

VIDYASAGAR UNIVERSITY



Curriculum for 3-Year B Sc (General) in Computer Science

**Under Choice Based Credit System (CBCS)
w.e.f 2018-2019**

VIDYASAGAR UNIVERSITY

B Sc (General) in Computer Science

[Choice Based Credit System]

Year	Semester	Course Type	Course Code	Course Title	Credit	L-T-P	Marks		
1	I	SEMESTER-I					CA	ESE	TOTAL
		Core-1 (DSC-1A)		Problem Solving using Computer - Lab	6	4-0-4	15	60	75
		Core-2 (DSC-2A)		Other Discipline/TBD	6	4-0-4/ 5-1-0	15	60	75
		Core-3 (DSC-3A)		Other Discipline/TBD	6	4-0-4/ 5-1-0	15	60	75
		AECC-1 (Elective)		English/MIL	2	1-1-0	10	40	50
Semester - I : Total					20				275
II	II	SEMESTER-II							
		Core-4 (DSC-1B)		Database management System - lab	6	4-0-4	15	60	75
		Core-5 (DSC-2B)		Other Discipline/TBD	6	4-0-4/ 5-1-0	15	60	75
		Core-6 (DSC-3B)		Other Discipline/TBD	6	4-0-4/ 5-1-0	15	60	75
		AECC-2 (Elective)		Environmental Studies	4		20	80	100
Semester - 2 : Total					22				325

Year	Semester	Course Type	Course Code	Course Title	Credit	L-T-P	Marks			
2	III	SEMESTER-III						CA	ESE	TOTAL
		Core-7 (DSC-1C)		Operating System - Lab	6	4-0-4	15	60	75	
		Core-8 (DSC-2C)		Other Discipline/TBD	6	4-0-4/ 5-1-0	15	60	75	
		Core-9 (DSC-3C)		Other Discipline/TBD	6	4-0-4/ 5-1-0	15	60	75	
		SEC-1		TBD	2	1-1-0 /1-0-2	10	40	50	
Semester - 3 : Total					20				275	
	IV	SEMESTER-IV								
		Core-10 (DSC-1D)		Computer System Architecture - lab	6	4-0-4	15	60	75	
		Core-11 (DSC-2D)		Other Discipline/TBD	6	4-0-4/ 5-1-0	15	60	75	
		Core-12 (DSC-3D)		Other Discipline/TBD	6	4-0-4/ 5-1-0	15	60	75	
		SEC-2		TBD	2	1-1-0 /1-0-2	10	40	50	
Semester - 4 : Total					20				275	

Year	Semester	Course Type	Course Code	Course Title	Credit	L-T-P	Marks			
3	V	SEMESTER-V						CA	ESE	TOTAL
		DSE-1A		Discipline-1(Computer Science)	6	4-0-4	15	60	75	
		DSE-2A		Other Discipline/TBD	6	4-0-4/ 5-1-0	15	60	75	
		DSE-3A		Other Discipline/TBD	6	4-0-4/ 5-1-0	15	60	75	
		SEC-3		TBD	2	1-1-0/ 1-0-2	10	40	50	
		Semester - 5 : Total			20				275	
	VI	SEMESTER-VI								
		DSE-1B		Discipline-1(Computer Science)	6	4-0-4	15	60	75	
		DSE-2B		Other Discipline/TBD	6	4-0-4/ 5-1-0	15	60	75	
		DSE-3B		Other Discipline/TBD	6	4-0-4/ 5-1-0	15	60	75	
		SEC-4		TBD	2	1-1-0/ 1-0-2	10	40	50	
		Semester - 6 : Total			20				275	
Total in all semester:					122				1700	

CC = Core Course , AECC = Ability Enhancement Compulsory Course , GE = Generic Elective , SEC = Skill Enhancement Course , DSE = Discipline Specific Elective , CA= Continuous Assessment , ESE= End Semester Examination , TBD=To be decided , CT = Core Theory, CP=Core Practical , L = Lecture, T = Tutorial ,P = Practical , MIL = Modern Indian Language , ENVS = Environmental Studies

List of Core and Electives

Core Courses (CC)

DSC-1A: **Problem Solving using Computers**
DSC-1B: **Database Management Systems**
DSC-1C: **Operating Systems**
DSC-1D: **Computer System Architecture**

Discipline Specific Elective (DSE)

DSE-1: **Programming in Java**
Or
DSE-1: **Discrete Structures**
Or
DSE 1: **Analysis of Algorithm and Data Structures**
Or
DSE 1: **Software Engineering**
Or
DSE 1: **Computer Networks**
Or
DSE 1: **Internet Technologies**

DSE 2: **Data Mining**
Or
DSE 2: **Mobile Applications**
Or
DSE 2: **E-Commerce Technologies**
Or
DSE 2: **Cloud Computing**
Or
DSE 2: **Project Work**

Skill Enhancement Course (SEC)

SEC-1: **MySQL (SQL/PL-SQL)**
Or
SEC-1: **HTML Programming**
SEC-2: **Multimedia Applications**
Or
SEC-2: **PHP Programming**
Or
SEC-2: **Programming with VB/GAMBAS**

SEC-3: **Programming with Matlab**
Or
SEC-3: **Concepts of Software Testing**

SEC-4: **R-Programming**
Or
SEC-4: **Android Programming**
Or
SEC-4: **XML Programming**

Core Courses (CC)

DSC-1A (CC-1): Problem Solving using Computers **Credits 06**

DSC1AT: Problem Solving using Computers **Credits 04**

Course Contents:

Computer Fundamentals: Introduction to Computers: Characteristics of Computers, Uses of computers, Types and generations of Computers. Basic Computer Organization - Units of a computer, CPU, ALU, memory hierarchy, registers, I/O devices.

Planning the Computer Program: Concept of problem solving, Problem definition, Program design, Debugging, Types of errors in programming, Documentation.

Techniques of Problem Solving: Flowcharting, decision table, algorithms, Structured programming concepts, Programming methodologies viz. top-down and bottom-up programming.

Overview of Programming: Structure of a Python Program, Elements of Python .

Introduction to Python: Python Interpreter, Using Python as calculator, Python shell, Indentation. Atoms, Identifiers and keywords, Literals, Strings, Operators (Arithmetic operator, Relational operator, Logical or Boolean operator, Assignment, Operator, Ternary operator, Bit wise operator, Increment or Decrement operator).

Creating Python Programs: Input and Output Statements, Control statements (Looping- while Loop, for Loop , Loop Control, Conditional Statement- if...else, Difference between break, continue and pass).

Structures: Numbers, Strings, Lists, Tuples, Dictionary, Date & Time, Modules, Defining Functions, Exit function, default arguments.

Introduction to Advanced Python: Objects and Classes, Inheritance, Regular Expressions, Event Driven Programming, GUI Programming.

Suggested Readings:

1. P. K. Sinha & Priti Sinha , “Computer Fundamentals”, BPB Publications.
2. Dr. Anita Goel, Computer Fundamentals, Pearson Education.
3. T. Budd, Exploring Python, TMH, 1st Ed.,
4. Python Tutorial/Documentation www.python.org/2010
5. Allen Downey, Jeffrey Elkner, Chris Meyers , How to think like a computer scientist : learning with Python , Freely available online.
6. <http://docs.python.org/3/tutorial/index.html>
7. <http://interactivepython.org/courselib/static/pythonds>

8. <http://www.ibiblio.org/g2swap/byteofpython/read/>

DSC1AP: Software Lab using Python(Lab)

Credits 02

Practical

Section: A (Simple programs)

1. Write a menu driven program to convert the given temperature from Fahrenheit to Celsius and vice versa depending upon user's choice.
2. WAP to calculate total marks, percentage and grade of a student. Marks obtained in each of the three subjects are to be input by the user. Assign grades according to the following criteria :

Grade A: Percentage ≥ 80

Grade B: Percentage ≥ 70 and < 80

Grade C: Percentage ≥ 60 and < 70

Grade D: Percentage ≥ 40 and < 60

Grade E: Percentage < 40

3. Write a menu-driven program, using user-defined functions to find the area of rectangle, square, circle and triangle by accepting suitable input parameters from user.
4. WAP to display the first n terms of Fibonacci series.
5. WAP to find factorial of the given number.
6. WAP to find sum of the following series for n terms: $1 - 2/2! + 3/3! - \dots - n/n!$
7. WAP to calculate the sum and product of two compatible matrices.

Section: B (Visual Python):

All the programs should be written using user defined functions, wherever possible.

1. Write a menu-driven program to create mathematical 3D objects
 - I. curve
 - II. sphere
 - III. cone
 - IV. arrow
 - V. ring
 - VI. Cylinder.
2. WAP to read n integers and display them as a histogram.
3. WAP to display sine, cosine, polynomial and exponential curves.
4. WAP to plot a graph of people with pulse rate p vs. height h. The values of p and h are to be entered by the user.
5. WAP to calculate the mass m in a chemical reaction. The mass m (in gms) disintegrates according to the formula $m = 60/(t+2)$, where t is the time in hours. Sketch a graph for t vs. m, where $t \geq 0$.
6. A population of 1000 bacteria is introduced into a nutrient medium. The population p grows as follows:

$P(t) = (15000(1+t))/(15+e)$ where the time t is measured in hours. WAP to determine the size of the population at given time t and plot a graph for P vs t for the specified time interval.

7. Input initial velocity and acceleration, and plot the following graphs depicting equations of motion:

- I. velocity wrt time ($v=u+at$)
- II. distance wrt time ($s=u*t+0.5*a*t*t$)
- III. distance wrt velocity ($s=(v*v-u*u)/2*a$)

DSC-1B (CC-2): Database Management Systems

Credits 06

DSC1BT: Database Management Systems

Credits 04

Course Contents:

Introduction to Database Management Systems: Characteristics of database approach, data models, DBMS architecture and data independence.

