



# Barrackpore Rastraguru Surendranath College

## Teaching Plan

Department of Computer Science

**2022-23**

## NAME OF THE PROGRAMME

MASTER OF SCIENCE (M.Sc.) IN COMPUTER SCIENCE

## PROGRAMME OUTCOME

- ❖ To provide technology-oriented students with the knowledge and ability to develop creative solutions.
- ❖ To develop skills to learn new technology.
- ❖ To apply computer science theory and software development concepts to construct computing-based solutions.
- ❖ To design and develop computer programs/computer-based systems in the areas related to algorithms, networking, web design, cloud computing, Artificial Intelligence, Mobile applications.
- ❖ To be technology-oriented with the knowledge and ability to develop creative solutions, and better understand the effects of future developments of computer systems and technology on people and society.
- ❖ To get ability to apply knowledge of Computer Science to the real-world issues.
- ❖ To be familiar with current research within various fields of Computer Science.
- ❖ To use creativity, critical thinking, analysis and research skill.

<b>Semester</b>		<b>I</b>			
<b>Course Title</b>	DISCRETE MATHEMATICS				
<b>Course Code</b>	CMSMCOR01T	<b>Credit</b>	4		
<b>Course Outcome</b>	<p>After completion of the course the students will be able to</p> <ol style="list-style-type: none"> <li>1. Apply mathematical knowledge in computational process, algorithm design and complexity analysis.</li> <li>2. Map a computational problem into a graph theoretical problem for its better understanding and elegant solution.</li> <li>3. Apply knowledge on Probability Theory and related topics in various applications</li> </ol>				
<b>Scheme of Instruction</b>					
<b>Total Duration</b>	60 Lectures	<b>Class/Week</b>	4	<b>Hours/week</b>	4
<b>Instruction Mode</b>	Direct personal teaching with ICT based techniques				
<b>Scheme of Examination</b>					
<b>Maximum Score</b>	50	<b>Internal</b>	15	<b>End Semester</b>	35
<b>Course Mapping</b>					
<b>Units</b>	<b>Course Content</b>			<b>Lecture Hour (Cumulative)</b>	
1	<b>Combinatorics and Generating function</b> Permutations and Combinations, Multinomial theorem, Principle of Inclusion-Exclusion, Pigeon-hole Principle, Recurrence relation/difference equation, Generating functions, Solution of recurrence relations by Generating functions.			6	

2	<p><b>Graph Theory</b></p> <p>Brief Review, Paths and Cycles, Trees, Centre of graphs and trees. Bipartite graphs. Graph isomorphism. Labeled and unlabeled graphs.</p>	36
	<p>Sub-graph, Complement of a graph. Directed Graphs, Binary trees. Representation of graphs and digraphs. Planer Graphs: Planer representation, Euler's formula, Planarity-testing, Statement of Kuratowski's theorem, Dual of a planer graph.</p> <p>Graph Coloring and related topics: Vertex-coloring, Chromatic number, Independence number and clique number, Ramsey Theorem, Coloring-algorithms.</p> <p>Graph Algorithms: Spanning trees, All cycles, Cliques, Isomorphism <math>\rightarrow</math></p>	
3	<p><b>Finite Fields</b></p> <p>Sets with two operations, Modular Arithmetic, Congruence and Galois fields, Vector and vector spaces with application in graphs</p>	40
4	<p><b>Probability Theory</b></p> <p>Random variables: Discrete Probability Distributions, Concepts of joint distribution and Independent variables, Expectation values, Variances Special</p> <p>Probability Distributions and their properties: Binomial, Poisson, Exponential, selection of appropriate distribution</p> <p>Normal distribution</p>	60

Semester		I			
<b>CourseTitle</b>	ADVANCEDDATASTRUCTURE				
<b>CourseCode</b>	CMSMCOR02T	<b>Credit</b>	4		
<b>CourseOutcome</b>	<p>After completion of the course the students will be able to</p> <ol style="list-style-type: none"> <li>1. Handle operations like, insertion, deletion, traversing, searching, sorting etc. on various linear and non-linear data structures like, array, stack, queue, list, tree, heap, hashtable etc.</li> <li>2. Choose appropriate data structure for a specified problem definition.</li> <li>3. Understand the importance of data structures for design of algorithms.</li> </ol>				
Scheme of Instruction					
<b>Total Duration</b>	60	<b>Class/Week</b>	4	<b>Hours/week</b>	4
<b>Instruction Mode</b>	Offline				
Scheme of Examination					
<b>Maximum Score</b>	35	<b>Internal</b>	15	<b>End Semester</b>	50
Course Mapping					
Units	Course Content			Lecture Hour (Cumulative)	
1.	<b>Brief Review</b>				
	Time and Space complexity: Big-O $\Omega$ $\Theta$ .			1(1)	
	Worst case & Average case complexity			1(2)	
	ADT			1(3)	
	basic linear and non-linear data-structures			1(4)	
2.	<b>Recursion</b>				
	Brief Review and Limitations of Recursion			1(5)	
	Converting a recursive algorithm to a non-recursive one			2(7)	

	Illustration by familiar examples like Hanoi problem	2(9)
3.	<b>Sorting and selection problems</b>	
	Review of heap-sort	1(10)
	quicksort	2(12)
	mergesort and their complexity	2(14)
	Other sorting algorithms (both recursive and non-recursive versions where applicable)	2(16)
	Tournament sort	1(17)
	Radix sort	1(18)
	External Sorting (Polyphase Merging Cascade Merging)	3(21)
4.	<b>Searching and set manipulation</b>	
	Searching in static table: Interpolation search	2(23)
	Searching in dynamic table: Randomly grown binary search trees	2(25)
	AVL trees	3(28)
	(2,3) trees	3(31)
	Red-black trees	2(33)
	B-trees	2(35)
	B+ trees	3(38)
	B* trees	3(41)
	Amortized Analysis	2(43)
	Binomial heaps	2(45)
	Fibonacci heaps	2(47)
	Disjoint set maintenance techniques	2(49)
	Set manipulation algorithm like UNION-FIND	1(50)

	Unionbyrank	1(51)
	Path-compression	1(52)
	PseudoAckermannfunctionandits applications	1(53)
5.	<b>Hashingtechniques</b>	
	Reviewofbasict techniques	1(54)
	Linearprobing	2(56)
	Chaining	2(58)
	CoalescedChaining	1(59)
	Loadfactor	1(60)

