



Shri Vaishnav Vidyapeeth Vishwavidyalaya
Bachelor of Technology (Computer Science and Engineering)
Choice Based Credit System (CBCS)(2016-17)

SEMESTER VII

COURSE CODE	Category	COURSE NAME	TEACHING & EVALUATION SCHEME								
			THEORY			PRACTICAL		Th	T	P	CREDITS
			END SEM University Exam	Two Term Exam	Teachers Assessment*	END SEM University Exam	Teachers Assessment*				
BTCS601	-	Compiler Design	60	20	20	30-	20	3	1	2	5

Legends: L-Lecture; T-Tutorial/Teacher Guided Student Activity; P-Practical; C-Credit; Q/A-Quiz/Assignment/Attendance, MST Mid Semester Test.

***Teacher Assessment** shall be based following components: Quiz/Assignment/ Project/Participation in Class, given that no component shall exceed more than 10 marks.

Course Objectives:

- To introduce the major concept areas of language translation and compiler design
- To enrich the knowledge in various phases of compiler and its use
- To provide practical programming skills necessary for constructing a compiler

Course Outcomes:

- Ability to apply the knowledge of lex tool & yacc tool to develop a scanner & parser
- Ability to design and develop software system for backend of the compiler
- Ability to comprehend and adapt to new tools and technologies in compiler design

Syllabus

Unit – I:

Introduction to Compiling: Compilers–Analysis of the source program, Phases of a compiler, Cousins of the Compiler, Grouping of Phases and Compiler construction tools, Lexical Analysis, Role of Lexical Analyzer, Input Buffering, Specification of Tokens.

Unit – II:

Syntax Analysis: Role of the parser, Writing Grammars, Context-Free Grammars, Top Down parsing,

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Recursive Descent Parsing, Predictive Parsing, Bottom-up parsing, Shift Reduce Parsing, Operator Precedent Parsing, LR Parsers, SLR Parser – Canonical LR Parser – LALR Parser.

Unit – III:

Intermediate Code Generation: Intermediate languages, Declarations, Assignment Statements, Boolean Expressions, Case Statements, Back patching, Procedure calls.

Unit – IV:

Code Optimization and Run Time Environments: Introduction, Principal Sources of Optimization, Optimization of basic Blocks, DAG representation of Basic Blocks - Introduction to Global Data Flow Analysis, Runtime Environments, Source Language issues, Storage Organization, Storage Allocation strategies, Access to non-local names, Parameter Passing, Error detection and recovery.

Unit – V:

Code Generation: Issues in the design of code generator, The target machine, Runtime Storage management, Basic Blocks and Flow Graphs, Next-use Information, A simple Code generator, Peephole Optimization.

Text Books:

1. Alfred V. Aho, Jeffrey D Ullman, "Compilers: Principles, Techniques and Tools", Pearson Education Asia, 2012
2. Jean Paul Tremblay, Paul G Serenson, "The Theory and Practice of Compiler Writing", BS Publications, 2005
3. Dhamdhare, D. M., "Compiler Construction Principles and Practice", 2nd edition, Macmillan India Ltd., New Delhi, 2008

References:

1. Allen I. Holub, "Compiler Design in C", Prentice Hall of India, 2003
2. C. N. Fischer and R. J. LeBlanc, "Crafting a compiler with C", Benjamin Cummings, 2003
3. Henk Alblas and Albert Nymeyer, "Practice and Principles of Compiler Building with C", PHI, 2001
4. Kenneth C. Loudon, "Compiler Construction: Principles and Practice", Thompson Learning, 2003

List of Experiments:

1. To study the Lex Tool.
2. To study the Yacc Tool.

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3. Write a program to implement Lexical Analyzer to recognize few patterns of C.
4. Write a program to implement the Recursive Descent Parser.
5. Write a program to implement the Computation of FIRST and FOLLOW of variables of grammar.
6. Write a program to compute the leading and trailing symbols of grammar.
7. Write a program to implement Operator Precedence Parser.
8. Write a program to implement SLR parser.
9. Write a program to check the data types.
10. Write a program to implement the generation of three address code.
11. Write a program to implement the computation of postfix notation.
12. Write a program to implement the computation of Quadruple

