6. <https://www.aware.com/blog/>

IMAGEPROCESSING

(PROFESSIONALELECTIVE–III)

SubjectCode:UGCS7T0322
IVYear/ISemester

L	T	P	C
3	0	0	3

Prerequisites:BasicknowledgeinMathematicsandComputerGraphics.

Course Objectives: The course objective is to provide introduction to basic concepts and methodologies to digital image processing, and to develop a foundation that can be used as the basis for further study and research in this field.

Syllabus:

UNITI:INTRODUCTION (8hrs)

Introduction to Digital Image Processing, Fundamental steps in image processing systems, Image acquisition, Sampling and quantization, Basic relationship between pixels, Mathematical tools used in image processing, Camera model of Image, Need for image transform and spatial frequencies in image processing, 2-D DFT, DCT, DST transforms.

UNITII:IMAGEENHANCEMENT (8hrs)

Some basic intensity transformation functions, Histogram processing, Fundamentals of spatial filtering –smoothing spatial filters and sharpening spatial filters, Combining spatial enhancement methods, Transformation and spatial filtering, Image smoothing using frequency domain filters Selective filtering and implementation.

UNITIII: (12hrs) **IMAGERESTORATION&RE-CONSTRUCTION:**

Image degradation/restoration model, Noise models, Restoration in the presence of noise, linear Position invariant degradation, Estimation of degradation function and inverse filtering, Wiener filtering, Constrain least square filtering.

COLORIMAGEPROCESSING:

Color fundamentals, Color models, Pseudo color Image Processing, Basics of full color image processing, Color transformations, Smoothing and sharpening.

UNITIV:IMAGECOMPRESSIONANDWATERMARKING (8hrs)

Lossless Compression: Variable length coding, Dictionary-based coding, LZW compression, Lossy Compression, Image Compression standards, JPEG, JPEG 2000, Digital Water Marking, Frequency Domain Water Marking, Security Attacks.

UNITV:SEGMENTATION&MORPHOLOGICALPROCESSING (7hrs)

Erosion and Dilation, Opening and closing, Hit or miss transformation, some basic Morphological algorithms, Gray-Scale Morphology, Point, line and edge detection, Thresholding, Region oriented segmentation, Segmentation using morphological watersheds, Use of motion in segmentation.

CourseOutcomes:

Upon completion of this course, the students will be able to:

CO1: Understand the fundamental steps in image processing.

CO2: Analyze different filters and transformations for the enhancement of an image.

CO3: Apply image processing techniques for restoration, reconstruction and compression of images.

CO4: Compare various color models to perform color image processing.

CO 5: Understand the concepts of segmentation and distinguish basic morphological algorithms.

Mapping of COs to POs:

POs/ COs	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11	PO 12	PSO 1	PSO 2
CO1	3	2	-	-	-	-	-	-	-	-	-	-	3	-
CO2	3	3	2	-	2	-	-	-	-	-	-	-	3	-
CO3	3	-	2	2	2	-	-	-	2	2	-	2	3	-
CO4	2	2	-	-	3	-	-	-	2	2	-	2	3	-
CO5	2	2	2	-	2	-	-	-	-	-	-	-	3	-

TEXTBOOKS:

1. Rafael C. Gonzalez and Richard E. Woods, Digital Image Processing, 2011, Pearson Education.
2. Anil K. Jain, Fundamentals of Digital Image Processing, 2012, Prentice Hall of India.

REFERENCEBOOKS:

1. S. Jayaraman, S. Esakirajan, T. Veerakumar, Digital Image Processing, 2009, McGraw Hill Publisher.
2. B. Canda and D. Dutta Mjunder, Digital Image Processing and analysis, 2011/12, Prentice Hall of India.

INFORMATION SECURITY INCIDENT RESPONSE & MANAGEMENT

NT

(Professional Elective-III)

Subject Code: UGIT7T0222
IV Year / I Semester

L	T	P	C
3	0	0	3

Prerequisites:

Familiarity with Computer Networks.

Course Objectives:

The Students learn different types of threats and attacks, data leakage, prevent them by applying policies, roles and responsibilities of information security, in addition to that security audits, mechanisms for auditing, generating of audit reports and post audit actions to be taken, and social engineering.

SYLLABUS:

UNIT I: (8hrs)

Information Security Management: Information Security Overview, Threats and Attack Vectors, Types of Attacks, Common Vulnerabilities and Exposures (CVE), Security Attacks, Computer Security Concerns, Information Security Measures etc., Key Elements of Networks, Logical Elements of Network, Critical Information Characteristics, Information States. [T1]

UNIT II: (9hrs)

Data Leakage, Information Security Policies, Procedures and Audits: What is Data Leakage and statistics, Data Leakage Threats, Reducing the Risk of Data Loss, Key Performance Indicators (KPI), and Database Security. [T2] Information Security Policies necessity key elements & characteristics, Security Policy Implementation, Configuration. Security Standards-Guidelines & Frameworks. Security Roles & Responsibilities, Accountability,

UNIT III: (10hrs)

Information Security Roles, Performance Metrics and Audit: Roles and Responsibilities of Information Security Management, team-responding to emergency situation-risk analysis process. [T2] Security Metrics and Reporting, Common Issues and Variances of Performance Metrics.

Introduction to Security Audit, Servers and Storage devices, Infrastructure and Networks, Communication Routes, Information Security Methodologies (Black-box, White-box, Grey-box), Phases of Information Security Audit and Strategies. [T2]

(8hrs)

UNIT V:

(10hrs)

CourseOutcomes:

CO1:Identifyandanalyzethetypesofthreatsandvulnerabilities,security policies and data leak. [L2]

CO2:Critically evaluate security audits methodologies and post audit actions to be taken. [L5]

C03:Analyzeandidentifythethreatsandvulnerabilitiesofthesystemat network and web application levels. [L3]

C04:Classify protection mechanisms for different types of social engineering. [L2]

C05: Make use of vulnerability management to protect the website from attacks. [L3]

Mapping of COs to POs:

[illegible]

TEXTBOOKS:

1. Management of Information Security by Michael E. Whitman and Herbert J. Mattord
2. Assessing Information Security (strategies, tactics, logic and framework) by A. Vladimirov, K. Gavrilenko, and A. Michajlowski
3. "The Art of Computer Virus Research and Defense" by Peter Szor.

REFERENCES:

1. <http://www.iso.org/iso/home/standards/management-standards/iso27001.htm>
2. <http://csrc.nist.gov/publications/nistpubs/800-55-Rev1/SP800-55-rev1.pdf>
3. <https://www.sans.org/reading-room/whitepapers/threats/implementing-vulnerability-management-process-34180>
4. <http://csrc.nist.gov/publications/nistpubs/800-40-Ver2/SP800-40v2.pdf>

ONLINE COURSES AND REFERENCES:

1. Cybersecurity Roles, Processes & Operating System Security (Offered by IBM)
2. Introduction to Cybersecurity Tools & Cyber Attacks (Offered by IBM)

NETWORK PROTOCOLS **(Professional Elective-III)**

Subject Code: UGIT7T0322

L T P C

IV Year/ I Semester

3 0 0 3

Prerequisites:

1. Data Communications.
2. Computer Networks.

Course Objective:

The student will know,

1. The importance of TCP/IP protocol suite.
2. How the protocols relate to one another?
3. The functionality of each protocol, syntax, and semantics of various PDUs.

SYLLABUS:

UNIT I: (8Hrs)

Internetworking Concept and Architectural Model: Introduction, Application-Level Interconnection, Network-Level Interconnection, Properties of the Internet, Internet Architecture, Interconnection through IP Routers. **[T1]**

Classful Internet Addresses: Introduction, Universal Identifiers, The Original Classful Addressing Scheme, Addresses Specify Network Connections, Network and Directed Broadcast Addresses, Limited Broadcast, Subnet and Supernet Extensions, IP Multicast Addresses, Loopback Address, IPV4 packet format. **[T2]**

UNIT II: (8Hrs)

IPV6 addressing scheme: Introduction, Address Space Allocation, Global Unicast Addresses, IPV6 packet format, Comparison between IPv4 and IPv6 Headers. **[T2]**

UNIT III: (6Hrs)

Address Mapping-Static Mapping, Dynamic Mapping, The ARP Protocol-Packet Format, Encapsulation, Operation, RARP, DHCP-operation, packet format, BOOTP. **[T1 & T2]**

IP protocol error handling: The Internet Control Message Protocol- Error Reporting vs. Error Correction, ICMP Message Format. **[T2]**

(8Hrs)

[T2]

(12Hrs)

[T2]

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Upon the completion of the course, the students will be able to:

observe packet flow on basis of routing protocols. [L3]

5. [L4]

protocols. [L5]

Applicationlayer. [L4]

[illegible]

TEXTBOOKS:

1. InternetworkingwithTCP/IPVol-1,Principles,Protocols,andArchitecture,Douglas e. Comer, Prentice Hall
2. TCP/IPProtocolSuite:byBehrouzA.Forouzan,McGrawHill,4th edition

REFERENCES:

1. Computer Networking: A Top-Down Approach, 6th edition, by James F. Kurose and Keith W. Ross.
2. TCP/IPIllustrated,Vol.1:TheProtocols,by W.RichardStevens.

