JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY: KAKINADA
KAKINADA – 533 003, Andhra Pradesh, India

DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

IV Year – I SEMESTER

S.No	Course Code	Courses	L	T	P	Credits
1	CS4101	Cryptography and Network Security	3	0	0	3
2	CS4102	UML & Design Patterns	3	0	0	3
3	CS4103	Machine Learning	3	0	0	3
4	OE4101	**Open Elective -II** (Inter Disciplinary)	3	0	0	3
5	PE4101	**Professional Elective- III** 1. Mobile Computing 2. Data Science 3. NoSQL Databases 4. Internet of Things 5. Software Project Management	3	0	0	3
6	PE4102	**Professional Elective- IV** 1. Web Services 2. Cloud Computing 3. Mean Stack Technologies 4. Ad-hoc and Sensor Networks 5. Cyber Security & Forensics	3	0	0	3
7	CS4104	UML Lab #	0	0	2	1
8	PR4101	Project- I	0	0	0	2
9	MC4101	IPR & Patents	3	0	0	0
		Total	21	0	2	21
# Relevant theory to be taught in the lab						

IV Year – II SEMESTER

S.No	Course Code	Courses	L	T	P	Credits
1	HS4201	Management and Organizational Behavior	3	0	0	3
2	OE4201	**Open Elective- III** (Inter Disciplinary)	3	0	0	3
3	PE4201	**Professional Elective-V** 1. Deep Learning 2. Quantum Computing 3. DevOps 4. Blockchain Technologies 5. Big Data Analytics	3	0	0	3
4	PR4201	Project- II	0	0	0	7
		Total	9	0	0	16

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IV Year –I Semester		L	T	P	C
		3	0	0	3
CRYPTOGRAPHY AND NETWORK SECURITY					

Course Objectives:
This course aims at training students to master the:

- The concepts of classical encryption techniques and concepts of finite fields and number theory
- Working principles and utilities of various cryptographic algorithms including secret key cryptography, hashes and message digests, and public key algorithms
- Design issues and working principles of various authentication protocols, PKI standards
- Various secure communication standards including Kerberos, IPsec, and SSL/TLS and email
- Concepts of cryptographic utilities and authentication mechanisms to design secure applications

Course Outcomes:
By the end of the course the student

- Identify information security goals, classical encryption techniques and acquire fundamental knowledge on the concepts of finite fields and number theory
- Compare and apply different encryption and decryption techniques to solve problems related to confidentiality and authentication
- Apply the knowledge of cryptographic checksums and evaluate the performance of different message digest algorithms for verifying the integrity of varying message sizes.
- Apply different digital signature algorithms to achieve authentication and create secure applications
- Apply network security basics, analyze different attacks on networks and evaluate the performance of firewalls and security protocols like SSL, IPSec, and PGP
- Apply the knowledge of cryptographic utilities and authentication mechanisms to design secure applications

UNIT I
Classical Encryption Techniques: Security Attacks, Services & Mechanisms, Symmetric Cipher Model. Cyber Threats, Phishing Attack, Web Based Attacks, SQL Injection Attacks, Buffer Overflow& Format String Vulnerabilities, TCP session hijacking, UDP Session Hijacking.
Block Ciphers: Traditional Block Cipher Structure, Block Cipher Design Principles.

UNIT II
Symmetric Key Cryptography: Data Encryption Standard (DES), Advanced Encryption Standard (AES), Blowfish, IDEA, Block Cipher Modes of Operations.
Number Theory: Prime and Relatively Prime Numbers, Modular Arithmetic, Fermat's and Euler's Theorems, The Chinese Remainder Theorem, Discrete Logarithms.

UNIT III
Public Key Cryptography: Principles, Public Key Cryptography Algorithms, RSA Algorithm, Diffie Hellman Key Exchange, Elliptic Curve Cryptography.
Cryptographic Hash Functions: Application of Cryptographic Hash Functions, Requirements & Security, Secure Hash Algorithm, Message Authentication Functions, Requirements & Security, HMAC & CMAC.
Digital Signatures: NIST Digital Signature Algorithm, Key Management and Distribution

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UNIT IV

User Authentication: Remote User Authentication Principles, Kerberos.
Electronic Mail Security: Pretty Good Privacy (PGP) And S/MIME.
IP Security: IP Security Overview, IP Security Architecture, Authentication Header, Encapsulating Security Payload, Combining Security Associations and Key Management.