Semester		SEMESTER I	
<b>CourseTitle</b>	<b>AnalysisofAlgorithms</b>		
<b>CourseCode</b>	<b>CMSMCOR03T</b>	<b>Credit</b>	<b>4</b>
<b>CourseOutcome</b>	<p>Aftercompletionofthecoursethestudentswillbeableto,</p> <ol style="list-style-type: none"> <li>1. <b>understand</b>theimportanceofanalgorithmfor theory of computation perspective.</li> <li>2. <b>choose</b>appropriatealgorithmsforaspecified problem definition.</li> <li>3. <b>designandverify</b>algorithmsforaspecified real life problem.</li> <li>4. <b>analyze</b>complexityissuesofalgorithms.</li> <li>5. <b>Identify</b>theconceptofnon-polynomialproblems and <b>apply</b> in various design perspective; up to Boolean Satisfiability.</li> <li>6. <b>deals</b>withtractableandintractableproblems.</li> </ol>		
<b>Schemeof Instruction</b>			

<b>Total Duration</b>	60	<b>Class/Week</b>	4	<b>Hours/week</b>	4
<b>InstructionMode</b>	<b>BlendedMode(ICT+Direct Teaching)</b>				
<b>Scheme of Examination</b>					
<b>MaximumScore</b>	50	<b>Internal</b>	15	<b>EndSemester</b>	35
<b>Course Mapping</b>					
<b>Units</b>	<b>Course Content</b>			<b>LectureHour(Cumulative)</b>	
1	<b>Paradigms for Algorithm-design:</b> Basic concepts, Foundation of computer science, Theory of computation basic etc.			2	
1	Definition: Formal and informal definition of algorithms, characteristics, what makes an algorithm good, Running time of an algorithm, time-space complexity			4	
1	Basic design and analysis techniques of algorithms, Asymptotic representations, Correctness of Algorithm.			5	
1	Decision and Optimization problems			6	
1	<b>Divide and Conquer:</b> Basic method, Master's theorem, use, examples (partition exchange, merge, BST etc.)			8	
2	<b>Dynamic Programming:</b> Basic method, use, Examples: All pair shortest paths, single-source shortest path problems.			10	
2	Traveling Salesman problem (TSP)			12	
3	<b>Branch and Bound:</b> Basic method, theory in use			13	
3	The 15-puzzle problem, integer programming problem, TSP etc.			15	
4	<b>Backtracking:</b> Basic method, use, recursion			16	
3	Recap: DFS, BFS, with examples			17	
3	Eight queens problem, n-queens problems			19	



3	Graph coloring problem ( chromatic number, 4-color conjecture, 3-colorability) , vertex coloring, edge coloring, face/regioncoloring	22
3	Hamiltonianpathproblem	23
4	<b>Greedy Method:</b> General characteristic of greedy algorithms, Why greedy, examples and use	24
4	Minimum spanning tree: Optimal greedy algorithms(Prim'sandKruskal'salgorithms),and complexities	25
4	Non-optimal greedy algorithms: Knapsack problem, Complexity analysis of Knapsack problem.	28
4	Schedulingproblemandapplications;Sequential vertex-coloringalgorithms.	30
5	<b>Heuristicapproaches:</b> Fundamentals and basic, decision problems, optimization problem, types etc.	32
5	Vertex coloring of non-planer graphs (plane, planar graph, 4-color conjecture) , planar graph coloring etc.	34
5	Introduction to Genetic algorithm(GA), crossover, mutation,fitness calculation,Graphcoloringusing GA,TSPusingGA	37
5	Approximation algorithms (TSP by MST approximation, approximate covering problem), Knapsack problem etc.	39
5	Binpackingproblem(first-fit,best-fit,worst-fit etc.), greedyheuristics	41
6	<b>NP-completeness:</b> IntroductiontotheoryofNP-completeness	42
6	Decisionvs.Optimizationproblemsrevise	43
6	Polynomial vs. Non-polynomial problems, exponentialproblems	45
6	P,NP,NP Hard, NP Complete : theoryand examples	48

6	Polynomial reducibility, Satisfiability: cook's theorem,3-SAT,Booleansatisfiability,Halting problem.	51
6	Intractableproblems,paradox,Russell'sparadox etc.	53
6	<b>Question-answerdiscussionclass</b>	55
6	<b>InternalAssesment</b>	57
6	<b>Seminar</b>	60

<b>Semester</b>		<b>I</b>			
<b>CourseTitle</b>	<b>DATA COMMUNICATION</b>				
<b>CourseCode</b>	<b>CMSMCOR04T</b>	<b>Credit</b>	<b>4</b>		
<b>CourseOutcome</b>	After completion of the course the students will be able to <ol style="list-style-type: none"> <li>1. Understand various components of communication systems.</li> <li>2. Obtain a basic idea of signal processing and information theory.</li> <li>3. Apply the knowledge in real-life communication scenario.</li> </ol>				
<b>Scheme of Instruction</b>					
<b>Total Duration</b>	60	<b>Class/Week</b>	4	<b>Hours/week</b>	4
<b>Instruction Mode</b>	<b>Blended Mode (ICT+Direct Teaching)</b>				
<b>Scheme of Examination</b>					
<b>Maximum Score</b>	50	<b>Internal</b>	7+8	<b>End Semester</b>	35
<b>Course Mapping</b>					

Units	Course Content	LectureHour(Cumulative)
1	<b>Introduction to communication systems:</b> Data, Signal and Transmission: analog & digital data, periodic & aperiodic signal	2
1	transmission (analog & digital, difference between them, Advantage of digital transmission)	4
1	Transmission modes, Transmission Impairments: Performance criteria of a communication system, Attenuation, Delay distortion, noise, Hartley Theorem	7
2	<b>Encoding &amp; modulation:</b> Digital data to Digital signal (Unipolar, Polar: NRZ-L, NRZ-I, RZ, Bipolar: Manchester, differential Manchester, Bipolar: AMI)	10
2	Analog to Digital (PAM, PCM, Delta modulation)	13
2	Digital to Analog (ASK, PSK, FSK, QAM)	18
2	Modem, 5 Line and block coding	19
2	Types of errors, Error detection & correction methods (Detection: VRC, LRC, CRC, Checksum, Correction: Hamming code)	22
3	<b>Basic of Signal Theory:</b> Fourier transform, Transform pairs, Standard function & their transform, Transform theorem	25
3	Bandwidth utilization techniques: TDM, FDM, WDM; Spread spectrum concepts	28
3	Switching (Circuit switching, Packet switching, Message switching)	31
3	Application in Telephone network	33