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			THEORY			PRACTICAL		Th	T	P	CREDITS
			END SEM University Exam	Two Term Exam	Teachers Assessment*	END SEM University Exam	Teachers Assessment*				
BTCS702		BIG DATA AND HADOOP	60	20	20	30	20	3	1	2	5

Legends: **L** - Lecture; **T** - Tutorial/Teacher Guided Student Activity; **P** – Practical; **C** - Credit;

***Teacher Assessment** shall be based following components: Quiz/Assignment/ Project/Participation in Class, given that no component shall exceed more than 10 marks.

Course Objectives:

The objectives of this course are to make the students to:

1. Introduce students to Big Data Analysis using hadoop
2. Introduce to Hadoop Eco System, HDFS, commands, management and map reduce.
3. Understating machine learning concept and Introduce JAQL, pig and HIVE
4. Data stream, partitioning, debugging and toolkits

Course Outcomes:

At the end of the course, students shall be able to:

1. Install Hadoop, configure HDFS, Install Zookeeper , Pig Installation, Sqoop Installation, Hbase Installation run commands
2. Use Zookeeper , Sqoop, Hbase, JAQL, PIG & HIVE
3. Use BigInsite, data streams, partitioning and other toolkits
4. appreciate the influence of big data for business decisions and approach

Syllabus:

UNIT I

Introduction about big data ,Describe details Big data: definition and taxonomy , explain Big data value for the enterprise , Setting up the demo environment ,Describe Hadoop Architecture , Hadoop Distributed File System, MapReduce& HDFS , First steps with the Hadoop , Deep to understand the fundamental of MapReduce

UNIT II -

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Hadoop ecosystem, Installing Hadoop Eco System and Integrate With Hive Installation , Pig Installation , Hadoop , Zookeeper Installation , Hbase Installation , , Sqoop Installation, Installing Mahout Introduction to Hadoop , Hadoop components: MapReduce/Pig/Hive/HBase, Loading data into Hadoop, Getting data from Hadoop.

UNIT III

Using Hadoop to store data, Learn NoSQL Data Management, Querying big data with Hive, Introduction to the SQL Language , From SQL to HiveQL , Querying big data with Hive, Introduction to HIVE e HIVEQL, Using Hive to query Hadoop files. Moving the Data from RDBMS to Hadoop , Moving the Data from RDBMS to Hbase , Moving the Data from RDBMS to Hive

UNIT IV

Big data & Machine learning , Quick into to Machine learning , , Machine learning tools , Spark & SparkML , H2O , Azure ML.

UNIT V

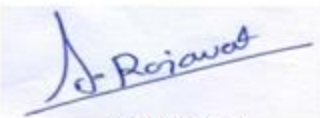
Monitoring The Hadoop Cluster , Monitoring Hadoop Cluster, Monitoring Hadoop Cluster with Nagios , Monitoring Hadoop Cluster, Real Time Example in Hadoop , Apache Log viewer Analysis , Market Basket Algorithms Big Data Analysis in Practice , Case Study , Preparation of Case Study Report and Presentation , Case Study Presentation

Text Books:

1. Tom White,” Hadoop: The Definitive Guide Paperback – 2015” Shroff Publishers & Distributors Private Limited - Mumbai; Fourth edition (2015).
2. V. K. Jain (Author),” Big Data and Hadoop” Khanna Publishers; 1 edition (1 June 2015)
3. Jason Bell (Author) “Machine Learning for Big Data: Hands-On for Developers and Technical Professionals” Wiley (2014)
4. Big Data Analytics & Hadoop by IBM ICE Publications

References:

1. Big data. Architettura, tecnologie e metodi per l'utilizzo di grandibasi di dati, A. Rezzani, Apogeo Education, 2013
2. Hadoop For Dummies, Dirk deRoos, For Dummies, 2014
3. Cohen et al. “MAD Skills: New Analysis Practices for Big Data”, 2009
4. Ullman, Rajaraman, Mining of Massive Datasets, Chapter 2


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5. Stonebraker et al., “MapReduce and Parallel DBMS’s: Friends or Foes?”, Communications of the ACM, January 2010.
6. Dean and Ghemawat, “MapReduce: A Flexible Data Processing Tool”, Communications of the ACM, January 2010.

