MANAGING BIG DATA
[As per Choice Based Credit System (CBCS) scheme]
(Effective from the academic year 2016 -2017)
SEMESTER - II

Subject Code	16LNI422 / 16SCE21 / 16SCN24 / **16SCS21** / 16SIT41 / 16SSE422	IA Marks	20
Number of Lecture Hours/Week	04	Exam Marks	80
Total Number of Lecture Hours	50	Exam Hours	03

CREDITS – 04

Course objectives: This course will enable students to

- Define big data for business intelligence
- Analyze business case studies for big data analytics
- Explain managing of Big data Without SQL
- Develop map-reduce analytics using Hadoop and related tools

Module -1	**Teaching Hours**
UNDERSTANDING BIG DATA: What is big data – why big data –.Data!, Data Storage and Analysis, Comparison with Other Systems, Rational Database Management System , Grid Computing, Volunteer Computing, convergence of key trends – unstructured data – industry examples of big data – web analytics – big data and marketing – fraud and big data – risk and big data – credit risk management – big data and algorithmic trading – big data and healthcare – big data in medicine – advertising and big data – big data technologies – introduction to Hadoop – open source technologies – cloud and big data – mobile business intelligence – Crowd sourcing analytics – inter and trans firewall analytics.	**10Hours**
Module -2	
NOSQL DATA MANAGEMENT: Introduction to NoSQL – aggregate data models – aggregates – key-value and document data models – relationships – graph databases – schema less databases – materialized views – distribution models – shading — version – map reduce – partitioning and combining – composing map-reduce calculations.	**10 Hours**
Module – 3	
BASICS OF HADOOP: Data format – analyzing data with Hadoop – scaling out – Hadoop streaming – Hadoop pipes – design of Hadoop distributed file system (HDFS) – HDFS concepts – Java interface – data flow – Hadoop I/O – data integrity – compression – serialization – Avro – file-based data structures.	**10 Hours**
Module-4	
MAPREDUCE APPLICATIONS: MapReduce workflows – unit tests with MRUnit – test data and local tests – anatomy of MapReduce job run – classic Map-reduce – YARN – failures in classic Map-reduce and YARN – job scheduling – shuffle and sort – task execution – MapReduce types – input formats – output formats	**10 Hours**
Module-5	
HADOOP RELATED TOOLS: Hbase – data model and implementations – Hbase clients – Hbase examples –praxis. Cassandra – Cassandra data model – Cassandra examples – Cassandra clients –Hadoop integration. Pig – Grunt – pig data model – Pig Latin – developing and testing Pig Latin scripts. Hive – data types and file formats – HiveQL data definition – HiveQL data manipulation – HiveQL queries.	**10 Hours**

Course outcomes:

The students shall able to:

- Describe big data and use cases from selected business domains
- Explain NoSQL big data management
- Install, configure, and run Hadoop and HDFS
- Perform map-reduce analytics using Hadoop

- Use Hadoop related tools such as HBase, Cassandra, Pig, and Hive for big data Analytics

Question paper pattern:

The question paper will have ten questions.
There will be 2 questions from each module.
Each question will have questions covering all the topics under a module.
The students will have to answer 5 full questions, selecting one full question from each module.

Text Books:

1. Tom White, "Hadoop: The Definitive Guide", Third Edition, O'Reilley, 2012.
2. Eric Sammer, "Hadoop Operations", O'Reilley, 2012.

Reference Books:

1. Vignesh Prajapati, Big data analytics with R and Hadoop, SPD 2013.
2. E. Capriolo, D. Wampler, and J. Rutherglen, "Programming Hive", O'Reilley, 2012.
3. Lars George, "HBase: The Definitive Guide", O'Reilley, 2011.
4. Alan Gates, "Programming Pig", O'Reilley, 2011

ADVANCES IN COMPUTER NETWORKS
[As per Choice Based Credit System (CBCS) scheme]
(Effective from the academic year 2016 -2017)
SEMESTER – II

Subject Code	16SCN12/**16SCS22**	IA Marks	20
Number of Lecture Hours/Week	04	Exam Marks	80
Total Number of Lecture Hours	50	Exam Hours	03

CREDITS – 04

Course objectives: This course will enable students to

- Discuss with the basics of Computer Networks.
- Compare various Network architectures.
- Discuss fundamental protocols.
- Define and analyze network traffic, congestion, controlling and resource allocation.