3	Connection-oriented and connection-less approach in packet switching network	35
	<b>Class Test</b>	36
4	<b>Transmission Media:</b> Guided and Unguided: Architecture, Transmission Characteristics and Applications	38
5	<b>Introduction to computer networks:</b> Data representation (ASCII, ISO etc.), direction of data flow	40
5	Network: distributed processing, network criteria, physical structure (type of connection, topology), categories of network (LAN, MAN, WAN), brief history of Internet and Intranet	42
5	Protocols and standards. OSI reference model, TCP/IP reference model	44
5	Overview of mail transfer: DNS, TELNET, SMTP, FTP, HTTP & WWW	47
	<b>Seminar</b>	48
6	<b>Information Theory:</b> Measure of information, Entropy, Discrete and Continuous Channel, Shannon's Encoding Algorithms	50
7	<b>Security:</b> Introduction, Cryptography, Firewalls	54
8	<b>Introduction to mobile communication</b>	59
	<b>Internal Assessment</b>	60

<b>Semester</b>	<b>II</b>
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<b>CourseTitle</b>	<b>Object-orientedTechnology</b>				
<b>CourseCode</b>	<b>CMSMCOR06T</b>	<b>Credit</b>	<b>4</b>		
<b>CourseOutcome</b>	1. Appreciatethestrengthsofobjectorientedprogrammingasa paradigm. 2. Develop theabilityto solve real-world problems usingjava 3. Demonstratethe conceptsofexceptionhandling,genericfunctions..				
<b>Schemeof Instruction</b>					
<b>Total Duration</b>	60Hours	<b>Class/Week</b>	15	<b>Hours/week</b>	4
<b>InstructionMode</b>	<b>Direct Teaching</b>				
<b>Schemeof Examination</b>					
<b>MaximumScore</b>	50	<b>Internal</b>	15	<b>EndSemester</b>	35
<b>CourseMapping</b>					
<b>Units</b>	<b>Course Content</b>			<b>LectureHour(Cumulative)</b>	
1	Whyobjectorientation:Programdesign concepts, Software evolutionandcrisis;Procedure-Oriented(PO) approach			2	
1	IntroductiontocommonPO-languages,Advantages anddisadvantagesofPO-methodology;Basic concepts of Object-oriented (OO) approach			4	
1	Evolution of OO methodologyanditsbenefits,ComparisonofOO andPOapproaches,IntroductiontocommonOO Language			6	
2	Constants;Variables;Declarationof variables;Givingvaluestovariables;Scopeof variables; Symbolic constants; Type casting			8	

2	Standard default values; Arrays; Strings; Vectors; Wrapper Class. Operators: Arithmetic, Relational, Logical, Assignment, Increment and decrement, Bitwise, Special operators; Expressions; Type conversion in expression	10
3	Selection statements – if and switch; Iteration statements	12
3	while, do-while, for, for-each; nested loops; Jump statements – Using break, using continue, return.	14
4	Class fundamentals – the general form of a class; Declaring objects; Introducing methods;	16
4	manager function- constructor; Introducing access controls	18
4	Introducing nested and inner classes; overloading methods.	20
5	Inheritance basics- member access and inheritance	22
5	Creating multilevel hierarchy; Method overriding	24
5	Using Standard Java Packages (util, lang, io, net),	26
5	Abstract classes; Case study: interfaces and packages in JAVA.	28
6	Exception- Handling fundamentals; Exception types; Uncaught exceptions	30
6	Using try and catch statements	32
6	Multiple catch clauses; Nested try statements	34
6	Chained exceptions; Using exceptions.	36
	<b>Class Test</b>	37
7	File I/O, Opening/closing files,	39
7	specifying the position, detecting end-of-file, character I/O, object I/O	41
7	binary versus character files, reading an object from disk	43
7	Stream class hierarchy, redirection, IOS flags, redirecting input and output,	45

7	command-line arguments, overloading the extraction and insertion operators.	47
6	<b>Student Seminar</b>	50
6	Basics of thread,	52
6	thread lifecycle	54
6	synchronization	56
6	concept of multithreading	58
6	<b>Internal Assessment</b>	60

Semester		II			
<b>Course Title</b>	<b>COMPUTER NETWORK</b>				
<b>Course Code</b>	<b>CMSMCOR07T</b>	<b>Credit</b>	<b>4</b>		
<b>Course Outcome</b>	<p>After completion of the Course the students will be able to</p> <ol style="list-style-type: none"> <li>1. Distinguish between data communication and computer network.</li> <li>2. Explain various switching techniques used and implement the various routing and router protocols.</li> <li>3. Explain multiplexing and demultiplexing, UDP, TCP/IP protocols and congestion control mechanisms.</li> <li>4. Apply the knowledge in real-life networking scenario.</li> </ol>				
<b>Scheme of Instruction</b>					
<b>Total Duration</b>	60	<b>Class/Week</b>	4	<b>Hours/week</b>	4
<b>Instruction Mode</b>	<b>Blended Mode (ICT + Direct Teaching)</b>				
<b>Scheme of Examination</b>					
<b>Maximum Score</b>	50	<b>Internal</b>	7+8	<b>End Semester</b>	35

Course Mapping		
Units	Course Content	Lecture Hour (Cumulative)
1	Review of basic concepts	1
2	<b>Data Link Control:</b> Line Discipline, ENQ/ACK; Poll/Select, Flow control: Stop & Wait, Sliding window	3
2	<b>Error control:</b> Stop & Wait ARQ, Sliding window ARQ: Go-Back- N ARQ, Selective repeat ARQ	5
2	Protocol: HDLC	6
3	Virtual Circuit Switching: Global Addressing, Virtual Circuit Identifier, Three Phases – Data transfer, Set up, Tear down phases	8
3	Frame Relay, Asynchronous Transfer Mode (ATM)	10
4	<b>Protocol basics:</b> Error Control, Idle RQ, Continuous RQ, Link management. Data link control protocols: Application environments, Character-oriented protocols, Bit- oriented protocols	12
5	Medium access protocols: Point to point protocol, Ethernet, token bus, token ring, FDDI; Reservation, polling, concentration	14
5	Wireless LANs, Wireless Media	16
5	MAC Sub Layer Services, LLC Sub Layer, Network Layer	18