List of Practical’s:

1. Installing Hadoop, configure HDFS, Install Zookeeper , Pig Installation, Sqoop Installation, Hbase Installation
2. Configuring Hadoop
3. Running jobs on Hadoop
4. Working on HDFS
5. Hadoop streaming
6. Creating Mapper function using python.
7. Creating Reducer function using python
8. Python iterator and generators
9. Twitter data sentimental analysis using Flume and Hive
10. Business insights of User usage records of data cards
11. Wiki page ranking with hadoop
12. Health care Data Management using Apache Hadoop ecosystem

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		THEORY			PRACTICAL		L	T	P	CREDITS
		END SEM University Exam	Two Term Exam	Teachers Assessment*	END SEM University Exam	Teachers Assessment*				
BBAI501	Human Values and Professional Ethics	60	20	20	-	-	4	-	-	4

Legends: L - Lecture; T - Tutorial/Teacher Guided Student Activity; P – Practical; C - Credit;

***Teacher Assessment** shall be based on following components: Quiz/Assignment/ Project/Participation in Class, given that no component shall exceed more than 10 marks.

Course Objectives

The objective of the course is to disseminate the theory and practice of moral code of conduct and familiarize the students with the concepts of “right” and “good” in individual, social and professional context

Course Outcomes

1. Help the learners to determine what action or life is best to do or live.
2. Right conduct and good life.
3. To equip students with understanding of the ethical philosophies, principles, models that directly and indirectly affect business.

COURSE CONTENT

Unit I: Human Value

1. Definition, Essence, Features and Sources
2. Sources and Classification
3. Hierarchy of Values
4. Values Across Culture

Unit II: Morality

1. Definition, Moral Behaviour and Systems
2. Characteristics of Moral Standards
3. Values Vs Ethics Vs Morality
4. Impression Formation and Management

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Unit III: Leadership in Indian Ethical Perspective.

1. Leadership, Characteristics
2. Leadership in Business (Styles), Types of Leadership (Scriptural, Political, Business and Charismatic)
3. Leadership Behaviour, Leadership Transformation in terms of Shastras (Upanihads, Smritis and Manu-smriti).

Unit IV: Human Behavior – Indian Thoughts

1. Business Ethics its meaning and definition
2. Types, Objectives, Sources, Relevance in Business organisations.
3. Theories of Ethics, Codes of Ethics

Unit V: Globalization and Ethics

1. Sources of Indian Ethos & its impact on human behavior
2. Corporate Citizenship and Social Responsibility – Concept (in Business),
3. Work Ethics and factors affecting work Ethics.

Suggested Readings

1. Beteille, Andre (1991). *Society and Politics in India*. Athlone Press: New Jersey.
2. Chakraborty, S. K. (1999). *Values and Ethics for Organizations*. Oxford University Press
3. Fernando, A.C. (2009). *Business Ethics - An Indian Perspective*. India: Pearson Education: India
4. Fleddermann, Charles D. (2012). *Engineering Ethics*. New Jersey: Pearson Education / Prentice Hall.
5. Boatright, John R (2012). *Ethics and the Conduct of Business*. Pearson. Education: New Delhi.
6. Crane, Andrew and Matten, Dirk (2015). *Business Ethics*. Oxford University Press Inc: New York.
7. Murthy, C.S.V. (2016). *Business Ethics – Text and Cases*. Himalaya Publishing House Pvt. Ltd: Mumbai
8. Naagrajan, R.R (2016). *Professional Ethics and Human Values*. New Age International Publications: New Delhi.

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BTIT604		Object Oriented Analysis And Design	60	20	20	30	20	3	2	1	5

Legends: L-Lecture; T-Tutorial/Teacher Guided Student Activity; P-Practical; C-Credit; Q/A-Quiz/Assignment/Attendance, MST Mid Semester Test.