Entity Relationship and Enhanced ER Modeling: Entity types, relationships, SQL- 99:Schema Definition , constraints, and object modeling.

Relational Data Model : Basic concepts, relational constraints, relational algebra, SQL queries.

Database design: ER and EER to relational mapping, functional dependencies, normal forms up to third normal form.

Suggested Readings :

1. R. Elmasri, S.B. Navathe, Fundamentals of Database Systems 6th Edition, Pearson Education, 2010.
2. R. Ramakrishnan, J. Gehrke, Database Management Systems 3rd Edition, McGraw-Hill, 2002.
3. A. Silberschatz, H.F. Korth, S. Sudarshan, Database System Concepts 6th Edition, McGraw Hill, 2010.
4. R. Elmasri, S.B. Navathe Database Systems Models, Languages, Design and application Programming, 6th Edition, Pearson Education,2013.

DSC1BP: Software Lab based on Database Management Systems (Lab) **Credits 02**

Practical

Note: MyAccess/MySQL may be used.

The following concepts must be introduced to the students:

DDL Commands

- Create table, alter table, drop table

DML Commands

- Select , update, delete, insert statements
- Condition specification using Boolean and comparison operators (and, or, not,=,<>,>,<,>=,<=)
- Arithmetic operators and aggregate functions(Count, sum, avg, Min, Max)
- Multiple table queries (join on different and same tables)
- Nested select statements
- Set manipulation using (any, in, contains, all, not in, not contains, exists, not exists, union, intersect, minus, etc.)
- Categorization using group by.....having
- Arranging using order by

Relational Database Schema – COMPANY

EMPLOYEE

FNAME	MINIT	LNAME	<u>SSN</u>	BDATE	ADDRESS	SEX	SALARY	SUPERSSN	DNO
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DEPARTMENT

DNAME	<u>DNUMBER</u>	MGRSSN	MGRSTARTDATE
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DEPT_LOCATIONS

<u>DNUMBER</u>	DLOCATION
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PROJECT

PNAME	<u>PNUMBER</u>	PLOCATION	DNUM
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WORKS_ON

<u>ESSN</u>	PNO	HOURS
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DEPENDENT

<u>ESSN</u>	DEPENDENT_NAME	SEX	BDATE	RELATIONSHIP
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Questions to be performed on above schema

1. Create tables with relevant foreign key constraints
2. Populate the tables with data
3. **Perform the following queries on the database :**
 1. Display all the details of all employees working in the company.
 2. Display ssn, lname, fname, address of employees who work in department no 7.
 3. Retrieve the birthdate and address of the employee whose name is 'Franklin T. Wong'
 4. Retrieve the name and salary of every employee
 5. Retrieve all distinct salary values
 6. Retrieve all employee names whose address is in 'Bellaire'

7. Retrieve all employees who were born during the 1950s
8. Retrieve all employees in department 5 whose salary is between 50,000 and 60,000(inclusive)
9. Retrieve the names of all employees who do not have supervisors
10. Retrieve SSN and department name for all employees
11. Retrieve the name and address of all employees who work for the 'Research' department
12. For every project located in 'Stafford', list the project number, the controlling department number, and the department manager's last name, address, and birthdate.
13. For each employee, retrieve the employee's name, and the name of his or her immediate supervisor.
14. Retrieve all combinations of Employee Name and Department Name
15. Make a list of all project numbers for projects that involve an employee whose last name is 'Narayan' either as a worker or as a manager of the department that controls the project.
16. Increase the salary of all employees working on the 'ProductX' project by 15%. Retrieve employee name and increased salary of these employees.
17. Retrieve a list of employees and the project name each works in, ordered by the employee's department, and within each department ordered alphabetically by employee first name.
18. Select the names of employees whose salary does not match with salary of any employee in department 10.
19. Retrieve the name of each employee who has a dependent with the same first name and same sex as the employee.
20. Retrieve the employee numbers of all employees who work on project located in Bellaire, Houston, or Stafford.
21. Find the sum of the salaries of all employees, the maximum salary, the minimum salary, and the average salary. Display with proper headings.
22. Find the sum of the salaries and number of employees of all employees of the 'Marketing' department, as well as the maximum salary, the minimum salary, and the average salary in this department.
23. Select the names of employees whose salary is greater than the average salary of all employees in department 10.
24. For each department, retrieve the department number, the number of employees in the department, and their average salary.
25. For each project, retrieve the project number, the project name, and the number of employees who work on that project.
26. Change the location and controlling department number for all projects having more than 5 employees to 'Bellaire' and 6 respectively.
27. For each department having more than 10 employees, retrieve the department no, no of employees drawing more than 40,000 as salary.

28. Insert a record in Project table which violates referential integrity constraint with respect to Department number. Now remove the violation by making necessary insertion in the Department table.
29. Delete all dependents of employee whose ssn is '123456789'.
30. Delete an employee from Employee table with ssn = '12345' (make sure that this employee has some dependents, is working on some project, is a manager of some department and is supervising some employees). Check and display the cascading effect on Dependent and Works on table. In Department table MGRSSN should be set to default value and in Employee table SUPERSSN should be set to NULL
31. Perform a query using alter command to drop/add field and a constraint in Employee table.

DSC-1C (CC-3): Operating Systems

Credits 06

DSC1CT: Operating Systems

Credits 04

Course Contents:

Introduction: System Software, Resource Abstraction, OS strategies.

Types of operating systems - Multiprogramming, Batch, Time Sharing, Single user and Multiuser, Process Control & Real Time Systems.

Operating System Organization: Factors in operating system design, basic OS functions, implementation consideration; process modes, methods of requesting system services – system calls and system programs.

Process Management : System view of the process and resources, initiating the OS, process address space, process abstraction, resource abstraction, process hierarchy, Thread model

Scheduling: Scheduling Mechanisms, Strategy selection, non-pre-emptive and pre-emptive strategies.

Memory Management: Mapping address space to memory space, memory allocation strategies, fixed partition, variable partition, paging, virtual memory

Shell introduction and Shell Scripting

- What is shell and various type of shell, Various editors present in linux
- Different modes of operation in vi editor
- What is shell script, Writing and executing the shell script
- Shell variable (user defined and system variables)
- System calls, Using system calls

- Pipes and Filters
- Decision making in Shell Scripts (If else, switch), Loops in shell
- Functions
- Utility programs (cut, paste, join, tr , uniq utilities)
- Pattern matching utility (grep)

Suggested Readings:

1. A Silberschatz, P.B. Galvin, G. Gagne, Operating Systems Concepts, 8th Edition, John Wiley Publications .
2. A.S. Tanenbaum, Modern Operating Systems, 3rd Edition, Pearson Education .
3. G. Nutt, Operating Systems: A Modern Perspective, 2nd Edition Pearson Education .
4. W. Stallings, Operating Systems, Internals & Design Principles , 5th Edition, Prentice Hall of India.
5. M. Milenkovic, Operating Systems- Concepts and design, Tata McGraw Hill.

DSC1CP: Software Lab based on Operating Systems (Lab)

Credits 02

Practical

Note: Following exercises can be performed using Linux or Unix

1. Usage of following commands: ls, pwd, tty, cat, who, who am I, rm, mkdir, rmdir, touch, cd.
2. Usage of following commands: cal, cat(append), cat(concatenate), mv, cp, man, date.
3. Usage of following commands: chmod, grep, tput (clear, highlight), bc.
4. Write a shell script to check if the number entered at the command line is prime or not.
5. Write a shell script to modify “cal” command to display calendars of the specified months.
6. Write a shell script to modify “cal” command to display calendars of the specified range of months.
7. Write a shell script to accept a login name. If not a valid login name display message – “Entered login name is invalid”.
8. Write a shell script to display date in the mm/dd/yy format.
9. Write a shell script to display on the screen sorted output of “who” command along with the total number of users .
10. Write a shell script to display the multiplication table any number,
11. Write a shell script to compare two files and if found equal asks the user to delete the duplicate file.
12. Write a shell script to find the sum of digits of a given number.
13. Write a shell script to merge the contents of three files, sort the contents and then display them page by page.
14. Write a shell script to find the LCD (least common divisor) of two numbers.
15. Write a shell script to perform the tasks of basic calculator.
16. Write a shell script to find the power of a given number.
17. Write a shell script to find the factorial of a given number.

18. Write a shell script to check whether the number is Armstrong or not.
19. Write a shell script to check whether the file have all the permissions or not.
20. Program to show the pyramid of special character “*”.

DSC-1D (CC-4): Computer System Architecture **Credits 06**

DSC1DT: Computer System Architecture **Credits 04**

Course Contents:

Introduction: Logic gates, boolean algebra, combinational circuits, circuit simplification, flip-flops and sequential circuits, decoders, multiplexors, registers, counters and memory units.

Data Representation and basic Computer Arithmetic: Number systems, complements, fixed and floating point representation, character representation, addition, subtraction, magnitude comparison.

Basic Computer Organization and Design: Computer registers, bus system, instruction set, timing and control, instruction cycle, memory reference, input-output and interrupt.

Central Processing Unit: Register organization, arithmetic and logical micro-operations, stack organization, micro programmed control.

Programming the Basic Computer: Instruction formats, addressing modes, instruction codes, machine language, assembly language, input output programming.

Input-output Organization: Peripheral devices, I/O interface, Modes of data transfer, direct memory access.

Suggested Readings:

1. M. Mano, Computer System Architecture, Pearson Education 1992.
2. J. Dos Reis, Assembly Language and Computer Architecture using C++ and JAVA, Course Technology, 2004
3. W. Stallings, Computer Organization and Architecture Designing for Performance, 8th Edition, Prentice Hall of India ,2009
4. Digital Design, M.M. Mano, Pearson Education Asia, 1979.