5	Bridges, Transparent Bridges, Source Routing Bridges, Internet working With Different Types	21
6	<b>Multiple access protocols:</b> Pure ALOHA, Slotted ALOHA, CSMA, CSMA/CD, CSMA/CA, FDMA, TDMA, CDMA	24
6	LAN Interconnection Technologies and High Speed LANs, Virtual LANs, Virtual Circuit Approach in WANs	27
	<b>Class Test</b>	28
7	<b>Host to Host Communication:</b> Review of basic concepts and devices: Hubs, Bridges, Switches, Router, Gateway. Repeaters	30
8	<b>Routing:</b> Techniques, static vs. dynamic routing, routing table for classful addresses; Protocols: ARP, RARP, IP, IPV4.	33
8	Routing algorithms: shortest path algorithm, flooding, distance vector routing, link state routing, Hierarchical routing, Unicast and multicast routing protocols	37
9	<b>Internet working:</b> IP-Address-Subnetting, NAT, IP datagrams.	40
9	Address mapping, Error reporting and multicasting in network layer	43
	<b>Seminar</b>	44
10	<b>Process to process delivery:</b> UDP; TCP	46

10	Congestion control algorithm: Leaky bucket algorithm, Token bucket algorithm, chokes packets	48
11	<b>Advanced topics:</b> ISDN services; DSL technology	50
11	Introduction to blue-tooth, VLAN's	54
	<b>Internal Assessment</b>	60

Semester		II			
<b>Course Title</b>	ADVANCED OPERATING SYSTEMS				
<b>Course Code</b>	CMSM COR 08T	<b>Credit</b>	4		
<b>Course Outcome</b>	<p><b>After successfully completing course student will be able to</b></p> <ul style="list-style-type: none"> <li><input type="checkbox"/> Outline the potential benefits of distributed systems</li> <li><input type="checkbox"/> Summarize the major security issues associated with distributed systems along with the range of techniques available for increasing system security.</li> <li><input type="checkbox"/> Apply standard design principles in the construction of these systems. Select appropriate approaches for building a range of distributed systems, including some that employ middleware.</li> </ul>				
<b>Scheme of Instruction</b>					
<b>Total Duration</b>	60	<b>Class/Week</b>	4	<b>Hours/week</b>	4
<b>Instruction Mode</b>	Blended Mode (ICT + Direct Teaching)				
<b>Scheme of Examination</b>					
<b>Maximum Score</b>	50	<b>Internal</b>	15	<b>End Semester</b>	35

Course Mapping		
Units	Course Content	Lecture Hour (Cumulative)
1	<b>Review of OS:</b> Review of basic concepts	1
1	Process Synchronization: Concept of process, Concurrent processes	4
1	Threads (Overview, Motivation, Benefits, Difference between process and thread, Multicore programming and Multi-thread model, Pthreads, Windows Threads, Java Threads, Implicit threading, Threading issues)	7
1	Overview of different classical synchronization problem, Monitors, Communication Sequential processes (CSP)	9
1	Process Deadlocks: Introduction, causes of deadlocks, Deadlock handling strategies, Model of deadlock.	12
2	<b>Architecture of Distributed Operating System &amp; Distributed Mutual Exclusion:</b> Architecture, Issues, Limitations of Distributed Systems	14
2	Lamport's logical clock (vector clocks)	16
2	Global states, Chandy-Lamport's global state recording algorithm	17
2	Basic concepts of Distributed Mutual Exclusion, Lamport's Algorithm, Ricart - Agarwala Algorithm (comparison)	19
3	<b>Distributed Deadlock:</b> Preliminaries, deadlock handling strategies in distributed system	21
3	Centralized deadlock detection algorithm - Ho-Ramamoorthy 1 phase and 2-phase algorithm	22
3	distributed deadlock detection algorithms - Obermark's algorithm, Chandy-Misra-Haas's algorithm, Sinha-Natarajan's Algorithm	25
3	Hierarchical deadlock detection algorithms - Menasce-Muntz Algorithm, Ho-Ramamoorthy Algorithm	27
4	<b>Distributed Scheduling:</b> What is load, load balancing vs load sharing	29

4	Components of a load distribution algorithm– transfer policy,selectionpolicy,locationpolicy,information policy	31
4	SenderInitiatedload distribution algorithms	32
4	ReceiverInitiatedloaddistributionalgorithms	33
4	SymmetricallyInitiatedloaddistributionalgorithms	34
4	comparisonamongthreeapproaches(overalldiscussion basedonpracticalexamples)	35
5	<b>DistributedSharedMemory:</b> Architecture,Client-server algorithm	37
5	MigrationAlgorithm,Read-Replication Algorithm	39
5	MemoryCoherence, Coherenceprotocols	41
6	<b>DistributedFileSystems:</b> Architecture,Mechanisms– mounting,caching,hints, bulkdatatransfer	43
6	encryption	44
6	Design issues – naming and name resolution, selection of memory (cache or main), writing policy, cache consistency,replication, scalability	46
7	<b>Security&amp;Protection:</b> Security-threats&goals, Penetrationattempts	48
7	SecurityPolicies& mechanisms	49
7	Authentication,Protections&accesscontrol,formal models of protection	51
7	Cryptography	52
7	Worms & viruses	53
8	<b>Advanced topics:</b> Introduction to Real Time Operating System (BASICSOFREAL-TIME CONCEPTS: Terminology: RTOS concepts and definitions, real-time design issues, examples, Hardware Considerations:logic states, CPU, memory, I/O, Architectures, RTOS building blocks, Real-Time Kernel  PIPESMEMORYMANAGEMENT:- Process stack management, run-time buffer size, swapping,overlays,block/pagemanagement,	58

	replacement algorithms, real-time garbage collection CASE STUDIES: (Case study Linux POSIX system)	
	Seminar	59
	Internal Assessment/Mid-term Examination	60

<b>Semester</b>		<b>M.Sc.Semester II</b>	
<b>Course Title</b>	<b>SOFTWARE ENGINEERING</b>		
<b>Course Code</b>	<b>CMSM COR09T</b>	<b>Credit</b>	<b>4</b>
<b>Course Outcome</b>	<p>After completion of the Course the students will be able to</p> <ol style="list-style-type: none"> <li>1. Analyze the design issues of a software system.</li> <li>2. Design a solution to a given problem using one or more design paradigms.</li> <li>3. Understand common life-cycle processes including waterfall (linear), incremental approaches (such as Unified process), and agile approaches.</li> <li>4. Apply software testing and quality assurance techniques at the module level, and understand these techniques at the system and organization level.</li> </ol>		
<b>Scheme of Instruction</b>			