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Course Objectives:-

- To learn the concept of Object Oriented Software Development Process
- To get acquainted with UML Diagrams
- To understand Object Oriented Analysis Processes

Course Outcomes:-

- Understand Object Oriented Software Development Process
- Gain exposure to Object Oriented Methodologies & UML Diagrams
- To apply Object Oriented Analysis Processes for projects

Syllabus

Unit-I:

Introduction: About Object Oriented Technology, Development and OO Modeling History. Modeling Concepts: Modeling design Technique, Three models, Class Model, State model and Interaction model.

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Unit-II:

Class Modeling: Object and class concepts, link and association, Generalization and Inheritance, Advanced class modeling- aggregation, Abstract class metadata, constraints. State Modeling: Event, state, Transition and conditions, state diagram, state diagram behavior, concurrency, Relation Of Class and State models. Interaction Modeling: Use case Models, sequence models, activity models

Unit-III:

Analysis and Design: Development Life cycle, Development stages, Domain Analysis-Domain class model, domain state model, domain interaction model, Iterating and analysis. Application Interaction model, Application class model, Application state Model, Adding operation.

Unit-IV:

System Design: Estimating Performance, Making a reuse plan, breaking system into subsystems, identifying concurrency, allocation of subsystems, management of data storage, Handling Global resources, choosing a software control strategy, Handling boundary condition, common Architectural style.

Unit-V:

Class design: Overview of class design ,designing algorithms recursing downward, refactoring, design optimization, Adjustment of Inheritance, Rectification of Behavior.

References:

Text Book:

1. Michael Blaha and J. Rumbaugh, "Object oriented Modeling and design with UML", Pearson Education

References:

1. Satzinger, Jackson and Burd, "Object oriented Analysis and design with the Unified Process", CENGAGE Learning.
2. O'Docherty, "Object Oriented Analysis and Design Understanding, System Development with UML2.0", Wiley India.

List of Experiments:

1. How to write a Problem Statement
2. Perform the system analysis: Requirement analysis, SRS.
3. Perform the function oriented diagram: DFD and Structured chart.

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4. Perform the user's view analysis: Use case diagram.
5. Draw the structural view diagram: Class diagram, object diagram.
6. Draw the behavioral view diagram: Sequence diagram, Collaboration diagram.
7. Draw the behavioral view diagram: State-chart diagram, Activity diagram.
8. Draw the implementation view diagram: Component diagram.
9. Draw the environmental view diagram: Deployment diagram.

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			THEORY			PRACTICAL		Th	T	P	CREDITS
			END SEM University Exam	Two Term Exam	Teachers Assessment*	END SEM University Exam	Teachers Assessment*				
BTCS602		Internet of Things	60	20	20	30	20	3	1	2	5

Legends: L - Lecture; T - Tutorial/Teacher Guided Student Activity; P - Practical; C - Credit;

*Teacher Assessment shall be based following components: Quiz/Assignment/ Project/Participation in Class, given that no component shall exceed more than 10 marks.

COURSE OBJECTIVES

1. To understand the configuration of Internet of Things (IoT) based architecture.
2. To identify an IoT device.
3. To understand working of IoT devices.

COURSE OUTCOMES

1. Able to understand the application areas of IOT.
2. Able to realize the revolution of Internet in Mobile Devices, Sensor Networks.
3. Able to understand building blocks of Internet of Things and characteristics.

SYLLABUS

UNIT-I: Overview of Internet of Things

Introduction & Concepts: Introduction to Internet of Things, Physical Design of IOT, Logical Design of IOT, IOT Enabling Technologies, IOT Levels, Sensor, Type of Sensor, Domain Specific IOTs: Home Automation, Cities, Environment, IOT Platforms.

UNIT-II :M2M to IoT

The Vision-Introduction, From M2M to IoT, M2M towards IoT-the global context, Difference between IOT and M2M, A use case example of M2M & IOT, Differing Characteristics, M2M Value Chains, IoT Value Chains, An emerging industrial structure for IoT.