UNIT V

Transport Level Security: Web Security Requirements, Secure Socket Layer (SSL) and Transport Layer Security (TLS), Secure Shell (SSH)
Firewalls: Characteristics, Types of Firewalls, Placement of Firewalls, Firewall Configuration, Trusted Systems.

Text Books:

1) Cryptography and Network Security- William Stallings, Pearson Education, 7th Edition.
2) Cryptography, Network Security and Cyber Laws – Bernard Menezes, Cengage Learning, 2010 edition.

Reference Books:

1) Cryptography and Network Security- Behrouz A Forouzan, Debdeep Mukhopadhyaya, Mc-GrawHill, 3rd Edition, 2015.
2) Network Security Illustrated, Jason Albanese and Wes Sonnenreich, MGH Publishers, 2003.

e-Resources:

1) https://nptel.ac.in/courses/106/105/106105031/ lecture by Dr. Debdeep MukhopadhyayIIT Kharagpur [Video Lecture]
2) https://nptel.ac.in/courses/106/105/106105162/ lecture by Dr. Sourav Mukhopadhyay IIT Kharagpur [Video Lecture]
3) https://www.mitel.com/articles/web-communication-cryptography-and-network-security web articles by Mitel Power Connections

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IV Year –I Semester		L	T	P	C
		3	0	0	3
UML & DESIGN PATTERNS					

Course Objectives:

- To understand the fundamentals of object modeling
- To understand and differentiate Unified Process from other approaches
- To design with static UML diagrams
- To design with the UML dynamic and implementation diagrams
- To improve the software design with design patterns
- To test the software against its requirements specification

Course Outcomes:

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

- Illustrate software design with UML diagrams
- Design software applications using OO concepts
- Identify various scenarios based on software requirements
- Apply UML based software design into pattern based design using design patterns
- Illustrate the various testing methodologies for OO software

UNIT I

Introduction to UML: Importance of modeling, principles of modeling, object oriented modeling, conceptual model of the UML, Architecture, Software Development Life Cycle. Structural Modeling: Classes, Relationships, common Mechanisms, and diagrams. Advanced classes, advanced relationships, Object diagrams: common modeling techniques.

UNIT II

Behavioral Modeling: Interactions, Interaction diagrams. Use cases, Use case Diagrams, Activity Diagrams, Events and signals, state machines, state chart diagrams.

UNIT III

Advanced Behavioral Modeling: Architectural Modeling: Components, Deployment, Component diagrams and Deployment diagrams, Common modeling techniques for component and deployment diagrams

Design Pattern: Introduction, 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, Using a Design Pattern.

UNIT IV

Creational Patterns: Abstract Factory, Builder, Factory Method, Prototype, Singleton

Structural Patterns: Adapter, Bridge, Composite, Decorator, Façade, Flyweight, Proxy.

UNIT V

Behavioral Patterns: Chain of Responsibility, Command, Interpreter, Iterator, Mediator, Memento, Observer, Strategy, Template Method, What to Expect from Design Patterns

Text Books:

1) The unified Modeling language user guide by Grady Booch, James Rumbaugh, Ivar Jacobson, Pearson.
2) Design Patterns, Erich Gamma, Pearson.

Reference Books:

1) Object Oriented Analysis and Design, Satzinger, CENGAGE

e-Resources:

1) https://www.tutorialspoint.com/design_pattern/design_pattern_quick_guide.html

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IV Year –I Semester		L	T	P	C
		3	0	0	3
MACHINE LEARNING					

Course Objectives:
The course is introduced for students to
- Gain knowledge about basic concepts of Machine Learning
- Study about different learning algorithms
- Learn about of evaluation of learning algorithms
- Learn about Dimensionality reduction

Course Outcomes:
- Identify machine learning techniques suitable for a given problem
- Solve the problems using various machine learning techniques
- Apply Dimensionality reduction techniques
- Design application using machine learning techniques

UNIT I
Introduction: Definition of learning systems, Goals and applications of machine learning, Aspects of developing a learning system: training data, concept representation, function approximation.
Inductive Classification: The concept learning task, Concept learning as search through a hypothesis space, General-to-specific ordering of hypotheses, Finding maximally specific hypotheses, Version spaces and the candidate elimination algorithm, Learning conjunctive concepts, The importance of inductive bias.