DSC1DP: Computer System Architecture Lab **Credits 02**

Practical: 60 Lab Periods

Memory 4096 words 16 bits per word	Instruction format 0 3 4 15 Opcode Address
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Basic Company Instructions

Memory Reference	Register Reference	Input-Output
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1. Create a machine based on the following architecture:

IR	DR	AC	AR	PC	FGI	FGO	S	I	E
0 15	0 15	0 15	011	011	1 Bit				

Symbol	Hex		Symbol	Hex	Symbol	Hex
AND	0xxx	Indirect Addressing	CLA	E800	INP	F800
ADD	2xxx		CLE	E400	OUT	F400
ISZ	Cxxx		INC	E020		
AND_I	1xxx		SPA	E010		
ADD_I	3xxx		SNA	E008		
LDA_I	5xxx		SZA	E004		
STA_I	7xxx		SZE	E002		
BUN_I	9xxx		HLT	E001		
BSA_I	Bxxx					
ISZ_I	Dxxx					

Refer to Chapter-5 of Morris Mano for description of instructions.

- Create the micro operations and associate with instructions as given in the chapter (except interrupts). Design the register set, memory and the instruction set. Use this machine for the assignments of this section.
- Create a Fetch routine of the instruction cycle.
- Simulate the machine to determine the contents of AC, E, PC, AR and IR registers in hexadecimal after the execution of each of following register reference instructions:

a. CLA	e. CIR	i. SNA
b. CLE	f. CIL	j. SZA
c. CMA	g. INC	k. SZE
d. CME	h. SPA	l. HLT

Initialize the contents of AC to $(A937)_{16}$, that of PC to $(022)_{16}$ and E to 1.

5. Simulate the machine for the following memory-reference instructions with $I=0$ and address part = 082. The instruction to be stored at address 022 in RAM. Initialize the memory word at address 082 with the operand B8F2 and AC with A937. Determine the contents of AC, DR, PC, AR and IR in hexadecimal after the execution.

a. ADD	f. BSA
b. AND	g. ISZ
c. LDA	
d. STA	
e. BUN	

6. Simulate the machine for the memory-reference instructions referred in above question with $I=1$ and address part = 082. The instruction to be stored at address 026 in RAM. Initialize the memory word at address 082 with the value 298. Initialize the memory word at address 298 with operand B8F2 and AC with A937. Determine the contents of AC, DR, PC, AR and IR in hexadecimal after the execution.

1. Modify the machine created in Practical 1 according to the following instruction format:

Instruction format				
0	2	3	4	15
Opcode	1			Address

a. The instruction format contains a 3-bit opcode, a 1-bit addressing mode and a 12-bit address. There are only two addressing modes, $I = 0$ (direct addressing) and $I = 1$ (indirect addressing).

b. Create a new register I of 1 bit.

- c. Create two new microinstructions as follows :
 - i. Check the opcode of instruction to determine type of instruction (Memory Reference/Register Reference/Input-Output) and then jump accordingly.
 - ii. Check the I bit to determine the addressing mode and then jump accordingly.

Discipline Specific Elective (DSE)

DSE-1: Programming in Java **Credits 06**

DSE1T: Programming in Java **Credits 04**

Course Contents:

Introduction to Java: Features of Java, JDK Environment

Object Oriented Programming Concept Overview of Programming, Paradigm, Classes, Abstraction, Encapsulation, Inheritance, Polymorphism, Difference between C++ and JAVA

Java Programming Fundamental : Structure of java program, Data types, Variables, Operators, Keywords, Naming Convention, Decision Making (if, switch), Looping(for, while) ,Type Casting

Classes and Objects: Creating Classes and objects, Memory allocation for objects, Constructor, Implementation of Inheritance, Implementation of Polymorphism, Method Overloading, Method Overriding, Nested and Inner classes

Arrays and Strings: Arrays, Creating an array, Types of Arrays, String class Methods, String Buffer methods.

Abstract Class, Interface and Packages: Modifiers and Access Control, Abstract classes and methods, Interfaces, Packages Concept, Creating user defined packages.

Exception Handling: Exception types, Using try catch and multiple catch, Nested try, throw, throws and finally, Creating User defined Exceptions.

File Handling: Byte Stream, Character Stream, File IO Basics, File Operations, Creating file, Reading file, Writing File

Applet Programming: Introduction, Types Applet, Applet Life cycle, Creating Applet, Applet tag

Suggested Readings:

1. Ivan Bayross, Web Enabled Commercial Application Development Using Html, Dhtml, javascript, Perl Cgi , BPB Publications, 2009.
2. Cay Horstmann, BIG Java, Wiley Publication , 3rd Edition., 2009
3. Herbert Schildt , Java 7, The Complete Reference, , 8th Edition, 2009.
4. E Balagurusamy , Programming with JAVA, TMH, 2007

Practical

1. WAP to find the largest of n natural numbers.
2. WAP to find whether a given number is prime or not.
3. Write a menu driven program for following:
 - a. Display a Fibonacci series
 - b. Compute Factorial of a number
 - c. WAP to check whether a given number is odd or even.
 - d. WAP to check whether a given string is palindrome or not.
4. WAP to print the sum and product of digits of an Integer and reverse the Integer.
5. Write a program to create an array of 10 integers. Accept values from the user in that array. Input another number from the user and find out how many numbers are equal to the number passed, how many are greater and how many are less than the number passed.
6. Write a program that will prompt the user for a list of 5 prices. Compute the average of the prices and find out all the prices that are higher than the calculated average.
7. Write a program in java to input N numbers in an array and print out the Armstrong numbers from the set.
8. Write java program for the following matrix operations:
 - a. Addition of two matrices
 - b. Summation of two matrices
 - c. Transpose of a matrix
 - d. Input the elements of matrices from user.
9. Write a java program that computes the area of a circle, rectangle and a Cylinder using function overloading.
10. Write a Java for the implementation of Multiple inheritance using interfaces to calculate the area of a rectangle and triangle.
11. Write a java program to create a frame window in an Applet. Display your name, address and qualification in the frame window.
12. Write a java program to draw a line between two coordinates in a window.
13. Write a java program to display the following graphics in an applet window.
 - a. Rectangles
 - b. Circles
 - c. Ellipses
 - d. Arcs
 - e. Polygons
14. Write a program that reads two integer numbers for the variables a and b. If any other character except number (0-9) is entered then the error is caught by NumberFormatException object. After that ex.getMessage() prints the information about the error occurring causes.
15. Write a program for the following string operations:
 - a. Compare two strings
 - b. Concatenate two strings
 - c. Compute length of a string
16. Create a class called Fraction that can be used to represent the ratio of two integers. Include appropriate constructors and methods. If the denominator becomes zero, throw and handle an exception.

Or

DSE-1: Discrete Structures

Credits 06

DSE1T: Discrete Structures

Course Contents:

Introduction: Introduction to Sets, Finite and Infinite Sets, Unaccountably Infinite Sets. Introduction to Functions and relations, Properties of Binary relations, Closure, Partial Ordering Relations.

Unit-II: Pigeonhole Principle, Permutation and Combinations, Mathematical Induction, Principle of Inclusion and Exclusion.

Unit-III : Asymptotic Notations

Recurrence Relations: Introduction, Generating Functions, Linear Recurrence Relations with constant coefficients and their solution.

Graphs Theory: Basic Terminology of Graphs, Models and Types, Multigraphs, Weighted Graphs, Graph Representation. Graph Isomorphism Graph Connectivity, Euler and Hamiltonian Paths and Circuits, Planar Graphs, Graph Coloring, Basic Terminology of Trees, Properties of Trees, Spanning Trees.

Inference Theory: Introduction, Logical Connectives, Well Formed Formulas, Tautologies, Equivalence .

Suggested Readings:

1. C. L. Liu and D.P. Mohapatra, Elements of Discrete Mathematics, Third Edition, Tata McGraw Hill , 2008.
2. K. Rosen, Discrete Mathematics and Its Applications, Sixth Edition, Tata McGraw Hill,2007.
3. T.H. Cormen, C.E. Leiserson, R.L. Rivest, Introduction to Algorithms, Third Edition,Prentice Hall of India,2010.
4. J.P. Trembley, R. Manohar, Discrete Mathematical Structures with Application to Computer Science, First Edition, Tata McGraw Hill, 2001.
5. David Gries, Fred B. Schneider, A Logical Approach to Discrete Math, Springer; , 2010.

Online Reading/Supporting Material:

1. <http://ocw.mit.edu/courses/electrical-engineering-and-computer-science/6-042j-mathematics-for-computer-science-fall-2005/>

Or	
DSE-1: Analysis of Algorithm and Data Structures	Credits 06
DSE1T: Analysis of Algorithm and Data Structures	Credits 04

Course Contents:

Introduction: Basic Design and Analysis techniques of Algorithms, Correctness of Algorithm

Algorithm Design Techniques: Iterative techniques, Divide and Conquer, Dynamic Programming, Greedy Algorithms.

Sorting Techniques: Elementary sorting techniques-Bubble Sort, Insertion Sort, Merge Sort, Advanced Sorting techniques-Heap Sort, Quick Sort, Sorting in Linear Time-Bucket Sort, Radix Sort and Count Sort

Searching Techniques: Linear and Binary search.

Complexity Analysis: Medians & Order Statistics.