Module 1	**Teaching Hours**
Foundation: Building a Network, Requirements, Perspectives, Scalable Connectivity, Cost-Effective Resource sharing, Support for Common Services, Manageability, Protocol layering, Performance, Bandwidth and Latency, Delay X Bandwidth Product, Perspectives on Connecting, Classes of Links, Reliable Transmission, Stop-and-Wait , Sliding Window, Concurrent Logical Channels. **T1**: **Chapter 1.1, 1.2, 1.5.1, 1.5.2**., **2.1, 2.5** **T2**: **Chapter 4**	**10 Hours**
Module 2	
Internetworking I: Switching and Bridging, Datagram's, Virtual Circuit Switching, Source Routing, Bridges and LAN Switches, Basic Internetworking (IP), What is an Internetwork?, Service Model, Global Addresses, Datagram Forwarding in IP, sub netting and classless addressing, Address Translation (ARP), Host Configuration (DHCP), Error Reporting (ICMP), Virtual Networks and Tunnels. **T1:** Chapter 3.1, 3.2,	**10 Hours**
Module 3	
Internetworking- II: Network as a Graph, Distance Vector (RIP), Link State (OSPF), Metrics, The Global Internet, Routing Areas, Routing among Autonomous systems (BGP), IP Version 6 (IPv6), Mobility and Mobile IP **T1:** Chapter 3.3, 4.1.1,4.1.3 **T2**:Chapter 13.1 to 13.18 , Ch 18.	**10 Hours**
Module 4	
End-to-End Protocols: Simple Demultiplexer (UDP), Reliable Byte Stream(TCP), End-to-End Issues, Segment Format, Connecting Establishment and Termination, Sliding Window Revisited, Triggering Transmission, Adaptive Retransmission, Record Boundaries, TCP Extensions, Queuing Disciplines, FIFO, Fair Queuing, TCP Congestion Control, Additive Increase/ Multiplicative Decrease, Slow Start, Fast Retransmit and Fast Recovery **T1:** Chapter 5.1, 5.2.1 to 5.2.8, 6.2, 6.3	**10 Hours**
Module 5	
Congestion Control and Resource Allocation Congestion-Avoidance Mechanisms, DEC bit, Random Early Detection (RED), Source-Based Congestion Avoidance. The Domain Name System (DNS), Electronic Mail (SMTP,POP,IMAP,MIME), World Wide Web (HTTP), Network Management (SNMP) **T1:** Chapter 6.4 **T2**: Chapter 23.1 to 23.16, Chapter 24, Chapter 25, Chapter 27.1 to 27.8	**10 Hours**

Course Outcomes

The students should be able to:

- List and classify network services, protocols and architectures, explain why they are layered.

- Choose key Internet applications and their protocols, and apply to develop their own applications (e.g. Client Server applications, Web Services) using the sockets API.
- Explain develop effective communication mechanisms using techniques like connection establishment, queuing theory, recovery Etc.
- Explain various congestion control techniques.

Question paper pattern:

The question paper will have ten questions.
There will be 2 questions from each module.
Each question will have questions covering all the topics under a module. The students will have to answer 5 full questions, selecting one full question from each module.

Text Books:

1. Larry Peterson and Bruce S Davis "Computer Networks :A System Approach" 5th Edition , Elsevier -2014.
2. Douglas E Comer, **"**Internetworking with TCP/IP, Principles, Protocols and Architecture" 6th Edition, PHI – 2014.

Reference Books:

1. Uyless Black, "Computer Networks, Protocols , Standards and Inte rfaces" 2 nd Edition - PHI.
2. Behrouz A Forouzan, "TCP /IP Protocol Suite" 4 th Edition – Tata McGraw-Hill.