UNIT II
Decision Tree Learning: Representing concepts as decision trees, Recursive induction of decision trees, Picking the best splitting attribute: entropy and information gain, Searching for simple trees and computational complexity, Occam's razor, Overfitting, noisy data, and pruning.
Experimental Evaluation of Learning Algorithms: Measuring the accuracy of learned hypotheses. Comparing learning algorithms: cross-validation, learning curves, and statistical hypothesis testing.

UNIT III
Computational Learning Theory: Models of learnability: learning in the limit; probably approximately correct (PAC) learning. Sample complexity for infinite hypothesis spaces, Vapnik-Chervonenkis dimension.
Rule Learning: Propositional and First-Order, Translating decision trees into rules, Heuristic rule induction using separate and conquer and information gain, First-order Horn-clause induction (Inductive Logic Programming) and Foil, Learning recursive rules, Inverse resolution, Golem, and Progol.

UNIT IV
Artificial Neural Networks: Neurons and biological motivation, Linear threshold units. Perceptrons: representational limitation and gradient descent training, Multilayer networks and backpropagation, Hidden layers and constructing intermediate, distributed representations. Overfitting, learning network structure, recurrent networks.
Support Vector Machines: Maximum margin linear separators. Quadractic programming solution to finding maximum margin separators. Kernels for learning non-linear functions.

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UNIT V

Bayesian Learning: Probability theory and Bayes rule. Naive Bayes learning algorithm. Parameter smoothing. Generative vs. discriminative training. Logisitic regression. Bayes nets and Markov nets for representing dependencies.

Instance-Based Learning: Constructing explicit generalizations versus comparing to past specific examples. k-Nearest-neighbor algorithm. Case-based learning.

Text Books:

1) T.M. Mitchell, "Machine Learning", McGraw-Hill, 1997.
2) Machine Learning, Saikat Dutt, Subramanian Chandramouli, Amit Kumar Das, Pearson, 2019.

Reference Books:

1) Ethern Alpaydin, "Introduction to Machine Learning", MIT Press, 2004.
2) Stephen Marsland, "Machine Learning -An Algorithmic Perspective", Second Edition, Chapman and Hall/CRC Machine Learning and Pattern Recognition Series, 2014.
3) Andreas C. Müller and Sarah Guido "Introduction to Machine Learning with Python: A Guide for Data Scientists", Oreilly.

e-Resources:

1) Andrew Ng, "Machine Learning Yearning" https://www.deeplearning.ai/machine-learning-yearning/
2) Shai Shalev-Shwartz , Shai Ben-David, "Understanding Machine Learning: From Theory to Algorithms" , Cambridge University Press
https://www.cse.huji.ac.il/~shais/UnderstandingMachineLearning/index.html

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IV Year –I SEMESTER		L	T	P	C
		3	0	0	3
Open Elective –II					

Note: The student has to take any one **open elective course** offered in the other departments (or) SWAYAM/NPTEL courses offered by other than parent department. (12 week minimum).
Given below are some of the courses offered by NPTEL/SWAYAM

Electronics & Communication Engineering 1) Information Coding Theory 2) VLSI Design 3) Signals & Systems 4) Digital Signal Processing	**Mathematics** 1) Optimization Techniques 2) Computational Number Theory and Cryptography
Electrical and Electronics Engineering 1) Networking Analysis 2) Fuzzy Sets, Logic and Systems & Applications 3) Energy Management Systems and SCADA 4) Industrial Safety Engineering	**Civil Engineering** 1) Intelligent transportation engineering 2) Remote Sensing and GIS 3) Engineering Mechanics 4) City and Metropolitan Planning 5) Sustainable Materials and Green Buildings
Mechanical Engineering 1) Industrial Automation and Control 2) Robotics 3) CAD 4) Mechatronics And Manufacturing Automation 5) Non Conventional Energy Resources	

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IV Year –I Semester		L	T	P	C
		3	0	0	3
MOBILE COMPUTING					

Course Objectives:

- To study the emerging technologies in the context of wireless networks
- To understand the mobile computing environment
- To learn about pervasive computing environment

Course Outcomes:

At the end of the course, student will be able to

- Interpret Wireless local area networks (WLAN): MAC design principles, 802.11 WIFI
- Discuss fundamental challenges in mobile communications and potential Techniques in GSM
- Demonstrate Mobile IP in Network layer
- Elaborate TCP/IP Protocols and database issues
- Illustrate different data delivery methods and synchronization protocols
- Develop applications that are mobile-device specific and demonstrate current Practice in mobile computing contexts

UNIT I

Mobile Communications: An Overview- Mobile Communication-guided transmission, unguided transmission- signal propagation frequencies, antennae, modulation, modulation methods and standards for voice-oriented data communication standards, modulation methods and standards for data and voice communication, mobile computing- novel applications and limitations, mobile computing architecture, mobile system networks. Mobile devices and systems: Cellular networks and frequency reuse, Mobile smart phones, Smart mobiles and systems, handheld pocket computers, Handheld devices, Smart systems, Limitations of mobile devices.

UNIT II

GSM and other 2G Architectures: GSM-services and system architecture, Radio interfaces of GSM, Protocols of GSM, Localization, Call handling, GPRS system architecture. Wireless medium access control, CDMA, 3G, 4G and 5G Communication: Modulation, Multiplexing, Controlling the medium access, Spread spectrum, Coding methods, IMT-20003G wireless communication standards, WCDMA 3G communication standards, CDMA 3G communication standards, Broadband wireless access, 4G networks, 5G Networks.

UNIT III

Mobile IP Network layer: IP and Mobile IP network layers: OSI layer functions, TCP/IP and Internet protocol, Mobile internet protocol; Packet delivery and Handover Management; Location Management: Agent Discovery; Mobile TCP Introduction to Mobile Adhoc network: fixed infrastructure architecture, MANET infrastructure architecture; MANET: properties, spectrum, applications; Security in Ad-hoc network; Wireless sensor networks; sensor network applications.

UNIT IV

Synchronization: Synchronization in mobile computing systems, Usage models for Synchronization in mobile application, Domain-dependant specific rules for data synchronization, Personal information manager, synchronization and conflict resolution strategies, synchronizer; Mobile agent: mobile agent design, aglets; Application Server.

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UNIT V

Mobile Wireless Short Range Networks and Mobile Internet: Wireless networking and wireless LAN, Wireless LAN (WLAN) architecture, IEEE 802.11protocol layers, Wireless application protocol (WAP)-WAP1.1 architecture, wireless datagram protocol (WDP), Wireless Transport Layer Security (WTLS), wireless transaction and session layers, wireless application environment.

Text Books:

1) Mobile Computing, 2nd edition, Raj kamal, Oxford,2011
2) Mobile Computing, Technology Applications and Service Creation, 2nd Edition, Asoke K Talukder, Hasanahmed, Roopa R Yavagal, McGraw Hill,2017

Reference Books:

1) "Principles of Mobile Computing," 2nd Edition, UWE Hansmann, Lother Merk, Martin S. Nocklous, Thomas Stober, Springer.2003

e-Resources:

1) https://nptel.ac.in/noc/courses/noc16/SEM2/noc16-cs13/

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IV Year –I Semester		L	T	P	C
		3	0	0	3
DATA SCIENCE					

Course Objectives:
From the course the student will learn

- Provide you with the knowledge and expertise to become a proficient data scientist
- Demonstrate an understanding of statistics and machine learning concepts that are vital for data science
- Learn to statistically analyze a dataset
- Explain the significance of exploratory data analysis (EDA) in data science
- Critically evaluate data visualizations based on their design and use for communicating stories from data

Course Outcomes:
At the end of the course, student will be able to

- Describe what Data Science is and the skill sets needed to be a data scientist
- Illustrate in basic terms what Statistical Inference means. Identify probability distributions
  commonly used as foundations for statistical modelling, Fit a model to data
- Use R to carry out basic statistical modeling and analysis
- Apply basic tools (plots, graphs, summary statistics) to carry out EDA
- Describe the Data Science Process and how its components interact
- Use APIs and other tools to scrap the Web and collect data
- Apply EDA and the Data Science process in a case study

UNIT I
Introduction, The Ascendance of Data, Motivating Hypothetical: Data Sciencester, Finding Key Connectors, The Zen of Python, Getting Python, Virtual Environments, Whitespace Formatting, Modules, Functions, Strings, Exceptions, Lists, Tuples, Dictionaries defaultdict, Counters, Sets, Control Flow, Truthiness, Sorting, List Comprehensions, Automated Testing and assert, Object-Oriented Programming, Iterables and Generators, Randomness, Regular Expressions, Functional Programming, zip and Argument Unpacking, args and kwargs, Type Annotations, How to Write Type Annotations.