ONLINECOURSESANDREFERENCES:

1. Introduction to TCP/IP: Coursera link:
<https://www.coursera.org/learn/tcpip#syllabus>

BLOCKCHAIN TECHNOLOGIES

(Professional Elective-IV)

Subject Code: UGIT7T0422

IV Year / I Semester

L	T	P	C
3	0	0	3

Prerequisite:

The prerequisite to learn about blockchain technology are important to identify whether you are ready for blockchain concepts.

Course objective:

To understand blockchain technology and Cryptocurrency works

SYLLABUS

UNIT I: Introduction to the blockchain, basic ideas behind blockchain, how it is changing the landscape of digitalization, introduction to cryptographic concepts required, Blockchain or distributed trust, Currency, Cryptocurrency, how Cryptocurrency works, financial services, and Bitcoin prediction markets.

UNIT II: Hashing, public key cryptosystems, private vs. public blockchain and use cases, Hash Puzzles, Extensibility of Blockchain concepts, Digital Identity verification, Blockchain Neutrality, Digital art, Blockchain Environment

UNIT III: Introduction to Bitcoin, Bitcoin Blockchain and scripts, Use cases of Bitcoin Blockchain, scripting language in micropayment, escrow etc Downside of Bitcoin mining,

Introduction to Blockchain Science, Grid coin, Folding coin, Blockchain Genomics, Bitcoin MOOCs.

UNIT IV: Ethereum continued, IOTA, the real need for mining, consensus, Byzantine Generals Problem, and Consensus as a distributed coordination problem, Coming to private or permissioned blockchains, Introduction to Hyperledger, Currency, Token, Campus coin, Coin drop as a strategy for Public adoption, Currency Multiplicity, Demurrage currency

UNIT V: Technical challenges, Business model challenges, Scandals and Public perception, Government Regulations, Uses of Blockchain in E-Governance, Land Registration, Medical Information Systems.

Course Outcomes:

After the completion of the course, students will be able to

CO1: Demonstrate the blockchain basics, Cryptocurrency

CO2: To compare and contrast the use of different private vs. public blockchains and use cases

CO3: Design an innovative Bitcoin Blockchain and scripts, blockchain Science on various coins

CO4: Classify Permission Blockchain and use cases –Hyperledger, Corda

CO5: Make Use of Block-chain in E-Governance, Land Registration, Medical Information Systems and others

Mapping of COs to POs

	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11	PO 12	PSO 1	PSO 2
CO1	3	3	3	-	3	3	-	-	-	-	-	-	3	-
CO2	3	3	3	-	3	3	-	-	-	-	-	-	3	-
CO3	3	3	3	-	3	3	-	-	-	-	-	-	3	-
CO4	3	3	3	-	3	3	-	-	-	-	-	-	3	-
CO5	3	3	3		3	3	-	-	-	-	-	-	3	-

Text Book:

1. Blockchain Blueprint for Economy by Melanie Swan

Reference Books:

1. Arvind Narayanan, Joseph Bonneau, Edward Felten, Andrew Miller, and Steven Goldfeder, Bitcoin and Cryptocurrency Technologies: A Comprehensive Introduction, Princeton University Press (July 19, 2016).
2. Antonopoulos, Mastering Bitcoin: Unlocking Digital Cryptocurrencies
3. Satoshi Nakamoto, Bitcoin: A Peer-to-Peer Electronic Cash System
4. DR. Gavin Wood, "ETHEREUM: A Secure Decentralized Transaction Ledger," Yellow paper 2014.
5. Nicola Atzei, Massimo Bartoletti, and Tiziana Cimoli, A survey of attacks on Ethereum smart contracts
6. Blockchain Basics: A Non-Technical Introduction in 25 Steps 1st Edition, by Daniel Drescher

HUMANCOMPUTERINTERACTION

(ProfessionalElective-IV)

SubjectCode:UGCS7T0722
IVYear/ISemester

L	T	P	C
3	0	0	3

Prerequisites: Basic concepts of system analysis and design and exposure to various user interface designs related to web and mobile.

CourseObjectives:

Upon successful completion of this course, students should be able to:

- Design clear, easy-to-understand and use interfaces and screens for graphical and Web systems.
- Describe and apply core theories, models and methodologies from the field of HCI.

Syllabus:

UNIT I: (10hrs)

The User Interface – An Introduction and Overview: Importance of User Interface, Defining the User Interface, importance of Good Design, Benefits of Good Design, A brief history of the Human-Computer Interface.

Characteristics of Graphical and Web User Interfaces: The Graphical User Interface, popularity of Graphics, the concept of direct manipulation, Graphical systems: Advantages and Disadvantages, Characteristics of the Graphical User Interface, The Web User Interface, The Popularity of the Web, Characteristics of a Web Interface, Principles of user interface Design.

UNIT II: (8hrs)

The User Interface Design process: Obstacles and Pitfalls in the Development Path, Usability, The Design Team, Understanding How People Interact with Computers, Important Human Characteristics in Design, Human Considerations in Design, Human Interaction Speeds.

Understand the Business Function: Business Definition and Requirements Analysis, Determining Basic Business Functions, Design Standards or Style Guides, System Training and Documentation Needs.

UNIT III: (12hrs)

Develop System Menus and Navigation Schemes: Structures of Menus, Functions of Menus, Content of Menus, Formatting of Menus, Phrasing the Menu, Selecting Menu Choices, Navigating Menus, Kinds of Graphical Menus.

Select the Proper Kinds of Windows: Window Characteristics, Components of a Window, Window Presentation Styles, Types of Windows, Window Management, Organizing Window Functions, Window Operations, Web Systems.

UNITIV: (9hrs)

Select the Proper Device-Based Controls: Characteristics of Device-Based Controls, Selecting the Proper Device-Based Controls.

Choose the Proper Screen-Based Controls: Operable Controls, Text Entry/Read-Only Controls, Selection Controls, Combination Entry/Selection Controls, Other Operable Controls, Custom Controls, Presentation Controls, Selecting the Proper Controls.

UNITV: (9hrs)

Components: Words, Sentences, Messages and Text, Text for Web Pages.

Create Meaningful Graphics, Icons and Images: Icons, Multimedia.

Choose the Proper Colors: Color, Color Uses, Possible Problems with Color, Color and Human Vision, Choosing Colors, Choosing Colors for Textual Graphic Screens, Choosing Colors for Statistical Graphics Screens, Choosing Colors for Web Pages, Colors to Avoid.

Course Outcomes:

Upon completion of this course, the students will be able to:

CO1: Interpret the basic principles of user interface & GUI design concepts.

CO2: Apply interactive design principles in real-time application development with client and system requirements.

CO3: Classify various interface design components by using modern tools.

Mapping of COs to POs:

POs/ COs	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11	PO 12	PSO 1	PSO 2
CO1	3	-	-	-	-	-	-	-	-	-	-	-	-	-
CO2	3	-	3	-	3	3	-	-	3	3	3	-	-	-
CO3	3	-	3	-	3	3	-	-	-	-	-	-	-	-

TEXTBOOKS:

1. Wilbert O Galitz, "The Essential Guide To User Interface Design", Wiley DreamaTech.
2. Ben Shneidermann, "Designing The User Interface", 3rd Edition, Pearson Education Asia.

REFERENCE BOOKS:

1. Alan Dix, Janet Finckay, Greg Goryd, Abowd, Russell Beal, "Human Computer Interaction", Pearson.
2. Prece, Rogers, Sharps, "Interaction Design", Wiley Dreamtech.
3. Soren Lauesen, "User Interface Design", Pearson Education.

SECURE SOFTWARE ENGINEERING

(Professional Elective-IV)

Subject Code: UGIT7T0522
IV Year / I Semester

L	T	P	C
3	0	0	3

Prerequisites:

Concepts related to Software Engineering, Object Oriented Development.

Course Objectives:

1. This course highlights the problems faced by the project team in the industry
2. It helps the people involved in the project to plan, schedule and manage the project
3. It gives successful and improvements for effective and efficient projects.