Data Structures:

1. Arrays
Single and Multi-dimensional Arrays, Sparse Matrices
2. Stacks
Implementing stack using array and linked list, Prefix, Infix and Postfix expressions, Utility and conversion of these expressions from one to another;
3. Queues
Array and Linked representation of Queue, De-queue, Priority Queues
4. Linked Lists
Singly, Doubly and Circular Lists, representation of Stack and Queue as Linked Lists.
5. Recursion
Developing Recursive Definition of Simple Problems and their implementation; Advantages and Limitations of Recursion;
6. Trees
Introduction to Tree as a data structure; Binary Trees, Binary Search Tree, (Creation, and Traversals of Binary Search Trees)

Suggested Readings:

1. T.H. Cormen, Charles E. Leiserson, Ronald L. Rivest, Clifford Stein-Introduction to Algorithms, PHI, 3rd Edition 2009.
2. Sarabasse & A.V. Gelder Computer Algorithm –Introduction to Design and Analysis, Publisher- Pearson 3rd Edition 1999.
3. Adam Drozdek, "Data Structures and algorithm in C++", Third Edition, Cengage Learning, 2012.
4. SartajSahni, Data Structures, "Algorithms and applications in C++", Second Edition, Universities Press, 2011.
5. Aaron M. Tenenbaum, Moshe J. Augenstein, YedidyahLangsam, "Data Structures Using C and C++:, Second edition, PHI, 2009.

6. Robert L. Kruse, "Data Structures and Program Design in C++", Pearson.
7. D.S Malik, Data Structure using C++, Second edition, Cengage Learning, 2010.

DSE1P: Software Lab based on Analysis of Algorithms (Lab)

Credits 02

Practical:

1. Implement Insertion Sort (The program should report the number of comparisons)
2. Implement Merge Sort (The program should report the number of comparisons)
3. Implement Heap Sort (The program should report the number of comparisons)
4. Implement Randomized Quick sort (The program should report the number of comparisons)
5. Implement Radix Sort.
6. Implement Searching Techniques
7. Implementation of Recursive function.
8. Array and Linked list implementation of Stack and Queue.
9. Implementation of Single, Double and circular Linked List
10. Creation and traversal of Binary Search Tree.

Or

DSE-1: Software Engineering

Credits 06

DSE1T: Software Engineering

Credits 04

Course Contents:

Software Process: Introduction ,S/W Engineering Paradigm , life cycle models (water fall, incremental, spiral, evolutionary, prototyping, object oriented) , System engineering, computer based system, verification, validation, life cycle process, development process, system engineering hierarchy.

Software requirements: Functional and non-functional , user, system, requirement engineering process, feasibility studies, requirements, elicitation, validation and management, software prototyping, prototyping in the software process, rapid prototyping techniques, user interface prototyping, S/W document. Analysis and modeling, data, functional and behavioral models, structured analysis and data dictionary.

Design Concepts and Principles: Design process and concepts, modular design, design heuristic, design model and document, Architectural design, software architecture, data design, architectural design, transform and transaction mapping, user interface design, user interface design principles. Real time systems, Real time software design, system design, real time executives, data acquisition system, monitoring and control system.

Software Configuration Management: The SCM process, Version control, Change control, Configuration audit, SCM standards.

Software Project Management: Measures and measurements, S/W complexity and science measure, size measure, data and logic structure measure, information flow measure. Estimations for Software Projects, Empirical Estimation Models, Project Scheduling.

Testing: Taxonomy of software testing, levels, test activities, types of s/w test, black box testing testing boundary conditions, structural testing, test coverage criteria based on data flow, mechanisms, regression testing, testing in the large. S/W testing strategies, strategic approach and issues, unit testing, integration testing, validation testing, system testing and debugging.

Trends in Software Engineering: Reverse Engineering and Re-engineering – wrappers – Case Study of CASE tools.

Suggested Readings:

1. Roger S. Pressman, Software engineering- A practitioner's Approach, McGraw-Hill
2. Ian Sommerville, Software engineering, Pearson education Asia, 6th edition, 2000.
3. Pankaj Jalote- An Integrated Approach to Software Engineering, Springer Verlag, 1997.
4. James F Peters and Witold Pedrycz, "Software Engineering – An Engineering Approach", John Wiley and Sons, New Delhi, 2000.
5. Ali Behforooz and Frederick J Hudson, "Software Engineering Fundamentals", Oxford University Press, New Delhi, 1996.
6. Pfleeger, "Software Engineering", Pearson Education India, New Delhi, 1999. Carlo Ghezzi, Mehdi Jazayari and Dino Mandrioli, "Fundamentals of Software Engineering", Prentice Hall of India, New Delhi, 1991.

DSE1P: Software Engineering (Lab)

Credits 02

Practical

1. Practical Title
 - Problem Statement,
 - Process Model
2. Requirement Analysis
 - Creating a Data Flow
 - Data Dictionary,
 - Use Cases
3. Project Management
 - Computing FP
 - Effort
 - Schedule, Risk Table, Timeline chart
4. Design Engineering
 - Architectural Design
 - Data Design, Component Level Design

5. Testing

- Basis Path Testing

Sample Projects

- DTC Route Information: Online information about the bus routes and their frequency and fares
- Car Pooling: To maintain a web based intranet application that enables the corporate employees within an organization to avail the facility of carpooling effectively.
- Patient Appointment and Prescription Management System
- Organized Retail Shopping Management Software
- Parking Allocation System
- Wholesale Management System

Or

DSE-1: Computer Networks

Credits 06

DSE1T: Computer Networks

Credits 04

Course Contents:

Basic concepts : Components of data communication, standards and organizations, Network Classification, Network Topologies ; network protocol; layered network architecture; overview of OSI reference model; overview of TCP/IP protocol suite.

Physical Layer : Cabling, Network Interface Card, Transmission Media Devices- Repeater, Hub, Bridge, Switch, Router, Gateway.

Data Link Layer : Framing techniques; Error Control; Flow Control Protocols; Shared media protocols - CSMA/CD and CSMA/CA.

Network Layer : Virtual Circuits and Datagram approach, IP addressing methods – Subnetting; Routing Algorithms (adaptive and non-adaptive)

Transport Layer: Transport services, Transport Layer protocol of TCP and UDP.

Application Layer : Application layer protocols and services – Domain name system, HTTP, WWW, telnet, FTP, SMTP.

Network Security : Common Terms, Firewalls, Virtual Private Networks.

Suggested Readings:

1. B.A. Forouzan: Data Communication and Networking, 4th Edition, Tata McGraw Hill, 2007.
2. D.E. Comer, Internetworking with TCP/IP, Vol. I, Prentice Hall of India, 1998.
3. W. Stalling, Data & Computer Communication, 8th edition, Prentice Hall of India, 2006.

4. D. Bertsekas, R. Gallager, Data Networks, 2nd edition, Prentice Hall of India, 1992.

DSE1P: Computer Networks

Credits 02

Software Lab based on Computer Networks:

Implement the concepts of Computer Networks such as:

1. Simulate Checksum Algorithm.
2. Simulate CRC Algorithm
3. Simulate Stop & Wait Protocol.
4. Simulate Go-Back-N Protocol.
5. Simulate Selective Repeat Protocol.

and so on....

Or

DSE-1: Internet Technologies

Credits 06

DSE1T: Internet Technologies

Credits 04

Course Contents:

Introduction to Web Design: Introduction to hypertext markup language (html) document type definition, creating web pages, graphical elements, lists, hyperlinks, tables, web forms, inserting images, frames.

Customized Features: Cascading style sheets, (css) for text formatting and other manipulations.

JavaScript: Data types, operators, functions, control structures, events and event handling.

Java: Use of Objects, Array and Array List class, Designing classes, Inheritance, Input/Output, Exception Handling.

JDBC: JDBC Fundamentals, Establishing Connectivity and working with connection interface, Working with statements, Creating and Executing SQL Statements, Working with Result Set Objects.

JSP: Introduction to JavaServer Pages, HTTP and Servlet Basics, The Problem with Servlets, The Anatomy of a JSP Page, JSP Processing, JSP Application Design with MVC, Setting Up the JSP Environment, Implicit JSP Objects, Conditional Processing, Displaying Values.

Using an expression to Set an Attribute, Declaring Variables and Methods, Error Handling and Debugging, Sharing Data Between JSP Pages, Requests, and Users, Database Access.

Suggested Readings:

1. Web Enabled Commercial Application Development Using Html, Dhtml, javascript, Perl Cgi By Ivan Bayross, BPB Publications.
2. BIG Java Cay Horstmann, Wiley Publication , 3rd Edition..
3. Java 7 ,The Complete Reference, Herbert Schildt, 8th Edition.
4. The Complete Reference J2EE, TMH, Jim Keogh.
5. Java Server Pages, Hans Bergsten, Third Edition, O'Reilly Media December.

DSE1P: Internet Technologies (lab)

Credits 02

Software Lab based on Internet Technologies

JAVA Script

1. Create a student registration form. Create functions to perform the following checks:
 - a. Roll number is a 7-digit numeric value
 - b. Name should be an alphabetical value(String)
 - c. Non-empty fields like DOB
2. Implement a static password protection.
3. Write a java script
 - a. To change the colour of text using SetTimeOut()
 - b. To move an image across screen using SetInterval()

JAVA Programs

1. WAP to find the largest of n natural numbers.
2. WAP to find whether a given number is prime or not.
3. WAP to print the sum and product of digits of an Integer and reverse the Integer.
4. Write a program to create an array of 10 integers. Accept values from the user in that array. Input another number from the user and find out how many numbers are equal to the number passed, how many are greater and how many are less than the number passed.
5. Write java program for the following matrix operations:
 - a. Addition of two matrices
 - b. Summation of two matrices
 - c. Transpose of a matrix

Input the elements of matrices from user
6. Write a java program that computes the area of a circle, rectangle and a Cylinder using function overloading.

JDBC

1. Create a table 'Student' and 'Teacher' in 'College' database and insert two rows in this newly created table using JDBC API and do the following:
 - a. Update an already created table 'Teacher' in 'College' database by updating a teacher's name, with "Dr." appended before the name, whose name is "Rita".