ADVANCED ALGORITHMS
[As per Choice Based Credit System (CBCS) scheme]
(Effective from the academic year 2016 -2017)
SEMESTER – II

Subject Code	**16SCS23**/ 16SSE253	IA Marks	20
Number of Lecture Hours/Week	04	Exam Marks	80
Total Number of Lecture Hours	50	Exam Hours	03

CREDITS – 04

Course objectives: This course will enable students to

- Define the graph search algorithms.
- Explain network flow and linear programming problems.
- Interpret hill climbing and dynamic programming design techniques.
- Develop recursive backtracking algorithms.
- Define NP completeness and randomized algorithms

Module -1	**Teaching Hours**
Review of Analysis Techniques: Growth of Functions: Asymptotic notations; Standard notations and common functions; Recurrences and Solution of Recurrence equations- The substitution method, The recurrence – tree method, The master method; Amortized Analysis: Aggregate, Accounting and Potential Methods.	**10Hours**
Module -2	
Graph Algorithms: Bellman - Ford Algorithm; Single source shortest paths in a DAG; Johnson's Algorithm for sparse graphs; Flow networks and Ford-Fulkerson method; Maximum bipartite matching. **Polynomials and the FFT:** Representation of polynomials; The DFT and FFT; Efficient implementation of FFT.	**10 Hours**
Module – 3	
Number -Theoretic Algorithms: Elementary notions; GCD; Modular Arithmetic; Solving modular linear equations; The Chinese remainder theorem; Powers of an element; RSA cryptosystem; Primality testing; Integer factorization	**10 Hours**
Module-4	
String-Matching Algorithms: Naïve string Matching; Rabin - Karp algorithm; String matching with finite automata; Knuth-Morris-Pratt algorithm; Boyer – Moore algorithms.	**10 Hours**
Module-5	
Probabilistic and Randomized Algorithms: Probabilistic algorithms; Randomizing deterministic algorithms, Monte Carlo and Las Vegas algorithms; Probabilistic numeric algorithms.	**10 Hours**
Course outcomes:	

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

- Design and apply iterative and recursive algorithms.
- Design and implement optimization algorithms in specific applications.
- Design appropriate shared objects and concurrent objects for applications.

Question paper pattern:

The question paper will have ten questions.
There will be 2 questions from each module.
Each question will have questions covering all the topics under a module.
The students will have to answer 5 full questions, selecting one full question from each module.

Text Books:

1. T. H Cormen, C E Leiserson, R L Rivest and C Stein: Introduction to Algorithms, 3rd Edition, Prentice-Hall of India, 2010.
2. Kenneth A. Berman, Jerome L. Paul: Algorithms, Cengage Learning, 2002.

Reference Books:

1. Ellis Horowitz, Sartaj Sahni, S.Rajasekharan: Fundamentals of Computer Algorithms, 2nd Edition, Universities press, 2007

INTERNET OF THINGS
[As per Choice Based Credit System (CBCS) scheme]
(Effective from the academic year 2016 -2017)
SEMESTER – II

Subject Code	16LNI253 /16SCE253 /16SCN151 /**16SCS24** /16SIT251 /16SSE421	IA Marks	20
Number of Lecture Hours/Week	04	Exam Marks	80
Total Number of Lecture Hours	50	Exam Hours	03

CREDITS – 04

Course objectives: This course will enable students to

- Define and explain basic issues, policy and challenges in the IoT
- Illustrate Mechanism and Key Technologies in IoT
- Explain the Standard of the IoT
- Explain resources in the IoT and deploy of resources into business
- Demonstrate data analytics for IoT

Module -1	**Teaching Hours**
What is The Internet of Things? Overview and Motivations, Examples of Apllications, IPV6 Role, Areas of Development and Standardization, Scope of the Present Investigation.Internet of Things Definitions and frameworks-IoT Definitions, IoT Frameworks, Basic Nodal Capabilities. Internet of Things Apjplication Examples-Overview, Smart Metering/Advanced Metering Infrastructure-Health/Body Area Networks, City Automation, Automotive Applications, Home Automation, Smart Cards, Tracking, Over-The-Air-Passive Surveillance/Ring of Steel, Control Application Examples, Myriad Other Applications.	**10Hours**
Module -2	