SYLLABUS:

UNIT I:

(8Hrs)

INTRODUCTION: Problem, Process, and Product, Problems of software practitioners, approach through software reliability engineering, experience with SRE, SRE process, defining the product, Testing acquired software, reliability concepts, software and hardware reliability. Implementing Operational Profiles, Developing, identifying, creating, reviewing the operation, concurrence rate, occurrence probabilities, applying operation profiles

UNIT II:

(8Hrs)

RELIABILITY: Engineering "Just Right" Reliability - Defining "failure" for the product, choosing a common measure for all associated systems. Setting system failure intensity objectives, determining user needs for reliability and availability. Overall reliability and availability objectives, common failure intensity objective. Engineering software reliability strategies. Preparing for Test, Preparing test cases.

UNIT III:

(10Hrs)

TEST STRATEGY: Executing Test, Planning and allocating test time for the current release. Invoking test identifying failures, Analyzing test output for deviations. Determining which deviations are failures, establishing when failures occurred.

GUIDE TO RELIABILITY ENGINEERING: Guiding Test, Tracking reliability growth, Estimating failure intensity. Using failure intensity patterns to guide test, Certifying reliability.

UNIT IV:

(8Hrs)

SECURITY WITH UML: Using UML for Security, UML diagrams for security requirement, security business process, physical security, security critical interaction,

security state. Analyzing Model, Notation, formal semantics security analysis, important security opportunities. Model based security engineering with UML.

UNIT V:

(7Hrs)

APPLICATIONS: Secure channel, Developing Secure Java program, more case studies. Tool support for UML, Extending UML CASE TOOLS with analysis tools, automated tools for UML. Formal Foundations, UML machines Rely guarantee specifications, reasoning about security properties.

Course Outcomes:

After completion of the course the students will

CO1: Understand the contents of a software requirements document. [L1]

CO2: Identify the difference between software, hardware reliability and different test plan to manage S/W failures. [L3]

CO3: Analyze how security assurance can be incorporated into the software development life cycle with UML. [L4]

CO4: Develop different applications with CASE Tools. [L6]

Mapping of CO to PO

	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11	PO 12
CO1	-	-	-	-	-	-	-	-	-	-	-	-
CO2	3	-	-	-	-	-	-	-	-	-	-	-
CO3	-	3	-	-	-	-	-	-	-	-	-	-
CO4	-	-	3	-	-	-	-	-	-	-	-	-

TEXTBOOKS:

1. John Musa D, "Software Reliability Engineering", 2nd Edition, Tata McGraw-Hill, 2005 (Units I, II, III)
2. Jan Jurjens, "Secure Systems Development with UML", Springer; 2004 (Unit IV and V)

SEMANTICWEBANDSOCIALNETWORKS

(Professional Elective-IV)

Subject Code:UGIT7T0622

IV Year/I Semester

L	T	P	C
3	0	0	3

Prerequisites: Familiarity with the concepts of databases and web.

Course Objectives:

The objective of this course is to provide insights to students about the context based semantic integration of multiple web resources and expose semantically enriched social data to the public domain. This course also focuses on various concepts such as knowledge representation, management, extraction; aggregating information across heterogeneous sources and analysis related to semantic web and social networks.

Syllabus:

UNIT I: (9hrs)

Web Intelligence: Thinking and Intelligent Web Applications, The Information Age, The World Wide Web, Limitations of Today's Web, The Next Generation Web, Web Architecture and Business Logic, The Semantic Web, Berners-Lee, Competing Web Standards, Semantic Web Road Map, Semantic Web Services, Logic on the semantic Web, Semantic Web Capabilities and Limitations.

UNIT II: (7hrs)

Knowledge Representation on the Semantic Web: Ontologies and their role in the semantic web, Ontology Languages for the Semantic Web – Resource Description Framework (RDF), Ontology Web Language (OWL).

UNIT III: (10hrs)

Ontology Engineering: Ontology Engineering, Constructing Ontologies, Ontology Example, Ontology Methods, Ontology Libraries, Ontology Matching, Ontology Mapping, Ontology Mapping Tools, Logic and Inference, Monotonic and Nonmonotonic Rules, Descriptive Logic, Inference Engines.

Semantic Web Applications: Semantic Web applications and services, Semantic Search, e-learning, Semantic Bio-informatics

UNIT IV: (10hrs)

Services and Technology: XML Based Web Services, Next Generation Web Services, Creating an OWL-S Ontology for Web Services, Semantic Search Technology, Web Search Agents and Semantic Methods.

Social Network Analysis: What is network analysis? Development of Social Network Analysis, Key concepts and measures in network analysis. Electronic sources for network analysis, Blogs and online communities, Web-based networks.

UNIT V: (8hrs)

Developing Social Semantic Applications: Building Semantic Web applications with social network features, Flink-the social networks of the Semantic Web community, Open academia: distributed, semantic-based publication management. **Course Outcomes:**

Upon completion of this course, the students will be able to:

CO1: Interpret the need of transformation of WWW and basic concepts of semantic web technology.

CO2: Build knowledge base for semantic web using ontology engineering.

CO3: Develop semantic web applications by using semantic technology and services for various domains.

CO4: Illustrates social network analysis and develop social semantic applications.

Mapping of COs to POs:

POs/ COs	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11	PO 12	PSO 1	PSO 2
CO1	3	3	3	3	-	-	-	-	-	-	-	-	3	3
CO2	3	3	3	3	-	-	-	-	-	-	-	-	3	3
CO3	3	3	3	3	-	-	-	-	-	-	-	-	3	3
CO4	3	3	3	3	-	-	-	-	-	-	-	-	3	3

TEXTBOOKS:

1. BernersLee, Godel, and Turing, "Thinking on the Web", Wiley.
2. Peter Mika, Social Networks and the Semantic Web, Springer.

REFERENCE BOOKS:

1. J. Davies, Rudi Studer, and Paul Warren, Semantic Web Technologies, Trends and Research in Ontology Based Systems, John Wiley & Sons.
2. Liyang Lu Chapman and Hall, Semantic Web and Semantic Web Services, CRC Publishers. (Taylor & Francis Group)
3. Heiner Stuckenschmidt and Frank Van Harmelen, Information Sharing on the semantic Web, Springer Publications.

E-COMMERCE AND DIGITAL MARKETING (Professional Elective-V)

Subject Code: UGIT7T0722

III Year / I Semester

L	T	P	C
3	0	0	3

Prerequisites:

1. Knowledge on traditional commerce and business processes
2. Basics of internet and online related transactions

Course Objectives:

The students will learn the following:

1. Basic concepts of e-business and e-commerce, including presentation and discussion of the strategies and technologies involved
2. Concepts and challenges of e-business, including a balanced coverage of both the technical and the management (operational, tactical and strategic) aspects of successful e-business
3. Concepts of business strategies, and technologies involved in the design and deployment of business and Digital Marketing on the internet and World Wide Web.

SYLLABUS:

UNIT I: (8hrs)

Electronic Commerce: Frame work, anatomy of E-Commerce applications, E-Commerce Consumer applications, E-Commerce organization applications, Consumer Oriented Electronic commerce, Mercantile Process models

UNIT II: (9hrs)

Electronic Payment Systems: Smart Cards, Credit Cards, Risks in Electronic Payment systems.

Inter Organizational Commerce: EDI, EDI Implementation, Value added networks.

UNIT III: (10hrs)

Intra Organizational Commerce - work Flow, Automation Customization and internal Commerce, Supply chain Management.

Textbooks:

1. "Frontiers of electronic commerce", Ravi Kalakata, Andrew B. Whinston, Pearson education.
2. Digital Marketing, Seema Gupta, McGrawHILL Education.

References:

1. E-Commerce fundamentals and applications by Hendry Chan, Raymond Lee, Tharam Dillon, Elizabeth Chang, - John Wiley.
2. E-Commerce by S. Jaiswal–Galgotia.
3. E-Commerce by Efrain Turbon, Jae Lee, David King, H. Michael Chang.
4. Electronic Commerce by Gary P. Schneider–Thomson

INFORMATION RETRIEVAL SYSTEMS

(Professional Elective-V)

Subject Code: UGIT7T0822

L T P C

IV Year / I Semester

3 0 0 3

Prerequisites: Basics of Database Management Systems, Data Structures.

Course Objectives

To give knowledge on Information Retrieval System data structures, algorithms for effective information retrieval.

UNIT I: (9hrs)

Introduction to Information Storage and Retrieval System: Introduction, Domain Analysis of IR systems and other types of Information Systems, IR System Evaluation.

Introduction to Data Structures and Algorithms related to information Retrieval: Basic Concepts, Data Structures, Algorithms.

UNIT II: (8hrs)

Inverted Files: Introduction, Structures used in Inverted Files, Building Inverted File using a sorted array, Modifications to Basic Techniques.

UNIT III: (12hrs)

Signature Files: Introduction, Concepts of Signature Files, Compression, Vertical Partitioning, Horizontal Partitioning

New Indices for Text: PAT Trees and PAT Arrays: Introduction, PAT Tree structure, algorithms on the PAT Trees, Building PAT trees as PATRICA trees, PAT representation as arrays.