UNIT-III :Communication Protocols

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Introduction to communication architecture- Network protocol stack, Channels and protocols - RF: ZigBee, Blue Tooth, BLE, Zwave, Mesh network. Communication Channels: GSM/GPRS, 2G, And 3G, LTE, WiFi, And PLC, IoT protocols: MQTT/MQTTS, CoAP, 6LoWPAN, IPSO, Thread, like TCP, UDP, HTTP/s, CoAP, and MQTT. Comparison of the different IOT protocols, advantages and disadvantages (limitations) of these IOT protocols. IPv4 addressing problem for IOT and introduction to IPv6 is required to address more devices. Application issues with RF protocol - power consumption, LOS, reliability. Security Aspects.

UNIT-IV: Designing and Developing

Network & Communication aspects Wireless medium access issues, Developing Internet of Things & Logical Design using Python: Introduction, IOT Design Methodology, Installing Python, Python Data Types & Data Structures, Control Flow, Functions, Modules, Packages, File Handling, Date/ Time Operations, Classes, Python Packages.

UNIT-V: IOT Devices

IOT Physical Devices & Endpoints: What is an IOT Device, Exemplary Device, Board, Introduction to R-Pi microcomputer, Linux on Raspberry Pi, Interfaces, and Programming & IOT Devices.

TEXT BOOKS:

1. Vijay Madiseti, Arshdeep Bahga, "Internet of Things A Hands-On- Approach", 2014, ISBN: 978 0996025515
2. Adrian McEwen, Hakim Cassimally "Designing the Internet of Things", John Wiley & Sons (2013), ISBN - 9781118430620

REFERENCES:

1. Daniel Kellmireit, "The Silent Intelligence: The Internet of Things". 2013, ISBN 0989973700
2. Wolfram Donat "Learn Raspberry Pi programming in python", Apress (2014), ISBN - 9781430264255
3. Massimo Banzi, "Getting Started with Arduino", O'Reilly Media, Inc." (2011), ISBN - 9781449309879
4. Tero Karvinen, Kimmo Karvinen, Ville Valtokari, "Make: Sensors: A Hands-On Primer for Monitoring the Real World with Arduino and Raspberry Pi", Maker Media, Inc., (2014), ISBN - 9781449368067
5. Richard Grimmer, "Raspberry Pi Robotics Essentials", Packt Publishing Ltd (2015), ISBN - 978178528564

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LIST OF EXPERIMENTS:

1. Design use Cases ranging from Smart Home to Smart Cities.
2. IOT approach to solve Logistics Business Problem.
3. Using an IoT gateway to connect the "Things" to the cloud.
4. **Case study of IP spoofing attack in 6 LoWPAN network.**
5. **The Challenges of IoT Addressing.**

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BTCS711		Soft computing	60	20	20	30	20	3	1	2	5

Legends: L - Lecture; T - Tutorial/Teacher Guided Student Activity; P - Practical; C - Credit;

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COURSE OBJECTIVES

The student will have ability to:

1. Apply soft computing techniques to real word problems
2. Understand the concepts of fuzzy sets, knowledge representation using fuzzy rules, approximate reasoning, fuzzy inference systems, and fuzzy logic control and other machine intelligence applications of fuzzy logic.
3. Understand the fundamental theory and concepts of neural networks, neuro-modeling, several neural network paradigms and its applications.
4. Understand the basics of an evolutionary computing paradigm known as genetic algorithms and its application to engineering optimization problems.
5. Apply hybrid techniques to improve efficiency of the algorithms.

COURSE OUTCOMES (04-05)

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

1. Design asystems using approaches of soft computing for solving various real-world problems.
2. Applythe rules of fuzzy logic forfuzzy control and Competent with issues related fuzzy systems.
3. Learn training, verification and validation of neural network models.
4. Design Engineering applications that can be optimized using genetic algorithms.
5. Design a robust and low-cost intelligent machines with knowledge of tolerance of imprecision and uncertainty.

SYLLABUS

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UNIT-I

Introduction to Soft Computing, Historical Development, Definitions, advantages and disadvantages, solution of complex real life problems, Soft Computing and its Techniques, Soft Computing verses Hard Computing. Applications of Soft Computing in the Current industry.