<b>Total Duration</b>	60 Lectur	<b>Class/Week</b>	4	<b>Hours/week</b>	4
	es				
<b>InstructionMode</b>	FacetofaceteachingprocessandalsoICTbasedteaching-learning process.				
<b>Schemeof Examination</b>					
<b>MaximumScore</b>	50	<b>Internal</b>	8+7=15	<b>EndSemester</b>	35
<b>CourseMapping</b>					
<b>Units</b>	<b>Course Content</b>			<b>LectureHour(Cumulative)</b>	
1.	<b>Brief review:</b> Software Crisis & Myths, System Development Life Cycle, Feasibility Assessment, Changeover, Software Life Cycle Models – Waterfall, Prototyping, Spiral, RAD etc. CMM, Project Management Concepts – Management, People, Product, Process, Project, W5HH Principle .			4Lectures	
2.	<b>Software Metrics :</b> Definition, Areas of application, Problemsduringimplementation, LOC, Token Count, Function Count.			6Lectures	
3.	<b>Software Project Planning:</b> Cost estimation, Static single variable & multiple variablemodels,COCOMO,Putnam-Resource AllocationModel,SoftwareRiskManagement.			6Lectures	

4.	<b>Software Requirement Analysis and Specification:</b> Requirements Engineering, Problem Analysis–DFD, Data Dictionary, E-R	8 Lectures
	Diagram, Decision Table, Software Requirement Specification	
5.	<b>Software Design:</b> What is Software Design, Design Process, Design concepts, Modularity–Coupling and Cohesion, Dependence Matrix, Strategy of Design – Bottom-up, Top-down, Hybrid; User Interface Design.	10 Lectures
6.	<b>Software Testing:</b> Testing Process, Test Case Design, Verification & Validation, White Box Testing, Black Box Testing, Unit Testing, Integration Testing, Validation Testing, System Testing, Debugging.	8 Lectures
7.	<b>Object Oriented Software Engineering:</b> Object Oriented concepts, Identifying the elements of an object model, Conventional vs. Object Oriented approach, Relationship diagrams: Class diagram, Use case diagram, State Transition Diagram.	10 Lectures

8.	<b>Software Quality, Reliability &amp; Maintenance:</b> Software reliability, reliability metrics, Software Quality, Software Quality Assurance (SQA), Software Maintenance – categories of maintenance, problems during maintenance, maintenance process, maintenance models.	8 Lectures
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Semester		SEMESTER III			
Course Title	Advanced Computer Architecture				
Course Code	CMSMCOR11T	Credit	4		
Course Outcome	<p>After completion of the course the students will be able to,</p> <ol style="list-style-type: none"> <li><b>Acquire knowledge and understanding</b> of evolution of design philosophy evolved in modern computing systems.</li> <li><b>Compare</b> various design principles in respect of advantages, disadvantages, and computational complexity.</li> <li><b>Understand</b> various components and their interdependence including multiprocessor systems, interconnection networks and their applications.</li> <li><b>Apply</b> the theoretical knowledge in real-life computing applications and suggest a suitable system for a specific application.</li> <li><b>Analyze</b> the design and performance issues of a computing system.</li> </ol>				
<b>Scheme of Instruction</b>					
Total Duration	15 weeks	Class/Week	4	Hours/week	4

<b>InstructionMode</b>	<b>DirectTeaching(withICT)</b>				
<b>MaximumScore</b>	50	<b>Internal</b>	15	<b>End Semester</b>	35
<b>Course Mapping</b>					
<b>Units</b>	<b>Course Content</b>			<b>LectureHour (Cumulative)</b>	
1	Brief review: Evolution of Computer Architecture, Desired Properties of the instruction set, Addressing Modes.			2	
1	Architectural Classification based on Multiplicity of Data and Instruction (SISD, SIMD, MISD, MIMD structures), CISC versus RISC architecture.			4	
2	Memory System: Associative memory, Cache memory, Virtual memory.			8	
3	Pipeline Architecture: Basic Concepts, Performance of a static linear pipeline, Instruction pipelining Hazards (Structural, data & control hazards).			12	
3	Instruction level parallelism, Superpipelining, Super scalar processing, Vector processing.			16	
4	Array Processor: Comparison with vector processors (examples of array processors).			20	
5	Multiprocessors: Centralized shared memory architecture, Distributed shared memory architecture.			24	

5	Synchronization issues, models of memory consistency, Example systems.	26
	Class Test	28
6	Data Flow Architecture: Static and Dynamic models, data flow graph.	30
7	Systolic Architecture: Systolic array, systolic processors.	34
8	Interconnection network with examples: Static network: Linear array, Ring, Star, Tree, Systolic Array.	37
8	Completely connected network, Cube & 3-Cube network. Dynamic Network: Single-Stage network, Multi-stage network: Crossbar Switch,	40
8	Blocking Network: Omega network, Non-blocking network, Mesh connected Illiac Network, Scuffle Exchange.	46
9	Case Study: Microprocessor (8080, 8085, 8086, 80486 up to Pentium), Subroutine and delay.	50
9	Interfacing using 8155, 8255 and 8279, Programming and interfacing using 8085.	54
10	Advanced topics: Basic features of Current Architectural trends, DSP Processors, Dual Core processors, Grid computing	58
	Student seminar	59
	Internal Assessment	60

Semester		SEMESTERIV			
<b>CourseTitle</b>	<b>ADVANCEDDATABASEMANAGEMENT SYSTEM</b>				
<b>CourseCode</b>	<b>CMSMCOR12T</b>	<b>Credit</b>	<b>4</b>		
<b>CourseOutcome</b>	<p>After completion of the course the students will be able to,</p> <ol style="list-style-type: none"> <li>1. Demonstrate the logical design of the database systems using data modeling concepts.</li> <li>2. Demonstrate distributed database technology to tackle deficiencies of the centralized database systems.</li> <li>3. Use the structural part of the object data model; such as Object Definition Language; Object Query Language; create the manipulation part of the object data model; build Object Database application.</li> <li>4. Understand performance issues and optimization strategies including query rewriting.</li> <li>5. Gain knowledge on current recent trends of database management systems.</li> </ol>				
Scheme of Instruction					
<b>Total Duration</b>	60	<b>Class/Week</b>	4	<b>Hours/week</b>	4
<b>InstructionMode</b>	<b>Blended Mode (ICT+Direct Teaching)</b>				
Scheme of Examination					
<b>MaximumScore</b>	50	<b>Internal</b>	15	<b>EndSemester</b>	35