UNIT IV: (9hrs)

Stemming Algorithms: Introduction, Types of Stemming Algorithms, Experimental Evaluations of Stemming to Compress Inverted Files.

UNIT V: (9hrs)

Thesaurus Construction: Introduction, Features of Thesauri, Thesaurus Construction, Thesaurus construction from Texts, Merging existing Thesauri.

Course Outcomes

After completing this course satisfactorily, a student will:

CO1: Understand the importance of Information Retrieval System and its data structures

CO2: Familiarize the representation of Information retrieval system in various formats like inverted files and signature files.

CO3: Understand PAT trees and PAT arrays for representation of information

CO 4: Understand stemming algorithms to compress the data in text preprocessing

CO5: Analyze the thesaurus construction from the given text

Mapping of COs & POs

POs/ COs	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11	PO 12
C01	3	3	3	3	-	-	-	-	-	-	-	3
C02	3	3	3	3	-	-	-	-	-	-	-	3
C03	3	3	3	3	-	-	-	-	-	-	-	3
C04	3	3	3	3	-	-	-	-	-	-	-	3
C05	3	3	3	3	-	-	-	-	-	-	-	3

TEXTBOOKS:

1. Frakes, W.B., Ricardo Baeza - Yates: Information Retrieval Data Structures and Algorithms, Prentice Hall, 1992.
2. Modern Information Retrieval by Yates Pearson Education.
3. Information Storage & Retrieval by Robert Korfhage - John Wiley & Sons.

REFERENCE BOOKS:

1. Kowalski, Gerald, Mark T Maybury: Information Retrieval Systems: Theory and Implementation, Kluwer Academic Press, 1997.
2. Information Retrieval Algorithms and Heuristics, 2ed, Springer.

NATURAL LANGUAGE PROCESSING

(Professional Elective-V)

Subject Code: UGIT7T0922

IV Year/I Semester

L	T	P	C
3	0	0	3

Prerequisites: Familiarity with machine learning.

Course Objectives: The main objective of the course is to learn how to develop practical computer systems capable of performing intelligent tasks on natural language analyze, understand and generate written text.

Syllabus:

UNIT I: (8hrs)

Introduction: Natural Language Processing Definition, Origins, applications, challenges, components of modern NLP – Regular Expressions, Words, Corpora, Tokenization, Text Normalization, Minimum Edit Distance. NLTK python library

Language Models: N-grams, Evaluating Language Models - Perplexity, Generalization and zeros, Smoothing – Laplace, Add-k, Interpolation and Backoff

UNIT II: (8hrs)

Naive Bayes: Naive Bayes Classifier - Training the NB Classifier - an example, Optimizing for Sentiment Analysis

Vector Semantics and Embeddings: Lexical Semantics, Vector Semantics, Words and Vectors, Cosine for measuring similarity, TF-IDF: Weighing terms in the vector, Pointwise Mutual Information (PMI), Word2vec

UNIT III: (10hrs)

Neural Networks and Neural Language Models : Feedforward networks for NLP :classification, Feedforward Neural Language Modelling, Training the Neural Language the model.

Sequence Labelling for Parts of Speech and Named Entities : English word classes, Part-of-speech tagging, Named Entities and Named Entity Tagging.

UNIT IV: (8hrs)

Deep Learning Architectures for Sequence Processing: Language Models, Recurrent Neural Networks, Managing Context in RNNs: LSTMs and GRUs

UNIT V: (10hrs)

GPT (Generative Pre-trained Transformer) Architecture: Overview of GPT Architecture, Pre-training and Fine-tuning

Introduction to Prompt Engineering: Role of Prompts in Controlling LLMs, Crafting Prompts for Specific Tasks, Guidelines for Prompt Design, Examples of Effective Prompts

CourseOutcomes:

Upon completion of this course, the students will be able to:

- CO1:** Understand the theoretical foundations of natural language processing in linguistics and formal language theory.
- CO2:** Analyse NLP tasks like text pre-processing, part-of-speech tagging, syntax parsing and semantic role labelling using existing algorithms and frameworks.
- CO3:** Apply existing mathematical models and machine learning algorithms to build NLP applications.
- CO4:** Conduct experiments to implement building blocks of statistical NLP. Summarize the mechanisms to generate natural language.
- CO5:** Evaluate language models designed to solve NLP problems

Mapping of COs to POs:

[illegible]

TEXTBOOKS:

1. Speech and Natural Language Processing - Daniel Jurafsky & James H Martin, Pearson Publications
2. Prompt Engineering for Generative AI-James Phoenix, Mike Taylor, Orielly publications

REFERENCEBOOKS:

1. PracticalNaturalLanguageProcessing:A Comprehensive Guide toBuildingReal-World NLP Systems, Oreilly Publishers - by Sowmya Vajjala, Bodhisattwa Majumder, Anuj Gupta, Harshit Surana
2. Natural Language Processing with Python: Analysing Text with the Natural Language Toolkit. Oreilly Publishers - Stevem Bord. Ewam Klein, Edward Loper

REAL-TIME SYSTEMS

(Professional Elective-V)

Subject Code: UGIT7T1022 IV

Year / I Semester

L	T	P	C
3	0	0	3

Pre-Requisites:

Basic programming skills and operating systems concepts

Course Objectives:

Students will learn the following:

1. Real-time scheduling and schedulability analysis {a,b,c}
2. Formal specification and verification of timing constraints and properties {a,b,c,d}
3. Design methods for real-time systems {a,b,c}
4. Development and implementation of new techniques to advance the state-of-the-art real-time systems research {c,d,e,f}

SYLLABUS:

UNIT I:

(9hrs)

Introduction to real-time systems: Historical background, RTS Definition, Classification of Real-time Systems, Time constraints, Classification of Programs.

Concepts of computer control: Introduction, Sequence Control, Loop control, Supervisory control, Centralized computer control, Distributed system, Human-computer interface, Benefits of computer control systems.

UNIT II:

(8hrs)

Computer hardware requirements for RTS: Introduction, General purpose computer, Single chip microcontroller, Specialized processors, Process-related Interfaces, Data transfer techniques, Communications, Standard Interface.

UNIT III:

(9hrs)

Languages for real-time applications: Introduction, Syntax layout and readability, Declaration and Initialization of Variables and Constants, Modularity and Variables, Compilation, Data types, Control Structure.

Exception Handling, Low-level facilities, Co routines, Interrupts and Device handling, Concurrency, Real-time support, Overview of real-time languages.

TextBooks:

1. JaneW.Liu,"Real-TimeSystems"PearsonEducation,2001.

References:

1. RajibMall,"Real-TimeSystems:TheoryandPractice,"1stEdition,Pearson, 2008.
2. KrishnaandShin,"Real-TImeSystems,"TataMcGrawHill.1999.
3. AlanC.Shaw,Real-TimeSystemsandSoftware,Wiley,2001.
4. PhilipLaplante,Real-TImeSystemsDesignandAnalysis,2ndEdition, Prentice Hall of India, 2012.

AUGMENTED REALITY AND VIRTUAL REALITY

(Job Oriented Elective-III)

Subject Code: UGCS7T1322
IV Year / I Semester

L	T	P	C
2	0	2	3

Prerequisites: The student should have basic knowledge on programming and computer graphics.

Course Objectives:

To introduce the basic concepts of Augmented Reality and Virtual Reality and to gain knowledge on various devices required for interaction and applications.

Syllabus:

UNIT I: (8 Lectures)

Introduction: Virtual Reality, Augmented Reality, Mixed Reality, Augmented Virtuality, Extended Reality, History, VR Features, VR Controllers, Current issues with VR, AR Mobile devices, AR headsets, AR glasses, AR Controllers, Current issues with AR.

UNIT II: (8 Lectures)

Consuming Content in VR : High-end devices, Mid-tier devices, Low-end devices, Near-Future Hardware.

Consuming Content in AR: Microsoft HoloLens, Meta 2, Magic Leap, Mira Prism, Apple ARKit, Google ARCore, Near-Future Hardware.

UNIT III: (12 Lectures)

Creating Content in VR and AR: Evaluating Your Project, Planning Your Virtual Reality Project, Planning Your Augmented Reality Project, Assessing Design Software, Capturing Real Life, Assessing Development Software, Distributing Your Content.

Cross-Platform Theory: Role of Game Engines, Understanding 3D Graphics, The Virtual Camera, Degrees of Freedom, Portability Lessons from Video Game Design, Simplifying the Controller Input.

UNIT IV: (8 Lectures)

Virtual Reality Toolkit: History of VRTK, SteamVR Unity Toolkit, VRTK v4, Future of VRTK, Success of VRTK, Getting Started with VRTK 4.