UNIT-II

Introduction to Fuzzy Logic, Crisp Sets, Fuzzy Sets, Fuzzy Relations, Membership Functions and features, Fuzzification, Methods of Membership Value Assignments, Defuzzification and methods, Lambda cuts. Fuzzy Measure, Fuzzy Reasoning, Fuzzy Inference System.

UNIT-III

Neural Network (NN), Biological foundation of Neural Network, Neural Model and Network Architectures, Perceptron Learning, Supervised Hebbian Learning, Back-propagation, Associative Learning, Competitive Networks, Hopfield Network, Computing with Neural Nets and applications of Neural Network

UNIT-IV

Genetic Algorithm, Fundamentals, basic concepts, working principle, encoding, fitness function, reproduction, Genetic modeling: Inheritance operator, cross over, inversion & deletion, mutation operator, Bitwise operator, Generational Cycle, Convergence of GA, Applications & advances in GA, Differences & similarities between GA & other traditional methods.

UNIT-V

Neuro-Fuzzy and Soft Computing, Adaptive Neuro-Fuzzy Inference System Architecture, Hybrid Learning Algorithm, Learning Methods that Cross-fertilize ANFIS and RBFN. Coactive Neuro Fuzzy Modeling, Framework Neuron Functions for Adaptive Networks, Neuro Fuzzy Spectrum. Hybridization of other techniques

TEXT BOOKS

1. S.N. Deepa and S.N. Sivanandam, Principles of Soft Computing, 2ed., Wiley, 2011
2. Vojislav Kecman, Learning and Soft Computing - Support Vector Machines, Neural Networks, and Fuzzy Logic Models, 1ed., The MIT Press, 2001.
3. D. K. Pratihari, Soft Computing, 1ed., Alpha Science, 2007.
4. Timothy J. Ross, Fuzzy logic with Engineering Applications, 3ed., John Wiley and Sons, 2010.

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5. S. Rajasekaran and G.A.V. Pai, Neural Networks, Fuzzy Logic and Genetic Algorithms, 2ed. PHI
6. David E. Goldberg, Genetic Algorithms in search, Optimization & Machine Learning, 1ed., Addison-Wesley Publishing Company, 1989

REFERENCES

1. Jang, Sun and Mizutani, Neuro-Fuzzy and Soft Computing: A Computational Approach to Learning and Machine Intelligence, 1ed., Pearson, 1997.
2. George J. Klir and Bo Yuan, Fuzzy Sets and Fuzzy Logic: Theory and Applications, 1ed., Prentice Hall, 1995
3. Simon Haykin, Neural Networks: A Comprehensive Foundation, 2ed. Prentice Hall, 1998
4. Samir Roy and Udit Chakraborty, A Beginners Approach to Soft Computing, 1ed., Pearson, 2013

LIST OF EXPERIMENTS

1. Fuzzy Membership Functions.
2. Fuzzy set operations and its properties.
3. Fuzzy and Crisp Relations.
4. Fuzzy Inference System
5. McCulloch-Pitts neural network for generate AND, OR functions.
6. Perceptron learning for particular set of problem.
7. OR function with bipolar inputs and targets using Adaline network.
8. XOR function with bipolar inputs and targets using Madaline network.
9. Use of Genetic Algorithm for optimization problem solving.
10. Radial Basis Function and Application
11. Binary and Real Coded genetic Algorithms and Application
12. Introduction to Evolutionary Algorithms and Fundamentals
13. Genetic Expression Programming and Application
14. Introduction to Probabilistic Reasoning and Bayesian Networks Application

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Choice Based Credit System (CBCS) (2016-2017)

COURSE CODE	Category	COURSE NAME	TEACHING & EVALUATION SCHEME								
			THEORY			PRACTICAL		Th	T	P	CREDITS
			END SEM University Exam	Two Term Exam	Teachers Assessment*	END SEM University Exam	Teachers Assessment*				
BTCS613		Software Testing & Quality Assurance	60	20	20	30	20	3	1	2	5

Legends: L - Lecture; T - Tutorial/Teacher Guided Student Activity; P - Practical; C - Credit;

*Teacher Assessment shall be based following components: Quiz/Assignment/ Project/Participation in Class, given that no component shall exceed more than 10 marks.