UNIT II
Visualizing Data: matplotlib, Bar Charts, Line Charts, Scatterplots. Linear Algebra: Vectors, Matrices, Statistics: Describing a Single Set of Data, Correlation, Simpson's Paradox, Some Other Correlational Caveats, Correlation and Causation.
Gradient Descent: The Idea Behind Gradient Descent, Estimating the Gradient, Using the Gradient, Choosing the Right Step Size, Using Gradient Descent to Fit Models, Minibatch and Stochastic Gradient Descent.

UNIT III
Getting Data: stdin and stdout, Reading Files, Scraping the Web, Using APIs,
Working with Data: Exploring Your DataUsing NamedTuples, Dataclasses, Cleaning and Munging, Manipulating Data, Rescaling, Dimensionality Reduction.
Probability: Dependence and Independence, Conditional Probability, Bayes's Theorem, Random Variables, Continuous Distributions, The Normal Distribution, The Central Limit Theorem

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UNIT IV

Machine Learning: Modeling, Overfitting and Underfitting, Correctness, The Bias-Variance Tradeoff, Feature Extraction and Selection, k-Nearest Neighbors, Naive Bayes, Simple Linear Regression, Multiple Regression, Digression, Logistic Regression

UNIT V

Clustering: The Idea, The Model, Choosing k, Bottom-Up Hierarchical Clustering.
Recommender Systems: Manual Curation, Recommending What's Popular, User-Based Collaborative Filtering, Item-Based Collaborative Filtering, Matrix Factorization
Data Ethics, Building Bad Data Products, Trading Off Accuracy and Fairness, Collaboration, Interpretability, Recommendations, Biased Data, Data Protection
IPython, Mathematics, NumPy, pandas, scikit-learn, Visualization, R

Textbooks:

1) Joel Grus, "Data Science From Scratch", OReilly.
2) Allen B.Downey, "Think Stats", OReilly.

Reference Books:

1) Doing Data Science: Straight Talk From The Frontline, 1st Edition, Cathy O'Neil and Rachel Schutt, O'Reilly, 2013
2) Mining of Massive Datasets, 2nd Edition, Jure Leskovek, Anand Rajaraman and Jeffrey Ullman, v2.1, Cambridge University Press, 2014
3) "The Art of Data Science", 1st Edition, Roger D. Peng and Elizabeth matsui, Lean Publications, 2015
4) "Algorithms for Data Science", 1st Edition, Steele, Brian, Chandler, John, Reddy, Swarna, springers Publications, 2016

e-Resources:

1) https://github.com/joelgrus/data-science-from-scratch
2) https://github.com/donnemartin/data-science-ipython-notebooks
3) https://github.com/academic/awesome-datascience

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IV Year –I Semester		L	T	P	C
		3	0	0	3
NoSQL DATABASES					

Course Objectives:
From the course the student will

- To understand the basic concepts and the applications of database systems. To master the basics of SQL and construct queries using SQL
- To understand the relational database design principles
- To become familiar with the basic issues of transaction processing and concurrency control
- To become familiar with database storage structures and access techniques

Course Outcomes:
After the completion of the course, student will be able to do the following

- Identify what type of NoSQL database to implement based on business requirements (key-value, document, full text, graph, etc.)
- Apply NoSQL data modeling from application specific queries
- Use Atomic Aggregates and denormalization as data modelling techniques to optimize query processing

UNIT I
Introduction to NoSQL: Definition And Introduction, Sorted Ordered Column-Oriented Stores, Key/Value Stores, Document Databases, Graph Databases, Examining Two Simple Examples, Location Preferences Store, Car Make And Model Database, Working With Language Bindings.