Fundamental IoT Mechanism and Key Technologies-Identification of IoT Object and Services, Structural Aspects of the IoT, Key IoT Technologies. Evolving IoT Standards-Overview and Approaches,IETF IPV6 Routing Protocol for RPL Roll, Constrained Application Protocol,Representational State Transfer, ETSI M2M,Third Generation Partnership Project Service Requirements for Machine-Type Communications, CENELEC, IETF IPv6 Over Lowpower WPAN, Zigbee IP(ZIP),IPSO	**10 Hours**
Module – 3	
Layer ½ Connectivity: Wireless Technologies for the IoT-WPAN Technologies for IoT/M2M, Cellular and Mobile Network Technologies for IoT/M2M,Layer 3 Connectivity :IPv6 Technologies for the IoT:Overview and Motivations.Address Capabilities,IPv6 Protocol Overview, IPv6 Tunneling, IPsec in IPv6,Header Compression Schemes,Quality of Service in IPv6, Migration Strategies to IPv6.	**10 Hours**
Module-4	
Case Studies illustrating IoT Design-Introduction, Home Automation, Cities, Environment, Agriculture, Productivity Applications.	**10 Hours**
Module-5	
Data Analytics for IoT – Introduction, Apache Hadoop, Using Hadoop MapReduce for Batch Data Analysis, Apache Oozie, Apache Spark, Apache Storm, Using Apache Storm for Real-time Data Analysis, Structural Health Monitoring Case Study.	**10 Hours**
Course outcomes:	
At the end of this course the students will be able to: • Develop schemes for the applications of IOT in real time scenarios • Manage the Internet resources • Model the Internet of things to business • Understand the practical knowledge through different case studies • Understand data sets received through IoT devices and tools used for analysis	
Question paper pattern: The question paper will have ten questions. There will be 2 questions from each module. Each question will have questions covering all the topics under a module. The students will have to answer 5 full questions, selecting one full question from each module.	
Text Books: 1. Daniel Minoli, ”Building the Internet of Things with IPv6 and MIPv6:The Evolving World of M2M Communications”, Wiley, 2013. 2. Arshdeep Bahga, Vijay Madisetti, ”Internet of Things: A Hands on Approach” Universities Press., 2015	
Reference Books: 1. Michael Miller,” The Internet of Things”, First Edition, Pearson, 2015. 2. Claire Rowland,Elizabeth Goodman et.al.,” Designing Connected Products”, First Edition,O’Reilly, 2015.	

ARTIFICIAL INTELLIGENCE AND AGENT TECHNOLOGY **[As per Choice Based Credit System (CBCS) scheme]** **(Effective from the academic year 2016 -2017)** **SEMESTER - II**			
Subject Code	**16SCS251**	IA Marks	20
Number of Lecture Hours/Week	03	Exam Marks	80
Total Number of Lecture Hours	40	Exam Hours	03
CREDITS - 03			
Course objectives: This course will enable students to			

- Apply a given AI technique to a given concrete problem
- Implement non-trivial AI techniques in a relatively large system
- Explain uncertainty and Problem solving techniques.
- Illustrate various symbolic knowledge representation to specify domains and reasoning tasks of a situated software agent.
- Contrast different logical systems for inference over formal domain representations, and trace how a particular inference algorithm works on a given problem specification.
- Compare various learning techniques and agent technology.