Best Practices: Handling Locomotion in VR & AR, Effective Use of Audio in VR & AR, Common Interactions Paradigms, Inventory for VR, Augmented Reality Raycasts.

UNIT V: (8 Lectures)

Applications: Travel, Museums, Aerospace, Retail, Military, Education, Entertainment, Real Estate, Advertising and Marketing, Mobile Apps for Experiencing Augmented Reality, Future of Virtual Reality and Augmented Reality.

Course Outcomes:

Upon completion of this course, the students will be able to:

CO1: Gain knowledge on AR & VR and various components involved in manifesting the same.

CO2: Plan content creation and identify necessary software required in implementing AR & VR.

CO3: Analyze the portability issues and understand the best practices.

CO 4: Understand how to implement various applications using AR and VR technologies.

Mapping of COs to POs:

POs/ COs	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11	PO 12	PSO 1	PSO 2
CO1	3	-	-	-	-	-	-	-	-	-	-	-	3	-
CO2	3	-	3	-	-	-	-	-	-	-	-	-	3	-
CO3	3	-	3	-	3	-	-	-	-	-	-	-	3	-
CO4	3	3	3	-	3	-	-	-	-	-	-	-	3	-

TEXTBOOKS:

1. Paul Mealy, Virtual & Augmented Reality For Dummies, John Wiley & Sons, Inc
2. Erin Pangilinan, Steve Lukas and Vasanth Mohan, Creating Augmented and Virtual Realities, O'Reilly Media Inc.

REFERENCE BOOKS:

1. Kelly S. Hale, Kay M. Stanney, Handbook of Virtual Environments: Design, Implementation, and Applications, Second Edition, CRC Press.
2. Gregory C. Burdea & Philippe Coiffet, John, Virtual Reality Technology, Second Edition, Wiley & Sons, Inc.
3. William R. Sherman, Alan Craig, Understanding Virtual Reality, interface, Application and Design, Elsevier (Morgan Kaufmann).
4. John Vince, Virtual Reality Systems, Pearson Education.
5. Andrew Davison, Killer Game Programming in Java, O'Reilly-SPD.
6. Alan B. Craig, William R. Sherman and Jeffrey D. Will, "Developing Virtual Reality Applications: Foundations of Effective Design", Morgan Kaufmann.
7. Alan B. Craig, Understanding Augmented Reality, Concepts and Applications, Morgan Kaufmann
8. Steve Aukstakalnis, "Practical Augmented Reality: A Guide to the Technologies, Applications, and Human Factors for AR and VR", Addison Wesley.
9. Brett S. Martin, "Virtual Reality", Norwood House Press.
10. Anand R., "Augmented and Virtual Reality", Khanna Publishing House, Delhi
11. Adams, "Visualization of Virtual Reality", Tata McGraw Hill.

DEEP LEARNING

(Job Oriented Elective-III)

Subject Code: UGIT7T1122
IV Year / I Semester

L	T	P	C
2	0	2	3

Prerequisites: The students should have basic knowledge in linear algebra, statistics, as well as programming in Python and Machine Learning.

Course Objectives:

1. Introduce major deep learning Algorithms, the problem setting and their application to solve real world problems.
2. Identify the deep learning Algorithms which are more appropriate for various types of learning tasks in various domains.

Syllabus:

UNIT I (9Hrs)

Neural Networks: Biological Neuron, Linear Perceptron, Expressing Linear Perceptron's as Neurons, Perceptron Learning Algorithm, Sigmoid, Tanh and ReLU Neurons. [T1]

UNIT II: (8Hrs)

Deep Feedforward Networks: Learning XOR, Gradient-Based Learning, Hidden Units, Architecture Design, Back-Propagation and Other Differentiation Algorithms. [T2]

UNIT III: (16Hrs)

Regularization for Deep Learning: Parameter Norm Penalties, Data set augmentation, Noise Robustness, Early stopping, Bagging and other Ensemble methods, Dropouts. [T2]

Convolution Neural Network: Convolution operation, Building Blocks of CNN, Pooling, Variants of basic convolution function. [T2]

UNIT IV: (9Hrs)

Recurrent and Recursive Networks: Recurrent Neural Networks, Bidirectional RNNs, Deep recurrent neural networks, Long Short-Term Memory Networks. [T2]

UNIT V: (9Hrs)

Deep Learning Frameworks: Introduction to Keras and TensorFlow, Deep Learning for computer vision – using CIFAR-10, LeNet Deep Learning for Text and

Sequences: working with Text Data, Sequence processing with ConvNets, TextGeneration with LSTM. **[T3]**

Lab Experiments:

1. Write an application to implement Perception.
2. Write an application to implement AND OR gates using Perception.
3. Write an application to implement a simple neural network
4. Write an application to implement a multi-layered neural network
5. Build an Artificial Neural Network by implementing the Backpropagation algorithm and test the same using appropriate data sets.
6. Design feedforward neural network for solving regression type problems. (Example: Predicting car purchase amount from car sales datasets)
7. Design Convolution Neural Network for image classification (use CIFAR-10 dataset for image classification)
8. Design Convolution Neural Network for traffic sign classification (Use LeNet dataset for traffic sign images classification)
9. Design Recurrent Neural Network with LSTM (Example: Stock price prediction)

CourseOutcomes:

Upon completion of this course, the students will be able to:

CO1: Make use of the Algorithms associated with Deep learning and Deep Network architectures for Machine Learning. **[L3]**

C02: Determine the deep learning algorithms which are more feasible for operations in various domains. [L4]

CO3: Implement deep learning models using Python libraries and train them with real- world datasets. **[L3]**

C04:Evaluate the performance of different deep learning models with respect to the overfitting and under fitting, estimation of test error. **[L5]**

Mapping of COsto POs:

[illegible]

TEXTBOOKS:

1. Fundamentals of Deep Learning, by Nikhil Buduma, Released June 2017, Publisher(s): O'Reilly Media, Inc
2. Deep Learning, Goodfellow, I., Bengio, Y., and Courville, A., MIT Press, 2016.
3. Deep Learning with Python, Francois Chollet, Manning publisher

REFERENCE BOOKS:

1. Artificial Neural Networks, B. Yegnanarayana, PHI Learning Ltd,
2. Neural Networks: A Classroom Approach, Satish Kumar

ONLINE COURSES AND REFERENCES:

1. Introduction to Deep learning offered by HSE University - Coursera.
2. Machine learning, Data Science and Deep learning with Python by Sun Dog Education – Udemey.com

GO PROGRAMMING

(Job Oriented Elective-III)

Subject Code:UGIT7T1222 IV

Year / I Semester

L	T	P	C
2	0	2	3

Prerequisites: Familiarity with any programming language.

Course Objectives:

The course is designed to cover the basics and then dive into more advanced features of the Go programming language.

Syllabus:

UNIT I: (7 Lectures)

Introduction: Origins and evolution, Languages that influenced Go, Why a new language?, Targets of the language, Guiding design principles, Characteristics of the language, Uses of the language, Missing features, Programming in Go.

Program Structure: Names, Declarations, Variables, Assignments, Type Declarations, Packages and Files, Scope.

UNIT II: (9 Lectures)

Basic Data Types: Integers, Floating-Point Numbers, Complex Numbers, Booleans, Strings, Constants.

Control Structures: if else construct, switch construct, for construct, break, continue and labels.

Composite Types: Arrays, Slices, Maps, Structs, JSON, Text and HTML Templates.

UNIT III: (9 Lectures)

Functions: Function Declarations, Recursion, Multiple Return Values, Errors, Function Values, Anonymous Functions, Variadic Functions, Deferred Function Calls, Panic, Recover.

Methods: Method Declarations, Methods with a Pointer Receiver, Composing Types by Struct Embedding, Method Values and Expressions, Encapsulation.

UNIT IV: (9 Lectures)

Interfaces: Interfaces as Contracts, Interface Types, Interface Satisfaction, Parsing Flags with flag.Value, Interface Values, The error Interface, Type Assertions, Discriminating Errors with Type Assertions, Querying Behaviors with Interface Type Assertions, Type Switches.

Goroutines and Channels: Goroutines, Concurrent Clock Server, ConcurrentEcho Server, Channels, Looping in Parallel, Concurrent Web Crawler, Multiplexing with select, Concurrent Directory Traversal, Cancellation, Chat Server.

(9Lectures)

Packages and Go Tool: Introduction, Import Paths, The Package Declaration, Import Declarations, Blank Imports, Packages and Naming, The Go Tool.

Testing:Go Test Tool, Test Functions, Coverage, Benchmark Functions, Profiling, Example Functions.

Upon completion of this course, the students will be able to:

C02: Develop modular programming and make use of functions and methods.

C03: Implement the Interfaces and Goroutines for executing the program independently and simultaneously.

CO4: Perform Testing and apply concurrency in Go programs and examine different packages in Go.