COURSE OBJECTIVES

The student will have ability to:

1. Develop a skill in developing good quality in the software product.
2. Develop methods and procedures for software development that can scale up for large systems and that can be used to consistently produce high-quality software at low cost and with a small cycle time
3. Learn systematic approach to the operation, maintenance, and retirement of software.
4. Learn how to use available resources to develop software, reduce cost of software and how to maintain quality of software
5. Methods and tools of testing and maintenance of software

COURSE OUTCOMES

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

1. Apply approach of Software Testing & QA concepts.
2. Apply modern software testing processes in relation to software development and project management.
3. Create test strategies and plans, design test cases prioritize and execute them.
4. Manage defects within a project.
5. Contribute to efficient delivery of software solutions and implement improvements in the software development processes.

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SYLLABUS

UNIT-I

BASIC CONCEPTS: Basic Testing Vocabulary, Quality Assurance versus Quality Control, The Cost of Quality, Software Quality Factors, Software Defect, The Multiple Roles of the Software Tester (People Relationships), Scope of Testing, Testing Constraints, Various software development Life cycles (SDLC), Independent Testing, QA Process, Levels of Testing, The “V” Concept of Testing.

UNIT-II

WHITE BOX TESTING: White box testing techniques - Statement coverage - Branch Coverage - Condition coverage - Decision/Condition coverage - Multiple condition coverage - Dataflow coverage - Mutation testing - Automated code coverage analysis.

UNIT-III

BLACK BOX TESTING: Black box testing techniques - Boundary value analysis - Robustness testing - Equivalence partitioning - Syntax testing - Finite state testing - Levels of testing – Unit testing - Integration Testing

UNIT-IV

SYSTEM TESTING - Functional testing - non-Functional testing - acceptance testing - performance testing – Factors and Methodology for Performance testing, Regression testing - Methodology for Regression testing. Five Views of Software Quality, McCall’s Quality Factors and Criteria, Quality Factors, Quality Criteria, Relationship between Quality Factors and Criteria, Quality Metrics, Quality Characteristics, Software Quality Standard

UNIT-V

ADVANCE SOFTWARE TESTING METHOD (OBJECT ORIENTED TESTING): Syntax testing - Finite State testing - Levels of testing - Unit, Integration and System Testing. Challenges - Differences from testing non-OO Software - Class testing strategies - State-based Testing Software quality Assurance: ISO 9000; CMM and Test Management Issues; Quality Assurance personnel Issues.

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TEXT BOOKS:

1. Kshirasagar Naik & Priyadarshi Tripathy, "Software Testing & Quality Assurance", A JOHN WILEY & SONS, INC. Publication.
2. R. S. Pressman, "Software Engineering: A Practitioner's Approach", Sixth edition 2006, McGraw-Hill.
3. Waman S. Jawadekar, "Software Engineering", TMH
4. Sommerville, "Software Engineering", Pearson Education.
5. "IBM CE-Enablement Program- Essentials of Software Engineering (OOAD & SW Lifecycle)", IBM Career Education

REFERENCES:

1. Kshirasagar Naik & Priyadarshi Tripathy, "Software Testing & Quality Assurance", A JOHN WILEY & SONS, INC. Publication.
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3. Waman S. Jawadekar, "Software Engineering", TMH
4. Sommerville, "Software Engineering", Pearson Education.
5. <http://www.softwaretestinghelp.com/online-software-testing-course-syllabus/>
6. <https://amizone.net/AdminAmizone/WebForms/Academics/NewSyllabus/1217201473127725.pdf>
7. <http://www.tutorialspoint.com/uml/>

LIST OF EXPERIMENTS: (At least 10 based on Syllabus)

1. Design test cases using Boundary value analysis by taking quadratic equation problem.
2. Design test cases using Equivalence class partitioning taking triangle problem.
3. Design test cases using Decision table taking triangle problem.
4. Design independent paths by calculating cyclometer complexity using date problem.
5. Design independent paths by taking DD path using date problem.
6. Design the test cases for login page of AMIZONE.
7. Manual Testing for PAN card verification.
8. Generate test case for ATM machine.
9. Overview of Testing process using Rational Robot.
10. Write a script to record verification point using Rational Robot (For GUI testing of single click on window OS).
11. Write a script to record verification point for Clip Board and alphanumeric values using Rational Robot.