Module -1	**Teaching Hours**
What is Artificial Intelligence: The AI Problems, The Underlying assumption, What is an AI Technique?, The Level of the model, Criteria for success, some general references, One final word and beyond. Problems, problem spaces, and search: Defining, the problem as a state space search, Production systems, Problem characteristics, Production system characteristics, Issues in the design of search programs, Additional Problems. Intelligent Agents: Agents and Environments, The nature of environments, The structure of agents. Text Book 1: Chapter 1 & 2 Text Book 2: Chapter 2	**8 Hours**
Module -2	
Heuristic search techniques: Generate-and-test, Hill climbing, Best-first search, Problem reduction, Constraint satisfaction, Mean-ends analysis. Knowledge representation issues: Representations and mappings, Approaches to knowledge representation, Issues in knowledge representation, The frame problem. Using predicate logic: Representing simple facts in logic, representing instance and ISA relationships, Computable functions and predicates, Resolution, Natural Deduction. Logical Agents: Knowledge –based agents, the Wumpus world, Logic-Propositional logic, Propositional theorem proving, Effective propositional model checking, Agents based on propositional logic. Text Book 1: Chapter 3, 4 & 5 Text Book 2: Chapter 6	**8 Hours**
Module – 3	
Symbolic Reasoning Under Uncertainty: Introduction to nonmonotonic reasoning, Logic for nonmonotonic reasoning, Implementation Issues, Augmenting a problem-solver, Implementation: Depth-first search, Implementation: Breadth-first search. Statistical Reasoning: Probability and bayes Theorem, Certainty factors and rule-based systems, Bayesian Networks, Dempster-Shafer Theory, Fuzzy logic. Quantifying Uncertainty: Acting under uncertainty, Basic probability notation, Inference using full joint distributions, Independence, Bayes' rule and its use, The Wumpus world revisited. Text Book 1: Chapter 7 & 8 Text Book 2: Chapter 13	**8 Hours**
Module-4	
Weak Slot-and-filter structures: Semantic Nets, Frames. Strong slot-and –filler structures: Conceptual dependency, scripts, CYC. Adversarial Search: Games, Optimal Decision in Games, Alpha-Beta Pruning, Imperfect Real-Time Decisions, Stochastic Games, Partially Observable Games, State-Of-The-Art Game Programs, Alternative Approaches, Summary. Text Book 1: Chapter 9 & 10Text Book 2: Chapter 5	**8 Hours**
Module-5	
Learning From examples: Forms of learning, Supervised learning, Learning decision trees, Evaluating and choosing the best hypothesis, The theory of learning ,PAC, Regression and Classification with linear models, Nonparametric models, Support vector machines, Ensemble learning. Learning Probabilistic Models: Statistical learning, learning with complete data, learning with hidden variables: The EM algorithm. Text Book 2: Chapter 18 & 20	**8 Hours**
Course outcomes:	
The students are able to: • Design intelligent agents for problem solving, reasoning, planning, decision making, and learning. specific design and performance constraints, and when needed, design variants of	

existing algorithms.
- Apply AI technique on current applications.
- Problem solving, knowledge representation, reasoning, and learning.

Question paper pattern:
The question paper will have ten questions.
There will be 2 questions from each module.
Each question will have questions covering all the topics under a module.
The students will have to answer 5 full questions, selecting one full question from each module.

Text Books:
1. Elaine Rich,Kevin Knight, Shivashanka B Nair:Artificial Intelligence, Tata CGraw Hill 3rd edition. 2013
2. Stuart Russel, Peter Norvig: Artificial Intelligence A Modern Approach, Pearson 3rd edition 2013.

Reference Books:
1. Nils J. Nilsson: "Principles of Artificial Intelligence", Elsevier, ISBN-13: 9780934613101

PATTERN RECOGNITION
[As per Choice Based Credit System (CBCS) scheme]
(Effective from the academic year 2016 -2017)
SEMESTER - II

Subject Code	16SCE252/ **16SCS252**	IA Marks	20
Number of Lecture Hours/Week	03	Exam Marks	80
Total Number of Lecture Hours	40	Exam Hours	03

CREDITS – 03

Course objectives: This course will enable students to
- Explain various Image processing and Pattern recognition techniques.
- Illustrate mathematical morphology necessary for Pattern recognition.
- Demonstrate Image Representation and description and feature extraction.
- Explain principles of decision trees and clustering in pattern recognition.

Module -1	**Teaching Hours**
Introduction: Definition of PR, Applications, Datasets for PR, Different paradigms for PR, Introduction to probability, events, random variables, Joint distributions and densities, moments. Estimation minimum risk estimators, problems	**8 Hours**
Module -2	
Representation: Data structures for PR, Representation of clusters, proximity measures, size of patterns, Abstraction of Data set, Feature extraction, Feature selection, Evaluation	**8 Hours**
Module – 3	
Nearest Neighbor based classifiers & Bayes classifier: Nearest neighbor algorithm, variants of NN algorithms, use of NN for transaction databases, efficient algorithms, Data reduction, prototype selection, Bayes theorem, minimum error rate classifier, estimation of probabilities, estimation of probabilities, comparison with NNC, Naive bayes classifier, Bayessian belief network	**8 Hours**
Module-4	
Naive bayes classifier, Bayessian belief network,Decision Trees: Introduction, DT for PR, Construction of DT, Splitting at the nodes, Over fitting & Pruning, Examples, Hidden Markov models: Markov models for classification, Hidden Markov models and classification using HMM	**8 Hours**
Module-5	
Clustering: Hierarchical (Agglomerative, single/complete/average linkage, wards,	**8 Hours**