- b. Repeat the same thing for all the teachers using Prepared Statement.
- c. Delete the student with ID=3 from 'Student' database.
- d. Insert two students to the Result Set returned by the query which selects all students with First Name="Ayush". The database must also get updated along with Result Set.

2. Create a procedure in MySQL to count the number of Rows in table 'Student'. Use Callable Statement to call this method from Java code.

JSP Practical list

1. Display the pattern:

```

1
1 2
1 2 3

```

Take 'n' in a textbox from user. Display this pattern using

- Scriptlets
- <c:forEach> loop

2. Make two files as follows:

- a. main.html: shows 2 text boxes and 3 radio buttons with values "addition", "subtraction" and "multiplication"
- b. operate.jsp: depending on what the user selects perform the corresponding function (Give two implementations: using request. get Parameter() and using expression language)

3. Validate User input entered in a form. The input must include Name, DOB, Email ID, Lucky Number, Favorite food etc.

4. Display Good Morning <uname>, Good Afternoon <uname> or Good Evening <uname> based on the current time of the day.

5. Create your custom library which contains two tags: <hello>, <choco>.

Usage of the tags:

- <hello name="Ajay">: Output should be Hello Ajay. It contains a mandatory attribute 'name' which can accept Dynamic value.
- <choco texture="Chewy">: Output should be FiveStar, BarOne.

<choco texture="Crunchy">: Output should be Munch, KitKat.

That means the mandatory attribute must accept a value, and based on the attributes value, it should give output. You must use a bean ChocoBean for this purpose.

DSE-2: Data Mining

Credits 06

DSE2T: Data Mining

Credits 04

Course Contents:

Data Warehousing: Introduction- Definition and description, need for data warehousing, need for strategic information, failures of past decision support systems, OLTP vs DWH-DWH requirements-trends in DWH- Application of DWH.

Data Warehousing Architecture: Reference architecture- Components of reference architecture - Data warehouse building blocks, implementation, physical design process and DWH deployment process. A Multidimensional Data, Model Data Warehouse Architecture.

Data Mining: Data mining tasks-Data mining vs KDD- Issues in data mining, Data Mining metrics, Data mining architecture - Data cleaning- Data transformation- Data reduction - Data mining primitives.

Association Rule Mining: Introduction - Mining single dimensional Boolean association rules from transactional databases - Mining multi-dimensional association rules.

Classification and Prediction: Classification Techniques - Issues regarding classification and prediction - decision tree - Bayesian classification -Classifier accuracy – Clustering – Clustering Methods - Outlier analysis.

Applications and Other Data Mining Methods: Distributed and parallel Data Mining Algorithms, Text mining- Web mining.

Suggested Readings:

1. Jiawei Han and Micheline Kamber, " Data Mining Concepts and Techniques", Morgan Kaufmann Publishers, USA, 2006.
2. Berson,"DataWarehousing, Data Mining and OLAP", Tata McGraw Hill Ltd, New Delhi, 2004.
3. Pang-Ning Tan, Michael Steinbach, Vipin Kumar, Introduction to Data Mining, , Pearson Education.
4. Arun K Pujari,"Data mining techniques", Oxford University Press, London, 2003.
5. Dunham M H,"Data mining: Introductory and Advanced Topics". Pearson Education, New Delhi, 2003.
6. Mehmed Kantardzic," Data Mining Concepts, Methods and Algorithms", John Wiley and Sons, USA, 2003.
7. Soman K. P., DiwakarShyam, Ajay V., Insight into Data mining: Theory and Practice, PHI 2006

DSE2P: Data Mining (Lab)

Credits 02

Software Lab based on Data Mining:

Practical List:

Practical are to be done using Weka, and a report prepared as per the format*. The operations are to be performed on built-in dummy data sets of weka and/or the downloadable datasets mentioned in references below. Also wherever applicable, the parameter values are to be varied (upto 3 distinct values). The 'Visualize' tab is to be explored with each operation.

1. Preprocessing : Apply the following filters –

- a. weka>filter>supervised>attributed>**
AddClassification , AttributeSelection, Discretize , NominalToBinary
- b. weka>filter>supervised>instance:**
StratifiedRemoveFolds, Resample
- c. weka>filter>unsupervised>attribute>**
Add, AddExpression, AddNoise , Center , Discretize , MathExpression , MergeTwoValues , NominalToBinary , NominalToString, Normalize NumericToBinary , NumericToNominal , NumericTransform , PrincipalComponent , RandomSubset , Remove , RemoveType , ReplaceMissingValues , Standardize
- d. weka>filter>unsupervised>instance>**
Normalize , Randomize , Standardize, RemoveFrequentValues, RemoveWithValues , Resample , SubsetByExpression

2. Explore the 'select attribute' as follows

weka>attributeSelection> , FilteredSubsetEval , WrapperSubsetEval

3. Association mining

weka>associations> , Apriori, FP-Growth

4. Classification**

weka>classifiers>bayes> , NaïveBayes , weka>classifiers>lazy> : IB1 , IBk
weka>classifiers>trees , SimpleCart , RandomTree , ID3

5. Clustering**

weka>clusters> , SimpleKMeans , FarthestFirst algorithm, DBSCAN, hierarchicalClusterer

Or

DSE-2: Mobile Applications

Credits 06

DSE2T: Mobile Applications

Credits 04

Course Contents:

Event Driven Programming: UI event loop, Threading for background tasks, Outlets / actions, delegation, notification, Model View Controller (MVC) design pattern.

Mobile application issues: limited resources (memory, display, network, file system), input / output (multi-touch and gestures), sensors (camera, compass, accelerometer, GPS)

Development tools: Apple iOS toolchain: Objective-C, Xcode IDE, Interface Builder, Device simulator.

Frameworks: Objective-C and Foundation Frameworks, Cocoa Touch, UIKit, Others: Core Graphics, Core Animation, Core Location and Maps, Basic Interaction.

Common UI's for mobile devices: Navigation Controllers, Tab Bars, Table Views, Modal views, UI Layout.

Data Persistence: Maintaining state between application invocations, File system, Property Lists, SQLite, Core Data.

Remote Data-Storage and Communication: "Back End" / server side of application, RESTful programming, HTTP get, post, put, delete, database design, server side JavaScript / JSON.

Code signing: security, Keychain, Developers and App Store License Agreement.

Suggested Readings:

1. Rajiv Rammath, Roger Crawfis, and Paolo Sivilotti, *Android SDK 3 for Dummies*, Wiley, 2011.
2. Valentino Lee, Heather Schneider, and Robbie Schell, *Mobile Applications: Architecture, Design, and Development*, Prentice Hall, 2004.
3. Brian Fling, *Mobile Design and Development*, O'Reilly Media, 2009. Maximiliano
4. Firtman, *Programming the Mobile Web*, O'Reilly Media, 2010.
5. Christian Crumlish and Erin Malone, *Designing Social Interfaces*, O'Reilly Media, 2009.

DSE2P: Mobile Applications (Lab)

Credits 02

Software Lab based on Mobile Applications:

1. Installing Android Environment
2. Create Hello World Application
3. Sample Application about Android Resources
4. Sample Application about Layouts
5. Sample Application about Intents
6. Sample Application I about user interfaces
7. Sample Application about Animations
8. Make a Project based on above labs
9. Sample Application about Android Data
10. Sample Application about SQLite I
11. Sample Application about SQLite II
12. Project Presentation

Or

DSE-2: E-Commerce Technologies

Credits 06

DSE2P: E-Commerce Technologies

Credits 04

Course Contents:

An introduction to Electronic commerce: What is E-Commerce (Introduction And Definition), Main activities E-Commerce, Goals of E-Commerce, Technical Components of E-Commerce, Functions of E-Commerce, Advantages and disadvantages of E-Commerce, Scope of E-Commerce, Electronic Commerce Applications, 9 Electronic Commerce and Electronic Business(C2C)(C2G,G2G, B2G, B2P, B2A, P2P, B2A, C2A, B2B, B2C) .

The Internet and WWW: Evolution of Internet, Domain Names and Internet Organization (.edu, .com, .mil, .gov, .net etc.) , Types of Network, Internet Service Provider, World Wide Web, Internet & Extranet, Role of Internet in B2B Application, building own website, Cost, Time, Reach, Registering a Domain Name, Web promotion, Target email, Baner, Exchange, Shopping Bots .

Internet Security: Secure Transaction, Computer Monitoring, Privacy on Internet, Corporate Email privacy, Computer Crime(Laws , Types of Crimes), Threats, Attack on Computer System, Software Packages for privacy, Hacking, Computer Virus(How it spreads, Virus problem, virus protection, Encryption and Decryption, Secret key Cryptography, DES, Public Key Encryption, RSA, Authorisation and Authentication, Firewall, Digital Signature(How it Works) .

Electronic Data Exchange: Introduction, Concepts of EDI and Limitation, Applications of EDI, Disadvantages of EDI, EDI model, Electronic Payment System: Introduction, Types of Electronic Payment System, Payment Types, Value Exchange System, Credit Card System, Electronic Fund Transfer, Paperless bill, Modern Payment Cash, Electronic Cash .

Planning for Electronic Commerce: Planning Electronic Commerce initiates, Linking objectives to business strategies, Measuring cost objectives, Comparing benefits to Costs, Strategies for developing electronic commerce web sites .

Internet Marketing: The PROS and CONS of online shopping, The cons of online shopping, Justify an Internet business, Internet marketing techniques, The E-cycle of Internet marketing, Personalization e-commerce.