Mapping of COs to POs:

[illegible]

TEXTBOOKS:

1. Alan A. Donovan, Brian W. Kernighan, "The Go Programming Language", Addison-Wesley.
2. Ivo Balbaert, "The Way to GO – A Thorough Introduction to the Go Programming Language", i-Universe Publisher.

REFERENCE BOOKS:

1. Mark Summerfield, "Programming in Go: Creating applications for the 21st century", Addison-Wesley.
2. Caleb Doxsey, "An Introduction to Programming in Go".
3. Tarik Guney, "Hands-On Go Programming: Explore Go by solving real-world challenges", Packt Publishing.
4. John P. Baugh, "Go Programming", CreateSpace Publisher.
5. Mat Ryer, "Go Programming Blueprints", Packt Publishing.

SOFTWARE TESTING METHODOLOGIES

(Job Oriented Elective-III)

Subject Code: UGIT7T1322

Year Semester: IV/ I Semester

L	T	P	C
2	0	2	3

Prerequisites:

Basic concepts of Programming, software engineering and analytical skills.

Course Objectives:

This course enables the learners to have a higher level knowledge related to software testing of a product in IT industry.

1. It focuses on various principles, methods and techniques related to various types of software testing as well as efficient testing strategies, software quality management, and automation & testing tools.
2. Learners will get exposure to various real time testing practices testing different types of software through this course.

Syllabus:

UNIT I: (7Hrs)

SOFTWARE TESTING:

Introduction, Evolution, Myths & Facts, Goals, Psychology, Definition, Model for testing, Effective Vs Exhaustive Software Testing.

Software Testing Terminology and Methodology: Software Testing Terminology, Software Testing Life Cycle, Software Testing Methodology. **[T1]**

UNIT II: (8Hrs)

VERIFICATION AND VALIDATION:

Verification & Validation Activities, Verification, Verification of Requirements, High level and low level designs, how to verify code, Validation. **[T2]**

Dynamic Testing, I: Black Box testing techniques: Boundary Value Analysis, Equivalence class Testing, State Table based testing, Decision table based testing, Cause-Effect Graphing based testing, Error guessing. **[T1]**

UNIT III: (7Hrs)

DYNAMIC TESTING II:

White-Box Testing: need, Logic coverage criteria, Basis path testing, Graph matrices, Loop testing, data flow testing

Static Testing: inspections, Structured Walkthroughs, Technical reviews. **[T1]**

(7Hrs)

VALIDATION ACTIVITIES:

Unit testing, Integration Testing, Function testing, system testing, acceptance testing.

Regression testing: Progressives Vs regressive testing, Objectives of regression testing, when regression testing done? Regression testing types, Regression testing techniques. [T1]

(6Hrs)

AUTOMATIONANDTESTINGTOOLS:

Need for automation, categorization of testing tools, selection of testing tools, Cost incurred, Guidelines for automated testing, overview of some commercial testing tools.

CourseOutcomes:

Upon completion of this course, the students will be able to:

C01: Understand various testing issues & solutions in software (L2)

C02: Apply modern software testing processes in relation to software Development and project management. **(L3)**

C03:Analyze different types of verification & validation techniques to ensure the Functioning of a software system. **(L4)**

C04:Createandexecutetestcasesforobjectorientedandwebbased Projects. **(L6)**

C05: Evaluated different testing tools and their Working mechanisms (L5) Mapping

of COs to POs:

[illegible]

TEXTBOOKS:

1. Naresh Chauhan, Software Testing Principles and Practices, Oxford.
2. Yogesh Singh, Software Testing, Cambridge.

REFERENCE BOOKS:

1. Baris Beizer, Software Testing Techniques, 2nd Edition, International Thomson Computer Press.
2. MGLimaye, Software Testing, Principles, Techniques and Tools, TMH.

Experiments:

S.NO	List Of Experiments
1	Module 1: Introspect The causes for Failure and write down the reasons for failure A program written in C language for matrix multiplication fails. Introspect causes and reasons for failures
2	Module 2: Boundary Value Analysis, Decision Table based Testing Take any Automated System (Eg: ATM) and apply above mentioned black box techniques
3	Module 3: White Box Testing Consider a program which multiplies two matrices then generate <ol style="list-style-type: none">i. DD Graphii. Cyclomatic complexityiii. Design Test Cases For Independent Path
4	Module 4: Create test cases using Boundary Value Analysis, execute test cases by using JUnit and discuss the Results Design and Develop a program in Java to solve triangle problem as follows Accept 3 integers which are supposed to be the three sides of a triangle determine if the three values represent Equilateral triangle, Isosceles Triangle, Scalene Triangle or they don't form any triangle at all.

5	Module5:Selenium IDE 1.Installationofselenium IDE 2. Using Selenium IDE, write a test suite containing minimum 4 test cases. 3. Conductatestsuiteforanytwoweb sites.
6	Module 6: SeleniumTestNG 1.InstallationofTestNGinEclipse 2.Launching Your tests in Eclipse 3.ByusingTestNGgeneratetestreports
7	Module7:SeleniumTestswithMicrosoftExcel 1.Write and Test a program to update 10 student records into tablein Excel file 2.Writeandtestaprogramtoprovidetotalnumberofobjects present/ available on the page

BIGDATATECHNOLOGIES

(JobOrientedElective-IV)

SubjectCode:UGIT7T1422
IVYear/ISemester

L	T	P	C
2	0	2	3

Prerequisites: The student should have knowledge of high level programming languages and SQL for analyzing the data.

Course Objectives: The student will be able to understand Big Data as a popular term used to describe the exponential growth, availability and use of information, both structured and unstructured. It is imperative that organizations and IT leaders focus on the ever-increasing volume, variety and velocity of information that forms Big Data. Hadoop is the core platform for structuring Big Data, and solves the problem of making it useful for Analytics.

Syllabus:

UNIT I: (8hrs)

Introduction toBigData: Whatis BigDataandwhere itis produced?Rise ofBig Data, Compare Hadoop vs traditional systems, Limitations and Solutions of existing Data Analytics Architecture, Attributes of Big Data, Types of Data, Use Cases of Big Data, Other technologies vs Big Data.

UNIT II: (9hrs)

Hadoop Architecture and HDFS: What is Hadoop? Hadoop History, Distributing Processing System, Core Components of Hadoop, HDFS Architecture, Hadoop Master – Slave Architecture, Daemon Types, Name node, Data node, Secondary Name node.

HadoopClustersandtheHadoopEcosystem-WhatisHadoopCluster?Pseudo Distributed mode, Type of Clusters, Hadoop Ecosystem: Pig, Hive, Flume, SQOOP.

UNITIII: (10hrs)

Hadoop MapReduce Framework: Overview of MapReduce Framework, MapReduce Architecture, Job Tracker and Task Tracker, Use Cases of Map Reduce, Anatomy of Map Reduce Program.

MapReduce Programs in Java: Basic MapReduce API Concepts, Writing MapReduce Driver, Mappers, and Reducers in Java, speeding up Hadoop Development by Using Eclipse, Word Count Example and Weather DatasetExample.

UNIT IV: (8hrs)

Hive and HiveQL- What is Hive? Hive vs MapReduce, Hive DDL: Create/Show/DropTables,InternalandExternalTables,HiveDML:LoadFiles

&Insert Data, Hive Architecture & Components, Difference between Hive and RDBMS, Partitions in Hive.

UNIT V:

(8hrs)

Pig: Pig vs MapReduce, Pig Architecture & Data types, Shell and Utility components, Pig Latin Relational Operators, Pig Latin: File Loaders and UDF, Programming structure in UDF, Pig Jars Import and limitations of Pig.

Course Outcomes:

Upon completion of this course, the students will be able to:

CO1: Outline importance of Big Data in solving real-time problems in data analytics.

CO2: Illustrate Hadoop ecosystem and its components in detail.

CO3: Make use of distributed file systems and Hadoop and can write MapReduce programs to solve complex problems.

CO4: Explore the Hadoop ecosystem's core components and apply in real-time scenarios.

Mapping of COs to POs:

POs/ COs	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11	PO 12	PSO 1	PSO 2
CO1		3				-	-	-	-	-	-	-	3	3
CO2			3			-	-	-	-	-	-	-	3	3
CO3			3			-	-	-	-	-	-	-	3	3
CO4				3		-	-	-	-	-	-	-	3	3

TEXTBOOKS:

1. Tom White, Hadoop: The Definitive Guide, 3rd Edition, O'Reilly
2. Dirk de Roos, Chris Eaton, George Lapis, Paul Zikopoulos, Tom Deutsch, "Understanding Big Data Analytics for Enterprise Class Hadoop and Streaming Data", 1st Edition, TMH.