Course Mapping		
Units	Course Content	Lecture Hour (Cumulative)
1	<b>Brief review:</b> Objectives and architecture of database design, Relational database design	2
1	Hash and inverted files, Extended E-R diagram	5
2	<b>Query processing:</b> query processing basic and steps, query tree	7
2	Query optimization: heuristic and rule based optimizers, cost estimates	10
3	<b>Transaction Management:</b> Basic concepts (ACID properties)	12
3	Transaction Concept, Transaction State- Implementation of ACID property, Different transaction problems.	14
3	Concurrency control (Concurrent Executions, Serializability, Recoverability, Implementation of Isolation)	16
3	Testing for serializability, Lock-Based Protocols, Timestamp Based Protocols.	18
4	<b>Object oriented database design:</b> Objects, method setc.	19
4	Query languages, implementations, Comparison with Relational systems	21
4	Object orientation in relational database systems,	23
4	Objects support in current relational database systems, complex object model, implementation techniques	25
5	<b>Distributed database:</b> Concepts and basic	26
5	Client/server model, integrity, security & replications,	28

5	Casestudyof someinteractivedistributed systems	30
5	Integrity,Views&Security, Integrityconstraints,viewsmanagement,	33
5	Distributeddatasecurity	35
5	<b>ClassTest</b>	36
6	<b>ParallelDatabases:</b> ObjectivesofparallelDBMS,Architecture	38
6	Parallelism (Intra-query, Inter-query, Intra- operation,Interoperation)	40
6	<b>Seminar</b>	42
7	<b>CaseStudywith aDBMS package</b>	45
8	<b>Advancedtopics:Datawarehousing</b> DefinitionandideaonDataWarehousing,Data Warehousing models	47
8	Multidimensionaldatamodel,Data Warehousearchitecture withreallifeexamples	50
8	OLTPvs.OLAP,DataCube,Roll-up,Drill-down, slice,dice,pivoting,Schemas(likesnowflake, staretc.),	53
8	ROLAP,MOLAP,HOLAPetc.withexamples	55
8	Comparison between ROLAP, MOLAP & HOLAP with respect to any organizational pointof view.	57
8	Datamining applications	58
8	<b>InternalAssessment</b>	60

<b>Semester</b>		<b>III</b>	
<b>CourseTitle</b>	<b>COMPILERDESIGN</b>		
<b>CourseCode</b>	<b>CMSMCOR13T</b>	<b>Credit</b>	<b>4</b>

<b>Course Outcome</b>	After completion of the course the students will be able to 1. Write a parser, and semantic analyzer without the aid of automatic generators. 2. Demonstrate code optimization techniques to improve the performance of a program in terms of speed & space. 3. Use the knowledge of patterns, tokens & regular expressions for solving a problem in computer science. 4. Design the structures and support required for compiling advanced language features.				
<b>Scheme of Instruction</b>					
<b>Total Duration</b>	60	<b>Class/Week</b>	4	<b>Hours/week</b>	4
<b>Instruction Mode</b>	<b>Blended Mode (ICT+Direct Teaching)</b>				
<b>Scheme of Examination</b>					
<b>Maximum Score</b>	50	<b>Internal</b>	15	<b>End Semester</b>	35
<b>Course Mapping</b>					
<b>Units</b>	<b>Course Content</b>			<b>Lecture Hour (Cumulative)</b>	
1	<b>Review:</b> Review of automata theory: finite state machine			2	
1	Push-down-automata			4	
1	Turing machine			6	
1	Regular and Context-Free Grammar			9	
1	Pumping Lemma			10	
2	<b>Introduction:</b> Analysis of the source program, Compiler			11	
2	Phases of Compiler			13	
2	Cousins of compiler			15	
3	<b>Lexical &amp; Syntax Analysis:</b> The role of the lexical analyzer			16	
3	Tokens, Patterns, Lexemes, Input buffering, Specifications of a token, Recognition of a token, idea of LEX			18	

3	The role of a parser, Topdown Parsing	20
3	Non-recursive Predictive parsing (LL)	21
3	Bottom up parsing, Handles, Viable prefixes	23
3	Operator precedence parsing	26
3	LR parsers (SLR, LALR)	29
3	Parser generators (YACC/JavaCC)	31
4	<b>Syntax directed translation &amp; Type checking:</b> Construction of syntax trees, Type Systems	34
4	Syntax directed definitions, Specification of a simple type checker	37
5	<b>Run time environments:</b> Source language issues (Activation trees, Control stack, scope of declaration, Binding of names)	39
5	Storage organization (Subdivision of run-time memory, Activation records)	41
5	Storage allocation strategies	42
5	Parameter passing (call by value, call by reference, copy restore, call by name)	43
5	Symbol tables	45
5	Dynamic storage allocation techniques	46
6	<b>Intermediate code generation:</b> Intermediate languages, Graphical representation	48
6	Three-address codes	49
6	Implementation of three address statements (Quadruples, Triples, Indirect triples)	51
7	<b>Code optimization:</b> Introduction, Basic blocks & flow graphs, Transformation of basic blocks	53
7	DAG representation of basic blocks	55
7	Principles sources of optimization, Loops in flow graph	57
7	Peephole optimization	58
	Seminar	59
	Internal Assessment / Mid-term Examination	60



<b>Semester</b>		<b>III</b>			
<b>CourseTitle</b>	<b>PATTERNRECOGNITION</b>				
<b>CourseCode</b>	<b>CMSMDSE01T (E09)</b>	<b>Credit</b>	<b>4</b>		
<b>CourseOutcome</b>	<b>After completion of the course the students will be able to</b> 1. Understand various components, advantages and challenges of Pattern Recognition. 2. Obtain an idea of modern tools and application software available for it.				
<b>Scheme of Instruction</b>					
<b>Total Duration</b>	60 Lectures	<b>Class/Week</b>	4	<b>Hours/week</b>	4
<b>InstructionMode</b>	Direct teaching through ICT based techniques				
<b>Scheme of Examination</b>					
<b>MaximumScore</b>	50	<b>Internal</b>	15	<b>EndSemester</b>	35
<b>Course Mapping</b>					
<b>Units</b>	<b>Course Content</b>			<b>Lecture Hour (Cumulative)</b>	