Suggested Readings:

1. G.S.V.Murthy, E-Commerce Concepts, Models, Strategies- :- Himalaya Publishing House, 2011.
2. Kamlesh K Bajaj and Debjani Nag , E- Commerce , 2005.
3. Gray P. Schneider , Electronic commerce, International Student Edition, 2011,
4. Henry Chan, Raymond Lee, Tharam Dillon, Elizabeth Chang, E-Commerce, Fundamentals and Applications, Wiely Student Edition, 2011

DSE2P: E-Commerce Technologies (Lab)

Credits 02

Software Lab based on E-Commerce Technologies

E-commerce concepts are to be implemented in developing a website using a combination of following technologies:

1. HyperText Markup Language (HTML)
2. Cascading Style Sheets (CSS)
3. JavaScript
4. ASP
5. PHP

6. XML

7. Joomla

Or

DSE-2: Cloud Computing

Credits 06

DSE2T: Cloud Computing

Credits 04

Course Contents:

Cloud Introduction: Cloud Computing Fundamentals: Cloud Computing definition, Types of cloud, Cloud services: Benefits and challenges of cloud computing, Evolution of Cloud Computing , usage scenarios and Applications , Business models around Cloud – Major Players in Cloud Computing - Issues in Cloud - Eucalyptus - Nimbus - Open Nebula, CloudSim.

Cloud Services And File System: Types of Cloud services: Software as a Service - Platform as a Service – Infrastructure as a Service - Database as a Service - Monitoring as a Service – Communication as services. Service providers- Google App Engine, Amazon EC2, Microsoft Azure, Sales force. Introduction to MapReduce, GFS, HDFS, Hadoop Framework.)

Collaborating With Cloud: Collaborating on Calendars, Schedules and Task Management – Collaborating on Event Management, Contact Management, Project Management – Collaborating on Word Processing , Databases – Storing and Sharing Files- Collaborating via Web-Based Communication Tools – Evaluating Web Mail Services – Collaborating via Social Networks – Collaborating via Blogs and Wikis. 185 CS-Engg&Tech-SRM-2013.

Virtualization For Cloud : Need for Virtualization – Pros and cons of Virtualization – Types of Virtualization – System Vm, Process VM, Virtual Machine monitor – Virtual machine properties - Interpretation and binary translation, HLL VM - Hypervisors – Xen, KVM , VMWare, Virtual Box, Hyper-V.

Security, Standards, And Applications

Security in Clouds: Cloud security challenges – Software as a Service Security, Common Standards: The Open Cloud Consortium – The Distributed management Task Force – Standards for application Developers – Standards for Messaging – Standards for Security, End user access to cloud computing, Mobile Internet devices and the cloud.

Suggested Readings:

1. Bloor R., Kanfman M., Halper F. Judith Hurwitz “Cloud Computing ” Wiley India Edition,2010
2. John Rittinghouse & James Ransome, “Cloud Computing Implementation Management and Strategy”, CRC Press, 2010
3. Anthoy T Velte ,Cloud Computing : “A Practical Approach”, McGraw Hill,2009

4. Michael Miller, Cloud Computing: “Web-Based Applications That Change the Way You Work and Collaborate Online”, Que Publishing, August 2008.
5. James E Smith, Ravi Nair, “Virtual Machines”, Morgan Kaufmann Publishers, 2006.

Online Reading/Supporting Material

1. Haley Beard, “Cloud Computing Best Practices for Managing and Measuring Processes for On-demand Computing”, Applications and Data Centers in the Cloud with SLAs, Emereo Pty Limited, July 2008
2. webpages.iust.ac.ir/hsalimi/.../89.../Cloud%20Common%20standards.ppt ennebula.org/,
3. www.cloudbus.org/cloudsim/, <http://www.eucalyptus.com/>
4. hadoop.apache.org
5. http://hadoop.apache.org/docs/stable/hdfs_design.html
6. http://static.googleusercontent.com/external_content/untrusted_dlcp/research.google.com/en/archive/mapreduce-osdi04.pdf

DSE2P: Cloud Computing (Lab)

Credits 02

Software Lab based on Cloud Computing:

1. Create virtual machines that access different programs on same platform.
2. Create virtual machines that access different programs on different platforms.
3. Exploring Google cloud for the following
 - a) Storage
 - b) Sharing of data
 - c) Manage your calendar, to-do lists,
 - d) A document editing tool
4. Exploring Microsoft cloud
5. Exploring Amazon cloud

Or

DSE-2: Project Work

Credits 06 (2+4)

The students will be allowed to work on any project based on the concepts studied in core/elective or skill based elective courses. Theory classes will cover project management techniques.

Skill Enhancement Courses (SEC)

SEC-1: MySQL (SQL/PL-SQL) **Credits 02**

SEC1T: MySQL (SQL/PL-SQL) **Credits 01**

Course Contents:

SQL Vs. SQL * Plus:

SQL Commands and Data types, Operators and Expressions, Introduction to SQL * Plus.

Managing Tables and Data:

- Creating and Altering Tables (Including constraints)
- Data Manipulation Command like Insert, update, delete
- SELECT statement with WHERE, GROUP BY and HAVING, ORDER BY, DISTINCT, Special operator like IN, ANY, ALL BETWEEN, EXISTS, LIKE
- Join, Built in functions

Other Database Objects

- View
- Synonyms, Index

Transaction Control Statements

- Commit, Rollback, Savepoint

Introduction to PL/SQL

- SQL v/s PL/SQL
- PL/SQL Block Structure
- Language construct of PL/SQL (Variables, Basic and Composite Data type, Conditions looping etc.)
- % TYPE and % ROWTYPE
- Using Cursor (Implicit, Explicit)

Suggested Readings:

1. Baron Schwartz , High Performance MySQL, O'Reilly, 2012.
2. Vikram Vaswani , The Complete Reference MySQL , McGraw Hill Educations, 2004.

SEC1P: MySQL (SQL/PL-SQL) (Lab) **Credits 01**

Software Lab Based on MySQL (SQL/PL-SQL):

[SQL COMMANDS]

- 1) SQL* formatting commands

- 2) To create a table, alter and drop table.
- 3) To perform select, update, insert and delete operation in a table.
- 4) To make use of different clauses viz where, group by, having, order by, union and intersection,
- 5) To study different constraints.

[SQL FUNCTION]

- 6) To use oracle function viz aggregate, numeric, conversion, string function.
- 7) To understand use and working with joins.
- 8) To make use of transaction control statement viz rollback, commit and save point.
- 9) To make views of a table.
- 10) To make indexes of a table.

[PL/SQL]

- 11) To understand working with PL/SQL
- 12) To implement Cursor on a table.
- 13) To implement trigger on a table

Or

SEC-1: HTML Programming

Credits 02

SEC1T: HTML Programming

Credits 01

Course Contents:

Unit-I: Introduction

Unit-II: The Basics

- The Head, the Body
- Colors, Attributes
- Lists, ordered and unordered

Unit-III: Links

- Introduction
- Relative Links, Absolute Links
- Link Attributes
- Using the ID Attribute to Link Within a Document

Unit-IV: Images

- Putting an Image on a Page
- Using Images as Links

- Putting an Image in the Background

Unit V: Tables

- Creating a Table
- Table Headers
- Captions
- Spanning Multiple Columns
- Styling Table

Unit VI: Forms

- Basic Input and Attributes
- Other Kinds of Inputs
- Styling forms with CSS
- Where To Go From Here

Suggested Readings:

1. Virginia DeBolt , Integrated HTML and CSS A Smarter, Faster Way to Learn Wiley / Sybex , 2006
2. Cassidy Williams, Camryn Williams Introduction to HTML and CSS, O'Reilly, 2015

SEC1P: Software Lab Based on HTML

Credits 01

Q.1 Create an HTML document with the following formatting options:

1. Bold
2. Italics
3. Underline
4. Headings (Using H1 to H6 heading styles)
5. Font (Type, Size and Color)
6. Background (Colored background/Image in background)
7. Paragraph
8. Line Break
9. Horizontal Rule
10. Pre tag

Q.2 Create an HTML document which consists of:

- I. Ordered List
- II. Unordered List
- III. Nested List
- IV. Image



XYZ Ltd's Update

1. Introduction
2. Company Financial Update
 - o First Quarter
 - o Second Quarter
 - o Third Quarter
 - o Fourth Quarter
3. Advertising Update
 - o Result of Newspaper Campaign
 - o Additions to staff
 - o New Thoughts on Television
4. Human Resources Update

- A. Safety Considerations
 1. Body substance isolation
 2. Sense safety
 3. Initial size-up
- B. Initial Patient Assessment
 1. General Impression
 2. Unresponsiveness
 - i. Alert to person, place and time
 - ii. Verbal response to audible stimuli
 - iii. Pain evokes verbal or physical response
 - iv. Unresponsive to all stimuli
- C. Patient Critical Needs
 1. Airway
 2. Breathing
 - i. Use oxygen if indicated
 - ii. Consider use of assisting with bag valve mask
 3. Circulation
 4. Bleeding

Q.3 Create an HTML document which implements Internal linking as well as External linking.

Q.4 Create a table using HTML which consists of columns for Roll No., Student's name and grade.

Result		
Roll No.	Name	Grade

Q.5 Create a Table with the following view:

					<p>Please an image here</p>

Q.6 Create a form using HTML which has the following types of controls :

- I. Text Box
- II. Option/radio buttons
- III. Check boxes
- IV. Reset and Submit buttons

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Last Name:

Business:

We must have a correct e-mail address to send you the news letter:

Email:

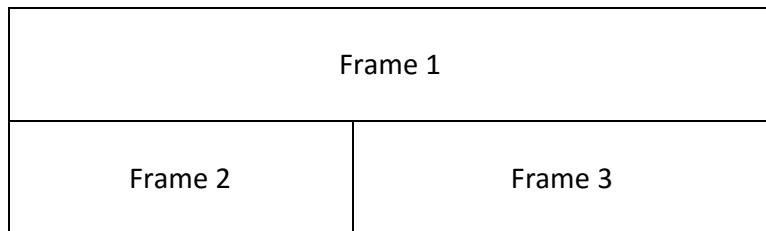
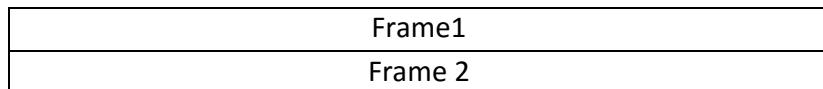
How did you hear about XYZ News Magazine and Emails?