REFERENCE BOOKS:

1. Alex Holmes, Hadoop in Practice, MANNING Publications.
2. Srinath Perera, Thilina Gunarathne, Hadoop MapReduce Cookbook, Packt publishing.

DEVOPS

(JobOrientedElective-IV)

SubjectCode:UGIT7T1522

L T P C

IVYear/I Semester

2 0 2 3

Prerequisites: Good Exposure to Software Engineering concepts and Software Development Methodologies.

CourseObjectives:

To get an expertise on the culture of DevOps in Software Development Methodologies for finding ways to adapt and innovate social structure, culture, and technology together in order to work more effectively in the Enterprises.

Syllabus:

UNIT- I:

(8Hrs)

Introduction to DevOps: What is DevOps, A History of DevOps, Fundamental Terminology and Concepts – Software Development Methodologies, Operations Methodologies, Systems Methodologies, Development Release and Deployment Concepts, Infrastructure Concepts, Cultural Concepts. **[T1]**

UNIT-II:

(8Hrs)

Collaboration: Defining Collaboration, Individual Differences and Backgrounds, Opportunities for Competitive Advantage, Mentorship, Introducing Mindsets, MindsetsandLearningOrganizations,TheRoleofFeedback,ReviewsandRankings, CommunicationandConflictResolutionStyles,EmpathyandTrust,HumaneStaffing and Resources**[T1]**

UNIT-III:

(9Hrs)

Affinity: What Makes a Team, Teams and Organizational Structure, Finding Common Ground Between Teams, Benefits of Improved Affinity, Requirements for Affinity, Measuring Affinity, Misconceptions and Troubleshooting of Affinity.

Tools:SoftwareDevelopment,Automation, Monitoring,EvolutionoftheEcosystem, The Value of Tools to People, The Right Tools for Real Problems, Embracing Open Source, Standardization of Tools, Consistent Processes for Tool Analysis, Exceptions to Standardization, Irrelevance of Tools, The Impacts of Tools on Culture, Selection of Tools. **[T1]**

UNIT- IV:**(8Hrs)**

Scaling: Understanding Scaling, Considering Enterprise DevOps, Organizational Structure, Team Flexibility, Organizational Life cycle, Complexity and Change, scaling for Teams, Team Scaling and Growth Strategies, scaling for Organizations, Misconceptions and Troubleshooting of Scaling. **[T1]**

UNIT V:**(8Hrs)**

DevOps Practices: Implementing CI/CD and continuous deployment, Understanding IaC practices, DevOps Best Practices: Automating everything, Choosing the right tool, writing all your configuration in code, Designing the system architecture, building a good CI/CD pipeline, integrating tests, Applying security with DevSe. **[T1]**

Experiments:

1. To Perform installation of Git and work on local and remote git repositories
2. To fetch and synchronize Git repository
3. To perform basic branching and merging in Git
4. To install and Jenkins build a job in Jenkins
5. To Create CI/CD pipeline in Jenkins
6. To install Docker and execute basic command in Docker
7. To build image from the Dockerfile
8. To deploy java application into Docker
9. To perform continuous testing of web applications using Selenium

Course Outcomes:

Upon completion of this course, the students will be able to:

- CO 1:** Make use the Influence of DevOps on Software Development Methodologies along with its Misconceptions and Anti-Patterns. **[L3]**
- CO2:** Illustrate the Methodology of Four Pillars of DevOps and Troubleshoot common problems that can arise in the effective DevOps. **[L2]**
- CO3:** Infer the culture of DevOps to the Enterprises for achieving agility and innovation in its business units. **[L4]**

Mapping of COs to POs:

POs/ COs	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11	PO 12	PSO 1	PSO 2
CO1	-	3	-	-	-	-	-	-	-	-	3	-	3	-
CO2	-	-	-	3	-	-	-	-	-	-	3	-	3	-
CO3	-	-	-	3	-	-	-	-	-	-	3	-	3	-

TEXTBOOKS:

1. Jennifer Davis, Ryn Daniels, Effective DevOps: Building a Culture of Collaboration, Affinity, and Tooling at Scale, O'Reilly.
2. Mikael Krief, Learning DevOps, Packt Publications

REFERENCE BOOKS:

1. Gene Kim, Jez Humble, Patrick Debois, John Willis, the DevOps Handbook: How to Create World-Class Agility, Reliability, and Security in Technology Organizations, IT Revolution Press
2. Verona, Joakim. Practical DevOps. Packt Publishing Ltd.
3. By Jez Humble and David Farley, Continuous Delivery: Reliable Software Releases through Build, Test and Deployment Automation, Addison-Wesley Professional
4. Mandi Walls, Building a DevOps Culture, O'Reilly publications.
5. Sanjeev Sharma, "The DevOps Adoption Playbook – A Guide to Adopting DevOps in a Multi-Speed IT Enterprise", Wiley Publications.
6. Gene Kim, Kevin Behr, George Spafford, The Phoenix Project, 5th Anniversary Limited Edition

ONLINE COURSES and References:

1. DevOps Culture and Mindset: offered by University of VIRGINIA.
2. DevOps Culture and Mindset: offered by UC DAVIS

.NETPROGRAMMING

(JobOrientedElective-IV)

SubjectCode:UGIT7T1622

L T P C

IVYear/ISemester

2 0 2 3

Prerequisites:Familiaritywithanyprogramminglanguage.

CourseObjectives:

TointroducetheconceptsofMicrosoft.NETFrameworkfordevelopingweb applications.

Syllabus:

UNIT I: (9hrs)

.NET Introduction: Understanding .NET, Writing code using Visual Studio Code, CompilingandRunningcodeusingthe.NETCLI,Writingtop-levelprograms,Using Git with Visual Studio Code,Looking for help.

UNIT II: (9hrs)

C# Basics: C# grammar,Variables, Null values, Exploring console applications, Operators, Selection statements, Iteration statements, Casting and converting between types,Arrays, Functions.

UNITIII: (10hrs)

C# Object-Oriented Programming: Classes, Objects, Storing data within fields, Methods, Properties and Indexers, Pattern matching with objects, Records, Simplifying Methods, Raising and Handling Events, Interfaces, Generics,Inheritance.

Files&Streams:Managingthefile system,Readingand writingwith streams.

UNIT IV: (9hrs)

Working with Databases: Using Entity Framework Core, Querying and Manipulating Data Using LINQ.

ADO.NET: Using Database Connections, Commands, Asynchronous Data Access, Transactions with ADO.NET, Transactions with System.Transactions.

UNIT V: (10hrs)

ASP.NET: Understanding app models for .NET, understanding web development, Understanding ASP.NET Core, Exploring Razor Pages, Using Entity Framework Core,

Using Razor class libraries, configuring services and the HTTP request pipeline, Building Websites using the MVC Pattern

Course Outcomes:

Upon completion of this course, the students will be able to:

CO1: Understand the .NET Framework.

CO2: Write various applications using C# Language.

CO3: Access databases using LINQ and ADO.NET

CO4: Develop web applications using ASP.NET

Mapping of COs to POs:

POs / COs	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11	PO 12	PSO 1	PSO 2
CO1	3	-	-	-	-	-	-	-	-	-	-	-	3	-
CO2	3	-	3	3	3	-	-	3	3	3	-	3	3	-
CO3	3	-	2	2	3	-	-	-	-	-	-	-	3	-
CO4	3	-	3	3	3	-	-	3	3	3	-	-	3	-

TEXTBOOKS:

1. Mark J. Price, C# 9 and .NET 5 – Modern Cross-Platform Development, Packt Publisher.
2. Christian Nagele et al. "Professional C# 7 with .NET Core 2.0", Wiley India

REFERENCE BOOKS:

1. Jamie Chan, Learn C# in One Day and Learn It Well, LCF Publishing.
2. Joseph Albahari, C# 9.0 Pocket Reference: Instant Help for C# 9.0 Programmers, O'Reilly
3. Ian Gariffiths, "Programming C# 8.0: Build Windows, Web, and Desktop Applications", O'Reilly.
4. Kevin Hoffman, "Microsoft Visual C#", Pearson Education.
5. S. Thamarai Selvi, R. Murugesan, "A Text Book on C#", Pearson Education.
6. Andrew Troelsen, C# and the .NET Platform, APress.

LAB EXPERIMENTS

1. Create a window form with the following controls Textbox, Radiobutton, Check box, Command Button
2. Write a program for Menu option.
3. Create a program to connect with database and manipulate the records in the database using ADO .NET
4. Create a program to implement the concepts of OOPS for creating class, inheritance
5. Create a program to perform input validation using procedure.
6. Write a program to open a file and using I/O operations write contents into a file and read the contents from the file.
7. Create a window form using HTML controls.
8. Create a program to perform validation using validation controls.
9. Create a program in ASP.NET to connect with the database using ADO DB connectivity and manipulate the records.
10. Write a program to store the employee details using class and methods in C# .NET
11. Write a program to Handle Exceptions
12. Write a program to create a form with Basic controls. Inc#. NET.