UNIT II
Interacting with NoSQL: If NoSql Then What, Language Bindings For NoSQL Data Stores, Performing Crud Operations, Creating Records, Accessing Data, Updating And Deleting Data.

UNIT III
NoSQL Storage Architecture: Working With Column-Oriented Databases, Hbase Distributed Storage Architecture, Document Store Internals, Understanding Key/Value Stores In Memcached And Redis, Eventually Consistent Non-Relational Databases.

UNIT IV
NoSQL Stores: Similarities Between Sql And Mongodb Query Features, Accessing Data From Column-Oriented Databases Like Hbase, Querying Redis Data Stores, Changing Document Databases, Schema Evolution In Column-Oriented Databases, Hbase Data Import And Export, Data Evolution In Key/Value Stores.

UNIT V
Indexing and Ordering Data Sets : Essential Concepts Behind A Database Index, Indexing And Ordering In Mongodb, Creating and Using Indexes In Mongodb, Indexing And Ordering In Couchdb, Indexing In Apache Cassandra.

Text Books:

1) Pramod Sadalage and Martin Fowler, NoSQL Distilled, Addison-Wesley Professional, 2012.
2) Dan McCreary and Ann Kelly, Making Sense of NoSQL, Manning Publications, 2013.

Reference Books:

1) Shashank Tiwari, Professional NoSQL, Wrox Press, Wiley, 2011, ISBN: 978-0-470-94224-6
2) Gaurav Vaish, Getting Started with NoSQL, Packt Publishing, 2013.

e-Resources:

1) https://www.trustradius.com/nosql-databases

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IV Year –I Semester		L	T	P	C
		3	0	0	3
INTERNET OF THINGS					

Course Objectives:

- Identify problems that are amenable to solution by AI methods, and which AI methods may be suited to solving a given problem
- Formalize a given problem in the language/framework of different AI methods (e.g., as a search problem, as a constraint satisfaction problem, as a planning problem, as a Markov decision process, etc)
- Implement basic AI algorithms (e.g., standard search algorithms or dynamic programming)
- Design and carry out an empirical evaluation of different algorithms on problem formalization, and state the conclusions that the evaluation supports

Course Outcomes:

- Describe the usage of the term 'the internet of things' in different contexts
- Discover the various network protocols used in IoTand familiar with the key wireless technologies used in IoT systems, such as Wi-Fi, 6LoWPAN, Bluetooth and ZigBee
- Define the role of big data, cloud computing and data analytics in a typical IoT system Design a simple IoT system made up of sensors, wireless network connection, data analytics and display/actuators, and write the necessary control software
- Build and test a complete working IoT system

UNIT I

The Internet of Things: An Overview of Internet of Things, Internet of Things Technology, behind IoTs Sources of the IoTs, M2M Communication, Examples of IoTs, Design Principles For Connected Devices.

UNIT II

Modified OSI Stack for the IoT/M2M Systems, ETSI M2M domains and High-level capabilities, Communication Technologies, Data Enrichment and Consolidation and Device Management Gateway Ease of designing and affordability.

UNIT III

Design Principles for the Web Connectivity for connected-Devices, Web Communication protocols for Connected Devices, Message Communication protocols for Connected Devices, Web Connectivity for connected-Devices.

UNIT IV

Data link layer of IoT, Wireless Communication Technologies, Wired Communication Technologies, Manet Networks: Network Layer of IoT, 6lowPAN adaptation layer for devices with limited resources, Dynamic routing protocols for wireless adhoc networks Communication protocols for IoT, Service oriented protocol(COAP), Communication protocols based on the exchange of messages(MQTT), Service discovery protocols.

UNIT V

Data Acquiring, Organizing and Analytics in IoT/M2M, Applications/ Services/ Business Processes, IOT/M2M Data Acquiring and Storage, Business Models for Business Processes in the Internet Of Things, Organizing Data, Transactions, Business Processes, Integration and Enterprise Systems.

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Text Books:

1) Internet of Things: Architecture, Design Principles And Applications, Rajkamal, McGraw Hill Higher Education.
2) Internet of Things, A.Bahgya and V.Madisetti, Univesity Press, 2015.