Here on the Web In a magazine Television Other

Would you like to be on our regular mailing list?

Yes, we love junk emails

Q.7 Create HTML documents (having multiple frames) in the following three formats:



SEC-2: Multimedia Applications

Credits 02

SEC2T: Multimedia Applications

Credits 01

Course Contents:

Multimedia: Introduction to multimedia, Components, Uses of multimedia.

Making Multimedia: Stages of a multimedia project, Requirements to make good multimedia, Multimedia Hardware - Macintosh and Windows production Platforms, Hardware peripherals - Connections, Memory and storage devices, Multimedia software and Authoring tools.

Text: Fonts & Faces, Using Text in Multimedia, Font Editing & Design Tools, Hypermedia &Hypertext.

Images: Still Images – Bitmaps, Vector Drawing, 3D Drawing & rendering, Natural Light & Colors, Computerized Colors, Color Palletes, Image File Formats.

Sound: Digital Audio, MIDI Audio, MIDI vs Digital Audio, Audio File Formats.

Video: How Video Works, Analog Video, Digital Video, Video File Formats, Video Shooting and Editing.

Animation: Principle of Animations. Animation Techniques, Animation File Formats.

Suggested Readings:

1. Tay Vaughan, "Multimedia: Making it work", TMH, Eighth edition. 2006
2. Ralf Steinmetz and Klara Naharstedt, "Multimedia: Computing, Communications Applications", Pearson,1995.
3. Keyes, "Multimedia Handbook", TMH. 2000.

4. K. Andleigh and K. Thakkar, "Multimedia System Design", PHI,2000

SEC2P: Multimedia Applications (Lab)

Credits 01

Software Lab Based on Multimedia (FLASH as a multimedia S/W):

Practical exercises based on concepts listed in theory using Flash.

FLASH: Concept of Frame, Key frames, Frame rate, Timeline, Tween, Layers, Symbols, Embedding audio/video and embedding on the web page

1. Draw an animation to show a bouncing ball.
2. Draw an animation to show a moving stick man.
3. Draw an animation to show a fainting banana.
4. Draw an animation to show sunrise and sunset.
5. Draw an animation to show a disappearing house.
6. Draw an animation to show two boats sailing in river
7. Draw an animation to show a scene of cricket match.
8. Draw an animation to help teach a poem or a song
9. Draw an animation to show cartoon with a message
10. Make a movie showing Shape Tweening.
11. Make a movie showing Motion Tweening.
12. Add sound and button to the movie.

Or

SEC-2: PHP Programming

Credits 02

SEC2T: PHP Programming

Credits 01

Course Contents:

Introduction to PHP:

- PHP introduction, inventions and versions, important tools and software requirements (like Web Server, Database, Editors etc.)
- PHP with other technologies, scope of PHP
- Basic Syntax, PHP variables and constants
- Types of data in PHP , Expressions, scopes of a variable (local, global)
- PHP Operators : Arithmetic, Assignment, Relational , Logical operators, Bitwise , ternary and MOD operator.
- PHP operator Precedence and associativity

Handling HTML form with PHP:

- Capturing Form Data

- GET and POST form methods
- Dealing with multi value fields
- Redirecting a form after submission

PHP conditional events and Loops:

- PHP IF Else conditional statements (Nested IF and Else)
- Switch case, while ,For and Do While Loop
- Goto , Break ,Continue and exit

PHP Functions:

- Function, Need of Function , declaration and calling of a function
- PHP Function with arguments, Default Arguments in Function
- Function argument with call by value, call by reference
- Scope of Function Global and Local

String Manipulation and Regular Expression:

- Creating and accessing String , Searching & Replacing String
- Formatting, joining and splitting String , String Related Library functions
- Use and advantage of regular expression over inbuilt function
- Use of preg_match(), preg_replace(), preg_split() functions in regular expression

Array:

- Anatomy of an Array ,Creating index based and Associative array ,Accessing array
- Looping with Index based array, with associative array using each() and foreach()
- Some useful Library function

SEC2P: PHP Programming (Lab)

Credits 01

Software Lab Based on PHP:

1. Create a PHP page using functions for comparing three integers and print the largest number.
2. Write a function to calculate the factorial of a number (non-negative integer). The function accept the number as an argument.
3. WAP to check whether the given number is prime or not.
4. Create a PHP page which accepts string from user. After submission that page displays the reverse of provided string.
5. Write a PHP function that checks if a string is all lower case.
6. Write a PHP script that checks whether a passed string is palindrome or not? (A palindrome is word, phrase, or sequence that reads the same backward as forward, e.g., madam or nurses run)
7. WAP to sort an array.
8. Write a PHP script that removes the whitespaces from a string.

Sample string : 'The quick " " brown fox'

Expected Output : Thequick""brownfox

9. Write a PHP script that finds out the sum of first n odd numbers.
10. Create a login page having user name and password. On clicking submit, a welcome message should be displayed if the user is already registered (i.e.name is present in the database) otherwise error message should be displayed.
11. Write a PHP script that checks if a string contains another string.
12. Create a simple 'birthday countdown' script, the script will count the number of days between current day and birth day.

13. Create a script to construct the following pattern, using nested for loop.

```
*
* *
* * *
* * * *
* * * * *
```

14. Write a simple PHP program to check that emails are valid.

15. WAP to print first n even numbers.

16. \$color = array('white', 'green', 'red")

Write a PHP script which will display the colors in the following way :

Output :

white, green, red,

- green
- red
- white

17. Using switch case and dropdown list display a "Hello" message depending on the language selected in drop down list.
18. Write a PHP program to print Fibonacci series using recursion.
19. Write a PHP script to replace the first 'the' of the following string with 'That'.

Sample : 'the quick brown fox jumps over the lazy dog.'

Expected Result : That quick brown fox jumps over the lazy dog.

Or

SEC-2: Programming with VB/GAMBAS

Credits 02

SEC2T: Programming with VB/GAMBAS

Credits 01

Course Contents:

GUI Environment: Introduction to graphical user interface (GUI), programming language (procedural, object oriented, event driven), the GUI environment, compiling, debugging, and running the programs.

Controls : Introduction to controls textboxes, frames, check boxes, option buttons, images, setting borders and styles, the shape control, the line control, working with multiple controls and their

properties, designing the user interface, keyboard access, tab controls, default & cancel property, coding for controls.

Operations: Data types, constants, named & intrinsic, declaring variables, scope of variables, val function, arithmetic operations, formatting data.

Decision Making : If statement, comparing strings, compound conditions (and, or, not), nested if statements, case structure, using if statements with option buttons & check boxes, displaying message in message box, testing whether input is valid or not.

Forms Handling : Multiple forms creating, adding, removing forms in project, hide, show method, load, unload statement, me keyword, referring to objects on a different forms.

Iteration Handling: Do/loops, for/next loops, using msgbox function, using string function.

Suggested Readings:

a. Programming in Visual Basic 6.0 by Julia Case Bradley, Anita C. Millispangh (Tata Mcgraw Hill Edition 2000 (Fourteenth Reprint 2004)

SEC2P: Programming with VB/GAMBAS (Lab)

Credits 01

Software Lab Based on Visual Basic:

Practical exercises based on concepts listed in theory using VB.

1. Write a VB application to compute the sum of two variables.
2. Write a VB application to compute the factorial of a number n.
3. Write a VB application to compute the Fibonacci series of a number n.
4. Write a VB application to compute the series of prime numbers till number n.
5. Write a VB application to compute the maximum of three numbers.
6. Write a VB application to compute the sum of odd numbers and even numbers in an array of n integers.
7. Write a VB application to compare the strings.
8. Write a VB application to make a calculator.
9. Write a VB application to choose your hobbies from a list.
10. Write a VB application to illustrate the use of color radio button.
11. Write a VB application to illustrate the use of color scroll bar form.
12. Write a VB application to illustrate the use of color scroll bar label text.
13. Write a VB application to illustrate the use of color text box.
14. Write a VB application to show a timer.

SEC-3: Programming with Matlab

Credits 02

SEC3T: Programming with Matlab

Course Contents:

MATLAB Basics

The MATLAB environment - Basic computer programming - Variables and constants, operators and simple calculations - Formulas and functions - MATLAB toolboxes

Matrices and vectors

Matrix and linear algebra review - Vectors and matrices in MATLAB - Matrix operations and functions in MATLAB

Computer programming

Algorithms and structures - MATLAB scripts and functions (m-files) - Simple sequential algorithms - Control structures

MATLAB programming and Numerical Simulations

Matlab Programming. Reading and writing data, file handling - Personalized functions - Toolbox structure - MATLAB graphic functions. Numerical simulations. Numerical methods and simulations - Random number generation – Monte carlo methods

Suggested Readings:

1. Hanselman Mastering Matlab, Pearson
2. Rudrapratap Matlab, Oxford
3. Bansal , Matlab, Pearson
4. Navas Lab Primer through Matlab, PHI

Or

SEC-3: Concepts of Software Testing

Credits 02

SEC3T: Concepts of Software Testing

Credits 01

Course Contents:

Introduction

Strategic Approach to Software Testing, Test Strategies for Conventional Software, Validation Testing, System Testing, Basic Terminologies, V Shaped Software Lifecycle Model

Functional Testing\ Black-box Testing

Boundary Value Analysis, Equivalence Class Testing, Decision Table Based Testing

Structural Testing\ White-box Testing

Basis Path Testing: Program Graph, DD Path graph, Cyclomatic Complexity, Graph Matrices, Control Flow Testing: Statement Coverage, Branch Coverage, Condition Coverage, Path Coverage

Suggested Readings:

1. Roger S. Pressman, Software Engineering: A Practitioner's Approach, Seventh Edition, Mc Graw Hill Education.2009.
2. Yogesh Singh, Software Testing, Cambridge University Press,2011.