Partitional (Forgy's, k-means, Isodata), clustering large data sets, examples, An application: Handwritten Digit recognition	

Course outcomes:

The students shall able to:

- Explain pattern recognition principals
- Develop algorithms for Pattern Recognition.
- Develop and analyze decision tress.
- Design the nearest neighbor classifier.
- Apply Decision tree and clustering techniques to various applications

Question paper pattern:

The question paper will have ten questions.
There will be 2 questions from each module.
Each question will have questions covering all the topics under a module.
The students will have to answer 5 full questions, selecting one full question from each module.

Text Books:

1. Pattern Recognition (An Introduction) , V Susheela Devi, M Narsimha Murthy, 2011 Universities Press, ISBN 978-81-7371-725-3
2. Pattern Recognition & Image Analysis, Earl Gose, Richard Johnsonbaugh, Steve Jost. PH ISBN-81-203-1484-0, 1996.

Reference Books:

1. Duda R. O., P.E. Hart, D.G. Stork., Pattern Classification, John Wiley and sons, 2000.

INFORMATION AND NETWORK SECURITY
[As per Choice Based Credit System (CBCS) scheme]
(Effective from the academic year 2016 -2017)
SEMESTER – II

Subject Code	16LNI12/16SCN13/**16SCS253**	IA Marks	20
Number of Lecture Hours/Week	03	Exam Marks	80
Total Number of Lecture Hours	40	Exam Hours	03

CREDITS – 03

Course objectives: This course will enable students to

- Explain standard algorithms used to provide confidentiality, integrity and authenticity.
- Distinguish key distribution and management schemes.
- Deploy encryption techniques to secure data in transit across data networks
- Implement security applications in the field of Information technology

Module 1	**Teaching Hours**
Classical Encryption Techniques Symmetric Cipher Model, Cryptography, Cryptanalysis and Brute-Force Attack, Substitution Techniques, Caesar Cipher, Mono-alphabetic Cipher, Playfair Cipher, Hill Cipher, Poly alphabetic Cipher, One Time Pad. **Block Ciphers and the data encryption standard:** Traditional block Cipher structure, stream Ciphers and block Ciphers, Motivation for the feistel Cipher structure, the feistel Cipher, The data encryption standard, DES encryption, DES decryption, A DES example, results, the avalanche effect, the strength of DES, the use of 56-Bit Keys, the nature of the DES algorithm, timing attacks, Block cipher design principles, number of rounds, design of function F, key schedule algorithm	**8 Hours**
Module 2	
Public-Key Cryptography and RSA: Principles of public-key cryptosystems. Public-key cryptosystems. Applications for public-key cryptosystems, requirements for public-key cryptosystems. Public-key cryptanalysis. The RSA algorithm, description of the algorithm, computational aspects, the security of RSA. **Other Public-Key Cryptosystems:** Diffie-hellman key exchange, The algorithm, key exchange protocols, man in the middle attack, Elgamal Cryptographic systems, Elliptic curve arithmetic, abelian groups, elliptic curves over real numbers, elliptic curves over Zp, elliptic curves overGF(2m), Elliptic curve cryptography, Analog of Diffie-hellman key exchange, Elliptic curve encryption/ decryption, security of Elliptic curve cryptography, Pseudorandom number generation based on an asymmetric cipher, PRNG based on RSA.	**8 Hours**
Module 3	
Key Management and Distribution: Symmetric key distribution using Symmetric encryption, A key distribution scenario, Hierarchical key control, session key lifetime, a transparent key control scheme, Decentralized key control, controlling key usage, Symmetric key distribution using asymmetric encryption, simple secret key distribution, secret key distribution with confidentiality and authentication, A hybrid scheme, distribution of public keys, public announcement of public keys, publicly available directory, public key authority, public keys certificates, X-509 certificates. Certificates, X-509 version 3, public key infrastructure. **User Authentication:** Remote user Authentication principles, Mutual Authentication, one way Authentication, remote user Authentication using Symmetric encryption, Mutual Authentication, one way Authentication, Kerberos, Motivation , Kerberos version 4, Kerberos version 5, Remote user Authentication using Asymmetric encryption, Mutual Authentication, one way Authentication, federated identity management, identity management, identity federation, personal identity verification.	**8 Hours**
Module 4	
Wireless network security: Wireless security, Wireless network threats, Wireless	**8 Hours**