1	<p><b>Review of Statistical and Mathematical prerequisites:</b></p> <p>Measures of central tendency: Measure of Dispersion; Correlation and Regression; Theory of Probability: Bayes theorem, Chebyshev inequality, Laws of large numbers, Central limit theorem; Theoretical distributions: Bernoulli distribution, Binomial distribution, Normal distribution, Multi-variate normal distribution; Theory of estimation: Estimator, Unbiased estimate, Consistent estimate, Maximum likelihood estimate; Positive definite matrix, Linear algebra: Vector spaces, Subspaces and Span, Eigenvalues and Eigen vectors.</p>	10
2	<p><b>Introduction to Pattern Recognition:</b></p> <p>Overview of pattern recognition and learning, Pattern recognition strategies, Applications.</p>	4
3	<p><b>Discriminant function:</b></p> <p>Linear and Non-linear discriminant function, Generation of decision functions and its generalization, Training and test sets, probability of misclassification</p>	4
4	<p><b>Classification:</b></p> <p>Statistical decision making: Bayesian decision rule, Likelihood estimation, Decision region and decision boundaries, Multivariate decision making, Estimation of error rates, Minimization of risk factor, Distance based classifier: standardization, normalization,</p>	38
	<p>Euclidian distance, Mahalanobis distance, Nearest Neighbour (NN) classifier: K-NN, Error rate, Modification for non-numeric attribute; Graph based classification: Decision tree, Random forests; Assessment of Classifiers.</p>	

5	<b>Clustering:</b> Measures of similarity, minimum within cluster distance criterion, K-means algorithm, Hierarchical clustering, Density based clustering, FCM, cluster validation.	48
6	<b>Dimensionality reduction:</b> Feature selection: Different criterion functions, Algorithms, BBA, Feature extraction: PCA, LDA	54
7	<b>Neural Pattern Recognition:</b> Introduction to biological neural networks, Models of artificial neurons, threshold logic, binary neurons and pattern dichotomizers, perceptron: its learning rule and convergence. Multilayered perceptron, learning algorithms, function approximation, generalization, regularization networks, Radial Basis Function (RBF) network and learning.	60

<b>Semester</b>		<b>III</b>			
<b>Course Title</b>	<b>Fundamentals of Computers</b>				
<b>Course Code</b>	<b>CMSMGEC01M</b>	<b>Credit</b>	<b>4</b>		
<b>Course Outcome</b>	After completion of the course the students will be able to <ul style="list-style-type: none"> <li>- Appreciate the design and working principles of a computer</li> <li>- Use a computer for every day needs successfully</li> </ul>				
<b>Scheme of Instruction</b>					
<b>Total Duration</b>	<b>60</b>	<b>Class/Week</b>	<b>4</b>	<b>Hours/week</b>	<b>4</b>
<b>Instruction Mode</b>	<b>Both Offline and online</b>				

Scheme of Examination					
Maximum Score	35	Internal	15	End Semester	50
Course Mapping					
Units	Course Content			Lecture Hour (Cumulative)	
1.	Five Component Model of a Computer			1(1)	
	System and Application software (introduction)			1(2)	
	storage devices: Primary memory (RAM, ROM, PROM, EPROM, cache) Secondary memory (magnetic tape, hard disk, Compact disks)			2(4)	
	peripheral devices, printers			1(5)	
2.	Operating Systems: DOS, Internal, External commands			1(6)	
	Windows (2000), Overview of architecture of Windows,			1(7)	
	Overview of Linux architecture, simple Linux commands			1(8)	
	Filesystem: file and permissions			1(9)	
	concept of user and group			1(10)	
3.	Basics of programming, Properties of algorithm,			1(11)	
	Representation of simple problems through flow chart			1(12)	
	Algorithm and Decision Tables. Basic concepts of Networking			1(13)	
	Types of networks			2(15)	
	various types of cables			1(16)	
	brief concept of satellite communication			1(17)	
	Network topologies and protocols			1(18)	
	Overview of Database Management System			1(19)	

	simple commands for data handling- insertion, deletion etc.	1(20)
4.	<p><b>Word Processor:</b>  Creating, editing, saving and printing text documents, Font and paragraph formatting, Simple character formatting, Inserting tables, smart art, page breaks, Using lists and styles, Working with images, Using Spelling and Grammar check, Understanding document properties, Mail Merge</p>	5(25)
	<p><b>Spreadsheet:</b>  Basics, Creating, editing, saving and printing spreadsheets, Working with functions &amp; formulas, Modifying worksheets with color &amp; auto-formats, Graphically representing data : Charts &amp; Graphs, Speeding data entry : Using Data Forms, Analysing data: Data Menu, Subtotal, Filtering Data, Formatting worksheets, Securing &amp; Protecting spreadsheets</p>	5(30)
	<p><b>Presentation software:</b>  Opening, viewing, creating, and printing slides, Applying auto layouts, Adding custom animation, Using slide transitions, Graphically representing data: Charts &amp; Graphs, Creating Professional Slide for Presentation</p>	5(35)
	<p><b>DBMS SQL commands:</b>  CREATE, INSERT, ALTER, UPDATE, SELECT</p>	5(40)

	<p><b>Document preparation using Latex:</b>  <b>Introduction:</b>          Introduction to LaTeX, its installation, and different IDEs. Document creation, Organization of content into sections and subsections;  <b>StylingPages:</b> Different paper sizes, Packages, Setting margins, Customizing</p>	20(60)
	<p>header and footer, Changing the page orientation, dividing the document into multiple columns;  <b>Formatting Content:</b> Formatting text (styles, size, alignment), Adding colors to text, Adding bullets and numbered items;  <b>Setting up mathematics;</b>  <b>Tables and Images:</b> Basic tables, adding simple and dashed borders, merging rows and columns, Add an image, Rotate and Scale</p>	

<b>Semester</b>		<b>SEMESTER III/IV (Elective)</b>	
<b>Course Title</b>	<b>Advanced Image Processing</b>		
<b>Course Code</b>	<b>CMSME01</b>	<b>Credit</b>	<b>4</b>

<b>Course Outcome</b>	<p>After completion of the course the students will be able to,</p> <ol style="list-style-type: none"> <li>1. <b>Acquire knowledge and understanding</b> of the concepts, principles, processes, application fields etc. of Digital Image Processing and its advanced topics.</li> <li>2. <b>Identify and formulate</b> appropriate DIP technique to solve a relevant problem.</li> <li>3. <b>Compare</b> different techniques in respect of advantages, disadvantages, and computational complexity.</li> <li>4. <b>Implement</b> common algorithms for DIP.</li> <li>5. <b>Apply</b> the theoretical knowledge in real-life digital imaging applications.</li> <li>6. <b>Acquire knowledge</b> about common Image databases.</li> <li>7. <b>Understand</b> about Image processing applications in detail.</li> </ol>				
<b>Scheme of Instruction</b>					
<b>Total Duration</b>	15 weeks	<b>Class/Week</b>	4	<b>Hours/week</b>	4
<b>Instruction Mode</b>	<b>Direct Teaching (with ICT)</b>				