SEC3P: Concepts of Software Testing (Lab)

Credits 01

Computer Lab Based on Software Testing:

1. Write a program that takes three inputs (a, b &c) that represent the sides of a triangle, and the output is one of the below four:
 - a. Not a triangle
 - b. Scalene triangle
 - c. Isosceles triangle
 - d. Equilateral triangle
- 1.1 Generate test cases using Boundary Value Analysis, Equivalence Class Partitioning and Decision Table Testing.
- 1.2 Generate test cases using Basis path testing.
- 1.3 Run code coverage tool.

2. Write a program that determines the nature of roots of a quadratic equation. Output should be one of the following:-

- Not a quadratic equation.
- Complex roots
- Real roots
- Single roots

I. Generate test cases using Boundary Value Analysis, Equivalence Class Partitioning and Decision Table Testing.

II. Generate test cases using Basis path testing.

III. Run code coverage tool

3. Write a program that checks whether the number is even or odd. Run code coverage tool and find the amount of code being covered.

4. Write a program that dynamically allocates memory to 10 integers using malloc() or calloc() and

- do not free memory leading to memory leaks. Verify the same using Valgrind.
- Now, free memory using free() at the end of the program to avoid memory leaks. Verify the same using Valgrind.

5. Use Load UI load testing tool to test the web application performance.

SEC-4: R-Programming

Credits 02

SEC4T: R-Programming

Credits 01

Course Contents:

Introduction: Overview and History of R, Getting Help, Data Types, Subsetting, Vectorized Operations, Reading and Writing Data.

Control Structures, Functions, lapply, tapply, split, mapply, apply, Coding Standards.

Scoping Rules, Debugging Tools, Simulation, R Profiler.

Suggested Readings:

W. N. Venables, D. M. Smith, An Introduction to R, R-core team, 2015

SEC4P: R-Programming (Lab)

``Credits 01

Software Lab Based on R Programming:

1. Write a program that prints ‘Hello World’ to the screen.
2. Write a program that asks the user for a number n and prints the sum of the numbers 1 to n
3. Write a program that prints a multiplication table for numbers up to 12.
4. Write a function that returns the largest element in a list.
5. Write a function that computes the running total of a list.
6. Write a function that tests whether a string is a palindrome.
7. Implement the following sorting algorithms: Selection sort, Insertion sort, Bubble Sort
8. Implement linear search.
9. Implement binary search.
10. Implement matrices addition , subtraction and Multiplication

Or

SEC-4: Android Programming

Credits 02

SEC4T: Android Programming

Credits 01

Course Contents:

Introduction: History of Android, Introduction to Android Operating Systems, Android Development Tools, Android Architecture.

Overview of object oriented programming using Java: OOPs Concepts: Inheritance, Polymorphism, Interfaces, Abstract class, Threads, Overloading and Overriding, Java Virtual Machine.

Development Tools: Installing and using Eclipse with ADT plug-in, Installing Virtual machine for Android sandwich/Jelly bean (Emulator), configuring the installed tools, creating a android project – Hello Word, run on emulator, Deploy it on USB-connected Android device.

User Interface Architecture: Application context, intents, Activity life cycle, multiple screen sizes.

User Interface Design: Form widgets, Text Fields, Layouts, Button control, toggle buttons, Spinners (Combo boxes), Images, Menu, and Dialog.

Database: Understanding of SQLite database, connecting with the database.

Suggested Readings:

1. Android application development for java programmers. By James C. Sheusi. Publisher: Cengage Learning, 2013.

Online Reading / Supporting Material:

1. <http://www.developer.android.com>
2. <http://developer.android.com/about/versions/index.html>
3. <http://developer.android.com/training/basics/firstapp/index.html>
4. <http://docs.oracle.com/javase/tutorial/index.htm> (Available in the form of free downloadable ebooks also).
5. <http://developer.android.com/guide/components/activities.html>
6. <http://developer.android.com/guide/components/fundamentals.html>
7. <http://developer.android.com/guide/components/intents-filters.html>
8. <http://developer.android.com/training/multiscreen/screensizes.html>
9. <http://developer.android.com/guide/topics/ui/controls.html>
10. <http://developer.android.com/guide/topics/ui/declaring-layout.html>
11. <http://developer.android.com/training/basics/data-storage/databases.html>

SEC4P: Android Programming (Lab)

Credits 01

Software Lab Based on Android Programming:

1. Create “Hello World” application. That will display “Hello World” in the middle of the screen in the emulator. Also display “Hello World” in the middle of the screen in the Android Phone.
2. Create an application with login module. (Check username and password).
3. Create spinner with strings taken from resource folder (res >> value folder) and on changing the spinner value, Image will change.
4. Create a menu with 5 options and selected option should appear in text box.
5. Create a list of all courses in your college and on selecting a particular course teacher-in-charge of that course should appear at the bottom of the screen.
6. Create an application with three option buttons, on selecting a button colour of the screen will change.
7. Create and Login application as above. On successful login, pop up the message.
8. Create an application to Create, Insert, update, Delete and retrieve operation on the database.

Or

SEC-4: XML Programming

Credits 02

SEC4T: XML Programming

Credits 01

Course Contents:

Introduction:

Understanding Mark-up Languages, Introduction to XML and its Goals.

XML Basics:

XML Structure and Syntax, Document classes and Rules.

Other XML Concepts:

Scripting XML, XML as Data, Linking with XML.

XML with Style:

XSL –Style Sheet Basics, XSL basics, XSL style sheets.

Suggested Readings:

1. XML in action web technology by William J. Pardi

2. Step by Step XML by Michael J. Young

SEC4P: Software Lab Based on XML

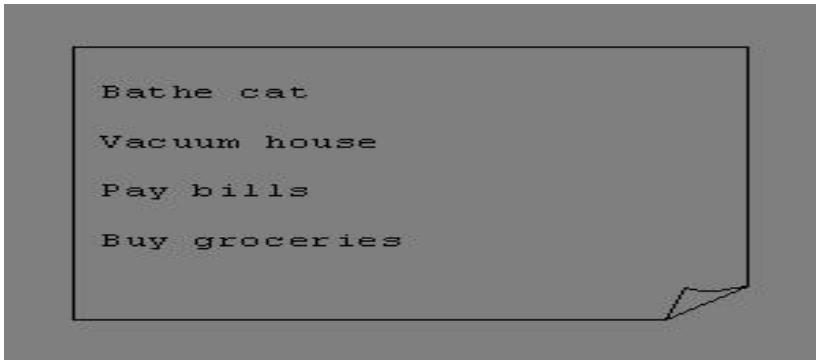
Credits 02

Exercise #1 – Information Structure

In this exercise, student will practice identifying the structure of an information object. For the sample document provided below:

Label the information structures you see, including containing structures.

1. Draw a tree representation of the structure.



Exercise 2# Deconstructing an XML Document

In this exercise, student will practice identifying the explicit structure within an XML document. In a sense, this is the reverse of what you did in Exercise #1. For the sample XML markup below, create a document-like representation (or a simple drawing) for the content contained within the XML tags:

```
<book>
  <coverInfo>
    <title>The XML Handbook</title>
    <author>Charles F. Goldfarb</author>
    <author>Paul Prescod</author>
    <edition>Second</edition>
  <description>The definitive XML resource: applications, products, and technologies. Revised and expanded—over 600 new pages.
  </description>
  </coverInfo>
</book>
```

Exercise #3 – Creating XML Markup

In this exercise, create some XML markup based on the tree representation from Exercise #1 above, and the content from the original sample document.

Exercise #4 – Well-Formedness

This exercise checks your understanding of the constraints for well-formedness. Are the following document instances well-formed? Explain any NO answers.

```
<list><title>The first list</title><item>An item</list>
<item>An item</item><item>Another item</item>
<para>Bathing a cat is a <emph>relatively</emph> easy task as long as the cat is willing.</para>
<bibl><title>How to Bathe a Cat<author></title>Merlin Bauer<author></bibl>
```

Exercise #5-Well Formedness

This exercise is a bit more challenging than the previous example. Here is a fragment of an XML document instance. Identify all the places where it fails to match the constraints for well-formedness.

```
<PROCEDURE><TITLE>How to Bathe a Cat</TITLE>
<OVERVIEW>
```

This procedure tells you how to bathe a cat. <WARNING></OVERVIEW>Cats don't like to take baths. You could get hurt doing this. Be sure to obtain all the required protective gear before you start. </WARNING><EQUIPEMENT><ITEM>Hockey Mask <ITEM>Padded Full-body Kevlar Armor</ITEM><ITEM>Tub full of warm water</ITEM><ITEM>Towels </ITEM><ITEM>First Aid kit</ITEM><ITEM>Cat Shampoo</ITEM> <EQUIPMENT><INSTRUCTIONS> <STEP> Locate the cat, who by now is hiding under the bed.</STEP><STEP>Place the cat in the tub of water.</STEP> <ITEM>Using the First Aid kit, repair the damage to your head and arms.</STEP> <STEP>Place the cat

back in the tub and hold it down.</STEP> <STEP>Wash it really fast, then make an effort to dry it with the towels.</STEP> <STEP>Decide not to do this again. </STEP> </INSTRUCTIONS>