SECURECODINGTECHNIQUES **(JobOrientedElective-V)**

SubjectCode:UGIT7T1722

IVYear/ISemester

L	T	P	C
2	0	2	3

Prerequisites:

Concepts related to the basic principles and practices of programming, Data Structures, Software development.

CourseObjectives:

Students having successfully completed this course will understand the basic principles and practices of secure computing and writing secure software, including: security threats, secure software design, authentication, authorization, access control, buffer-overflow attacks, type safety, layered networking architectures, basic network protocols, firewalls, intrusion-detection systems, web applications, databases and information management, SQL queries, SQL injection attacks and defenses, XSS, symmetric cryptography, asymmetric cryptography, and password management.

SYLLABUS:

UNIT I:

(8Hrs)

Security Design Principles:

Security Is Holistic: Physical Security Technological Security Policies and Procedures Authentication Authorization Access Control Lists (ACLs) Access Control Models the Bell-LaPadula Model Confidentiality Message/Data Integrity Accountability Availability

UNIT II:

(8Hrs)

Secure Systems Design: Understanding Threats Defacement Infiltration Phishing Pharming Insider Threats Click Fraud Denial-of-Service (DoS) Data Theft and Data Loss. Designing-In Security Windows 98.

UNIT III:

(10Hrs)

Secure Programming Techniques: Worms and Other Malware Buffer Overflows Safe String Libraries Additional Approaches Heap-Based Overflows.

Client-State Manipulation Using HTTP POST Instead of GET SQL Injection Attack Scenario Solutions Password Security Additional Password Security Techniques

UNIT IV:

(8Hrs)

Cross-Domain Security in Web Applications: Interaction Between Web Pages from Different Domains, Attack Patterns, Preventing XSRF, Preventing XSS, Preventing XSS

UNIT V:**(7Hrs)**

Symmetric Key Cryptography: Introduction to Encryption, Stream Ciphers, Steganography, Asymmetric Key Cryptography, Key Management and Exchange, MACs and Signatures

Course Outcomes:

Students will demonstrate the ability to:

- CO1:** Explain the basic principles and practices of secure computing and writing secure software
- CO2:** Analyze, evaluate, and explain security vulnerabilities (including buffer overflows, SQL injections, and XSS) in software designs and implementations
- CO3:** Synthesize alternative designs and implementations that incorporate mitigations for observed vulnerabilities
- CO4:** Apply knowledge of information management and computer networking and communications while performing software-security assessments and designing and implementing secure code.

Mapping of CO to PO

	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11	PO 12
CO1	3	-	-	-	-	-	-	-	-	-	-	-
CO2	-	3	-	-	-	-	-	-	-	-	-	-
CO3	-	-	3	-	-	-	-	-	-	-	-	-
CO4	-	-	-	3	-	-	-	-	-	-	-	-

TEXTBOOKS:

1. Foundations of Security. Neil Daswani, Christoph Kern, and Anita Kesavan. Apress, 2007 (1st ed). ISBN-10: 1590597842; ISBN-13: 978-1590597842.

MANAGEMENTSCIENCE (Common to all branches)

Subject Code: UGMB7T0122

IV Year / I Semester

L	T	P	C
3	0	0	3

Prerequisites:

- General awareness about Principles of Management.
- To have an insight about Production and Operations Management.
- To be able to acquire knowledge about Human Resource Management, Marketing, Strategic Management.

Course Objectives:

1. To create awareness about different Managerial concepts like Management, Production, Marketing, Human Resource and Strategic Management.
2. To make the students equip with knowledge on techniques of PERT and CPM in project management.

SYLLABUS:

UNIT-I:

(8Hrs)

Introduction to Management: Concept and importance of Management, Functions of management, Evaluation of Management thought, Fayol's principles of Management, Maslow's need hierarchy & Herzberg's two factor theory of Motivation, Decision making process, Designing organizational structure, Principles of Organization, Types of organization structures.

UNIT-II:

(8Hrs)

Operations Management: Plant Location Principles and types of plant Layout, Work study, Materials Management: Objectives -Need for inventory control- Inventory control techniques EOQ, ABC, HML, SDE, VED and FSN analysis.

UNIT-III:

(12Hrs)

Human Resources Management (HRM): Concepts of HRM, Basic functions of HR manager, Job Evaluation and Merit Rating, Performance Appraisal, Methods of Performance appraisal Concepts Compensation.

Marketing Management: Functions of marketing, Marketing Mix, Marketing strategies based on Product life cycle, Channels of distribution (Place), Promotional Mix.

UNIT-IV:**(10Hrs)**

Project Management (PERT/CPM): Network analysis, Program Evaluation and Review Technique (PERT), Critical path method (CPM) - Identifying critical path, Difference between PERT & CPM (simple problems).

UNIT-V:**(8Hrs)**

Strategic Management: Mission, Goals, objectives, policy, strategy, Environmental scanning, SWOT analysis, Steps in strategy formulation and implementation Generic strategy alternatives.

Course Outcomes:

Upon completing the course, student will be able to

COs	Description	Blooms Level
CO 1	Understand the fundamentals of Management with specific insight as its function and role	Understanding
CO 2	Learn the concepts of production, Management of human Resources and Management of Marketing activities along with business environment	Understanding
CO 3	Apply the problem-solving skills to demonstrate logical solution to real-life problems	Applying
CO 4	Create the awareness of business strategies to deal with the dynamic business environment	Creating

Mapping of COs to POs:

POs	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11	PO 12	PSO 1	PSO 2
CO 1	-	-	-	-	-	-	-	-	2	-	-	-	-	-
CO 2	-	-	-	-	-	2	-	-	-	-	-	-	-	-
CO 3	-	-	-	-	-	-	-	-	-	-	2	-	-	-
CO 4	-	-	-	-	-	-	-	-	-	-	2	-	-	-

Text Books:

1. Dr. Arya Sri, "Management Science", TMH 2011.
2. L.M. Prasad, "Principles & Practices of Management" Sultan Chand & Sons, 2007.

Reference Books:

1. K. Aswathappa and K. Sridhara Bhat, "Production and Operations Management", Himalaya Publishing House, 2010.
2. Philip Kotler, [Philip Kotler](#), [Kevin Keller](#), [Maureen Brady](#), [Malcolm Goodman](#), [Torben Hansen](#), "Marketing Management" Pearson Education Limited, 2016.

ETHICALHACKING

SubjectCode:UGIT7K1822

L T P C

IVYear/ISemester

1 0 2 2

Prerequisite: The student should be familiar with the fundamentals of Linux operating system, Computer Networks, web application, and Cryptography.

Objective: The student will learn how to evaluate the security of and identify vulnerabilities in target systems, networks, or system infrastructure to determine whether unauthorized access or other malicious activities are possible.

Tools: Metasploit, Burp Suite, Wireshark, SQL Map, Kali Linux, Cookie Manager, Nessus

Syllabus: Introduction to Hacking, Important Terminologies, Session Hijacking, ICMP Traceroute, TCP Traceroute, SQL Injection, HTML injection, OS command Injection, XML Injection, Spoofing, Remote Code Execution Attack, Brute force Attacks, Buffer overflow Attacks, TCP Session Hacking, UDP Session Hacking, Intrusion Detection System, Intrusion prevention System, OS finger printing Attempts,

Lab Experiments:

1 Study the use of network reconnaissance tools like WHOIS, dig, traceroute, nslookup to gather information about networks and domain registrars.

2 Study of packet sniffer tools like Wireshark, ethereal, tcpdump etc. Use the tools to do the following

1. Observe performance in promiscuous as well as non-promiscuous mode.
2. Show that packets can be traced based on different filters.

3 Download and install nmap. Use it with different options to scan open ports, perform OS fingerprinting, do a ping scan, tcp port scan, udp port scan, etc.

4 Detect ARP spoofing using open-source tool ARPWATCH.

5. Use the Nessus tool to scan the network for vulnerabilities.

6. Implement a code to simulate buffer overflow attack.

7. Setup IPSEC under LINUX

8. Install IDS (e.g., SNORT) and study the logs.

9. Use of iptables in Linux to create firewalls.

Course Outcomes:**CO1:** Examine the tools for conducting ethical hacking [L5].**CO2:** Analyse the vulnerabilities of the target system [L4]**CO3:** Articulate the legal and ethical issues related to vulnerability [L3].**Mapping OFCOs to POs:**

	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11	PO 12	PSO 1	PSO 2
CO1	-	-	-	-	3	-	-	-	-	-	-	-	3	3
CO2	-	-	3	-	3	-	-	-	-	-	-	-	3	3
CO3	-	-	-	3	3	-	-	3	-	3	-	-	3	3