<b>MaximumScore</b>	50	<b>Internal</b>	15	<b>End Semester</b>	35
<b>Course Mapping</b>					
<b>Units</b>	<b>Course Content</b>			<b>LectureHour (Cumulative)</b>	
1	Introduction:Basicconcepts:Imageprocessing systems and its applications; Image formation: Geometric and photometric models.			2	
1	Digitization:sampling,quantization;Image representation; Neighborhood concepts.			4	
2	Spatialdomainfiltering:Enhancement,contrast stretching.			6	
2	Histogram specification, local contrast enhancement. Smoothing, linear and order statisticfiltering,sharpening,spatialconvolutio n.			8	
2	Gaussiansmoothing,DoG, LoG.			10	
2	Fuzzytechniquesforintensitytransformations and spatial filtering.			12	
3	Frequencydomainfiltering:Frequencydomain analysis, discrete Fourier transform,			14	
3	Fast Fourier transform, convolution and correlationinfrequencydomain,frequency domain filtering.			16	
3	Walshtransform;Hadamardtransform;Discret e cosine transform; Hotelling transform.			20	
	Class Test			21	



4	Segmentation:Pixelclassification;Greylevel thresholding, global/local thresholding;	23
4	Optimumthresholding-Bayesiananalysis,Otsu method; Derivative based edge detection operators, edge detection/linking,	26
4	Canny edge detector; Region growing, split/mergetechniques,linedetection,Hough transform.	30
5	Image/Objectfeaturesextraction:Textural features-graylevelco-occurrencematrix; Moments;Connectedcomponentanalysis ;	33
5	Convexhull;Distancetransform,medialaxis transform, skeletonization/thinning, shape properties.	36
6	Registration:Monomodal/multimodalimage registration; Global/local registration;	40
6	Transform and similarity measures for registration;Intensity/pixelinterpolation.	42
7	Color image processing: Fundamentals of differentcolormodels-RGB,CMY,HSI, YCbCr, Lab; False color; Pseudocolor; Enhancement; Segmentation.	44
8	Morphologicalimageprocessing:Erosion, dilation, opening, closing, Hit-or-Miss transformation.	46
8	Gray-scalemorphology,areamorphology; Watershade algorithm.	50

9	Compression: Lossy/lossless compression, error criteria; Huffman coding, arithmetic coding, run-length coding.	52
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9	Blocktransformcoding,JBIG;transformdomain compression, vector quantization, block truncation compression, JPEG, wavelet basedcompression.	54
10	Imagedatabases: Attribute list, relational attributes,indexing,storageandretrieval.	55
10	Imageprocessingapplications:Biomedicalimage processing; Document image processing; Biometrics;Digitalwater-marking;Imagefusion; Image dehazing; Content based image retrieval.	57
	Studentseminar	59
	Internal Assessment	60

<b>Semester</b>		<b>M.Sc.SemesterIV</b>	
<b>CourseTitle</b>	<b>CMSME12:VLSIDesign</b>		
<b>CourseCode</b>	<b>CMSMDSE03T</b>	<b>Credit</b>	<b>4</b>

<b>Course Outcome</b>	After completion of the Course the students will be able to				
	<ol style="list-style-type: none"> <li>1. learn the various IC fabrication methods.</li> <li>2. Describe the Layout of a simple MOS circuit using different design rules.</li> <li>3. Apply the different physical designs into circuit models.</li> <li>4. Differentiate various FPGA architectures.</li> <li>5: Design an application using Verilog HDL.</li> </ol>				
<b>Scheme of Instruction</b>					
<b>Total Duration</b>	60 Lectures	<b>Class/Week</b>	4	<b>Hours/week</b>	4
<b>Instruction Mode</b>	Face to face teaching process and also ICT based teaching-learning process.				
<b>Scheme of Examination</b>					
<b>Maximum Score</b>	50	<b>Internal</b>	8+7	<b>End Semester</b>	35
<b>Course Mapping</b>					
<b>Units</b>	<b>Course Content</b>			<b>Lecture Hour (Cumulative)</b>	

1.	<p><b>Introduction:</b> Switching Circuits, Transistor based Logic Synthesis, Reduction of Energy demand through gradual development of transistor technology.</p>	6 Lectures
2.	<p><b>MOSFET:</b> Basic science, realization using poly-silicon conductor, SiO<sub>2</sub> insulator, diffusion layer, Synthesis rule: n-Complex, p-Complex, geometric dual, transmission gate, realization of circuit like <math>(a \cdot c + b \cdot d + a \cdot e \cdot d + b \cdot e \cdot c)'</math>, <math>(a + b \cdot c + d \cdot e)'</math>, Physical layout, stick diagram.</p>	14 Lectures
3.	<p><b>Fabrication:</b> photolithographic resolution, parameter, design rules, Large Scale Integrations.</p>	4 Lectures

4.	<b>VLSI Design Cycle:</b>	36 Lectures
	<b>Partitioning:</b> Kernighan-Lin Heuristics, Fiduccia-Mattheyses heuristics.	4 Lectures
	<b>Placement:</b> Rectangular Dual Graph Approach.	4 Lectures
	<b>Floor Planning:</b> Channel Graph, Sliceable and inherently non-sliceable channel graph, Slicing Theorem, Four Cycle Theorem .	6 Lectures
	<b>Routing:</b> Interval Graph, Vertical Constraint Graph, Horizontal Constraint Graph, Constraint Graph, Zone – Margin, Chromatic Partitioning Global Routing: Lee's Approach, Soukop's Approach..	8 Lectures
	<b>Clocking:</b> Clock tree and its delay calculation, H-tree algorithm, Geometric-Matching based algorithm.	4 Lectures
	<b>Testing:</b> Fault, Error, Stuck-at-fault Model, Path-delay Model, Collapse of fault – universe using fault dominance and fault equivalence, Path-sensitization method, Fault activation, Fault Propagation and Fault justification, Boolean Difference Method, D- Algorithm.	6 Lectures
	<b>Design Tools:</b> ESPRESSO (Two-level AND-OR Minimizer), MAGIC (Layout editor), HOPE (Test Pattern Generation Tool), BENCHMARKS.	4 Lectures