network measures, mobile device security, security threats, mobile device security strategy, IEEE 802.11 Wireless LAN overview, the Wi-Fi alliance, IEEE 802 protocol architecture. Security, IEEE 802.11i services, IEEE 802.11i phases of operation, discovery phase, Authentication phase, key management phase, protected data transfer phase, the IEEE 802.11i pseudorandom function. W**eb Security Considerations:** Web Security Threats, Web Traffic Security Approaches. **Secure Sockets Layer: SSL** Architecture, SSL Record Protocol, Change Cipher Spec Protocol, Alert Protocol, and shake Protocol, Cryptographic Computations. **Transport Layer Security:** Version Number, Message Authentication Code, Pseudorandom Functions, Alert Codes, Cipher Suites, Client Certificate Types, Certificate Verify and Finished Messages, Cryptographic Computations, and Padding. **HTTPS** Connection Initiation, Connection Closure. **Secure Shell(SSH)** Transport Layer Protocol, User Authentication Protocol, Connection Protocol	
Module 5	
Electronic Mail Security: Pretty good privacy, notation, operational; description, S/MIME, RFC5322, Multipurpose internet mail extensions, S/MIME functionality, S/MIME messages, S/MIME certificate processing, enhanced security services, Domain keys identified mail, internet mail architecture, E-Mail threats, DKIM strategy, DKIM functional flow. **IP Security:** IP Security overview, applications of IPsec, benefits of IPsec, Routing applications, IPsec documents, IPsec services, transport and tunnel modes, IP Security policy, Security associations, Security associations database, Security policy database, IP traffic processing, Encapsulating Security payload, ESP format, encryption and authentication algorithms, Padding, Anti replay service, transport and tunnel modes, combining security associations, authentication plus confidentiality, basic combinations of security associations, internet key exchange, key determinations protocol, header and payload formats, cryptographic suits.	**8 Hours**
Course Outcomes	
The students should be able to: • Analyze the vulnerabilities in any computing system and hence be able to design a security solution. • Identify the security issues in the network and resolve it. • Evaluate security mechanisms using rigorous approaches, including theoretical.	
Question paper pattern: The question paper will have ten questions. There will be 2 questions from each module. Each question will have questions covering all the topics under a module. The students will have to answer 5 full questions, selecting one full question from each module.	
Text Books: 1. William Stallings, Cryptography and Network Security, Pearson 6th edition.	
Reference Books: 1. V K Pachghare: Cryptography and Information Security.	

WEB SERVICES **[As per Choice Based Credit System (CBCS) scheme]** **(Effective from the academic year 2016 -2017)** **SEMESTER – II**			
Subject Code	**16SCS254** / 16SSE154 / 16LNI252 / 16SIT21	IA Marks	20
Number of Lecture Hours/Week	03	Exam Marks	80
Total Number of Lecture Hours	40	Exam Hours	03
CREDITS – 04			
Course objectives: This course will enable students to			

- Define and explain Web Services.
- Summarize WSDL Web Services.
- Analyze Web service Architecture.
- Explain Building Blocks of Web services.