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BTIT703		Design Pattern	60	20	20	30	20	3	1	2	5

Legends: L - Lecture; T - Tutorial/Teacher Guided Student Activity; P – Practical; C - Credit;

***Teacher Assessment** shall be based following components: Quiz/Assignment/ Project/Participation in Class, given that no component shall exceed more than 10 marks.

COURSE OBJECTIVES:

The student will have ability to:

1. Current state of practice and the latest developments in the area of software design patterns.
2. The course will emphasize how the software design pattern is specifically used as a part of the software design process,
3. Will incorporate this knowledge as they begin to work within the discipline of pattern oriented software design methodology
4. Understand most important design patterns and apply object-oriented techniques for designing reusable, maintainable and modifiable software.

COURSE OUTCOMES:

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

1. Describe what design patterns are and how they can be used
2. Explain possibilities and limitations of basic design patterns
3. Apply design patterns to create object-oriented programs that are simple to modify
4. Identify implemented design patterns
5. Decide if design pattern implementations utilize their advantages
6. Assess which design patterns that are appropriate in different situations

SYLLABUS:

UNIT I - Introduction

What Is a Design Pattern, Design Patterns in Smalltalk MVC, Describing Design Patterns, the Catalog of Design Patterns, Organizing the Catalog, How Design Patterns Solve Design Problems, How to Select a Design Pattern, How to Use a Design Pattern.

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UNIT II - Case Study: Designing a Document Editor

Design Problems, Document Structure, Formatting, Embellishing the User Interface, and Supporting Multiple Look-and-Feel Standards, Supporting Multiple Window Systems, User Operations, Spelling Checking and Hyphenation.

UNIT III - Creational Patterns

Abstract Factory, Builder, Factory Method, Prototype, Singleton.

UNIT IV - Structural Patterns

Adapter, Bridge, Composite, Decorator, Façade, Flyweight, Proxy.

UNIT V- Behavioral Patterns:

Chain of Responsibility, Command, Interpreter, Iterator, Mediator, Memento, Observer, State, Strategy, Template Method, Visitor, a Brief History, and the Pattern Community

TEXT BOOKS:

1. Design Patterns Explained (second Ed), by A. Shalloway and J. Trott 2005.
2. C++ Programming: Program Design Including Data Structures, Fifth Edition,
3. C++ Design Patterns and Derivatives Pricing, Second edition, Mark S. Joshi.
4. Fowler, Martin, UML Distilled, Third Edition, Addison-Wesley, 2004
5. Freeman, Eric & Robson, Elisabeth, Head First Design Patterns, First Edition, O'Reilly

REFERENCES:

1. John Vlissides, Pattern Hatching - Design Patterns Applied, Addison-Wesley, 1998.
2. Frederick Brooks, The Design of Design, Addison-Wesley, 2010
3. Frank Buschmann et al, Pattern-Oriented Software Architecture – A System of Patterns, John Wiley, 1995.
4. Paul Clements et al, Documenting Software Architectures – Views and Beyond, Addison-Wesley, 2003.

LIST OF PRACTICAL'S:

1. WAP for implement Abstract factory Design Pattern.
2. WAP for implement Builder Design Pattern.
3. WAP for implement Façade Design Pattern.
4. WAP for implement Bridge Design Pattern.
5. WAP for implement Decorator Design Pattern.
6. WAP for implement Iterator Design Pattern.

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7. WAP for implement Flyweight Design Pattern.
8. WAP for implement Proxy Design Pattern.
WAP for implement Visitor Design Pattern.

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