Module 1	**Teaching Hours**
Middleware: Understanding the middle ware, RPC and Related Middle ware, TP Monitors, Object Brokers, Message-Oriented Middleware.	**8 Hours**
Module 2	
Web Services: Web Services Technologies, Web Services Architecture.	**8 Hours**
Module 3	
Basic Web Services Technology: WSDL Web Services Description Language, UDDI Universal Description Discovery and Integration, Web Services at work interactions between the Specifications, Related Standards.	**8 Hours**
Module 4	
Service Coordination Protocols: Infrastructure for Coordination Protocols, WS-Coordination, WS-Transaction, Rosetta Net and Other Standards Related to Coordination Protocols.	**8 Hours**
Module 5	
Service Composition: Basic of Service Composition, A New Chance of Success for Composition, Services Composition Models, Dependencies between Coordination and Composition, BPEL: Business Process Execution Language for Web Services, Outlook, Applicability of the Web Services, Web services as a Problem and a Solution : AN Example.	**8 Hours**

Course Outcomes

The students should be able to:

- Bind and unbind services in UDDI.
- Develop WSDL document
- Implement web service client to call public service.
- Implement a service and exposing it as public service.

Question paper pattern:

The question paper will have ten questions.
There will be 2 questions from each module.
Each question will have questions covering all the topics under a module. The students will have to answer 5 full questions, selecting one full question from each module.

Text Books:

1. Gustavo Alonso, Fabio Casati, Harumi Kuno, Vijay Machiraju: Web Services(Concepts ,Architectures and Applications), Springer International Edition 2009.

Reference Books:

NIL

MINIPROJECT **[As per Choice Based Credit System (CBCS) scheme]** **(Effective from the academic year 2016 -2017)** **SEMESTER – II**			
Laboratory Code	16LNI26/ 16SCE26 / 16SCN26 /**16SCS26** /16SFC26 / 16SIT26 / 16SSE26	IA Marks	20

Number of Lecture Hours/Week	03 hours of lab	Exam Marks	80
Total Number of Lecture Hours	------	Exam Hours	03

CREDITS – 02

C**ourse objectives:** This course will enable students to

- Enable the student to design, develop and analyze an application development

The student will carry out a mini project relevant to the course. The project must be development of an application (Hardware/Software). It is preferable if the project is based on mobile application development.

Course outcomes:

- Design, develop and to analyze an application development.
- Prepare report of the project.

Conduction of Practical Examination:

The student shall prepare the report by including:

1. Define project (Problem Definition)
2. Prepare requirements document
   a. Statement of work
   b. Functional requirements
   c. Software / Hardware requirements
3. Develop use cases
4. Research, analyze and evaluate existing learning materials on the application
5. Develop user interface and implement code
6. Prepare for final demo

Evaluation:

Evaluation shall be taken up at the end of the semester. Project work evaluation and viva-voce examination shall be conducted. Internal evaluation shall be carried by the Guide and Head of the department for 20 marks. Final examination which includes demonstration of the project and viva-voce shall be conducted for 80 Marks viz report + Outputs of the project + presentation = 30+30+20 = 80 marks.

SEMINAR
[As per Choice Based Credit System (CBCS) scheme]
(Effective from the academic year 2016 -2017)
SEMESTER – II

Subject Code	16SCE27 / 16SCN27 / 16LNI27 / 16SIT27 / 16SSE27 / **16SCS27** / 16SFC27	IA Marks	100
Number of Lecture Hours/Week	----	Exam Marks	-
Total Number of Lecture Hours	----	Exam Hours	-

CREDITS – 01

Course objectives: This course will enable students to

- Motivate the students to read technical article
- Discover recent technology developments

Descriptions

The students should read a recent technical article (try to narrow down the topic as much as possible)

from any of the leading reputed and refereed journals like:

1. IEEE Transactions, journals, magazines, etc.
2. ACM Transactions, journals, magazines, SIG series, etc.
3. Springer
4. Elsevier publications etc

In the area of (to name few and not limited to)

- Web Technology
- Cloud Computing
- Artificial Intelligent
- Networking
- Security
- Data mining

Course Outcomes

The students should be able to:

- Conduct survey on recent technologies
- Infer and interpret the information from the survey conducted
- Motivated towards research

Conduction:

The students have to present at least ONE technical seminar on the selected topic and submit a report for internal evaluation.

Marks Distribution: Literature Survey + Presentation (PPT) + Report + Question & Answer + Paper: 20 + 30 + 30 + 20 (100).