Reference Books:

1) An Introduction to Internet of Things, Connecting devices, Edge Gateway and Cloud with Applications, Rahul Dubey, Cengage, 2019.
2) IoT Fundamentals, Networking Technologies, Protocols and Use Cases for the Internet of Things, David Hanes, Gonzalo Salgueiro, Patrick Grossetette, rob Barton, Jerome Henry, CISCO, Pearson, 2018.
3) Designing the Internet of Things, Adrian McEwen and Hakim Cassimally, Wiley.

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IV Year –I Semester		L	T	P	C
		3	0	0	3
SOFTWARE PROJECT MANAGEMENT					

Course Objectives:
At the end of the course, the student shall be able to:

- To describe and determine the purpose and importance of project management from the perspectives of planning, tracking and completion of project
- To compare and differentiate organization structures and project structures
- To implement a project to manage project schedule, expenses and resources with the application of suitable project management tools

Course Outcomes:
Upon the completion of the course students will be able to:-

- Apply the process to be followed in the software development life-cycle models.
- Apply the concepts of project management & planning.
- Implement the project plans through managing people, communications and change
- Conduct activities necessary to successfully complete and close the Software projects
- Implement communication, modeling, and construction & deployment practices in software development.

UNIT I
Conventional Software Management: The waterfall model, conventional software Management performance.
Evolution of Software Economics: Software Economics, pragmatic software cost estimation.
Improving Software Economics: Reducing Software product size, improving software processes, improving team effectiveness, improving automation, Achieving required quality, peer inspections.

UNIT II
The Old Way and The New: The principles of conventional software Engineering, principles of modern software management, transitioning to an iterative process.
Life Cycle Phases: Engineering and production stages, inception, Elaboration, construction, transition phases.
Artifacts of The Process: The artifact sets, Management artifacts, Engineering artifacts, programmatic artifacts.

UNIT III
Model Based Software Architectures: A Management perspective and technical perspective.
Work Flows of the Process: Software process workflows, Iteration workflows.
Checkpoints of the Process: Major mile stones, Minor Milestones, Periodic status assessments.

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UNIT IV

Iterative Process Planning: Work breakdown structures, planning guidelines, cost and schedule estimating, Iteration planning process, Pragmatic planning.

Project Organizations and Responsibilities: Line-of-Business Organizations, Project Organizations, evolution of Organizations.

UNIT V

Process Automation: Automation Building blocks, The Project Environment.

Project Control and Process Instrumentation: The seven core Metrics, Management indicators, quality indicators, life cycle expectations, pragmatic Software Metrics, Metrics automation.

Project Estimation and Management: COCOMO model, Critical Path Analysis, PERT technique, Monte Carlo approach (Text book 2)

Text Books:

1) Software Project Management, Walker Royce, Pearson Education, 2005.
2) Software Project Management, Bob Hughes, 4th edition, Mike Cotterell, TMH.

Reference Books:

1) Software Project Management, Joel Henry, Pearson Education.
2) Software Project Management in practice, Pankaj Jalote, Pearson Education, 2005.
3) Effective Software Project Management, Robert K.Wysocki, Wiley,2006.

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IV Year –I Semester		L	T	P	C
		3	0	0	3
WEB SERVICES					

Course Objective:

- To understand the concept of XML and to implement Web services using XML based standards

Course Outcomes:

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

- Recite the advantages of using XML technology family
- Analyze the problems associated with tightly coupled distributed software architecture
- Learn the Web services building block
- Implement e-business solutions using XML based web services

UNIT I

XML technology family : XML, benefits, Advantages of XML over HTML, EDI, Databases, XML based standards, Structuring with schemas, DTD, XML Schemas, XML processing, DOM, SAX, presentation technologies, XSL, XFORMS, XHTML, Transformation, XSLT, XLINK, XPATH, XQuery.

UNIT II

Architecting Web Services: Business motivations for web services, B2B, B2C, Technical motivations, limitations of CORBA and DCOM, Service-oriented Architecture (SOA), Architecting web services, Implementation view, web services technology stack, logical view, composition of web services, deployment view, from application server to peer to peer, process view, life in the runtime.

UNIT III

Web Services Building Blocks: Transport protocols for web services, messaging with web services, protocols, SOAP, describing web services, WSDL, Anatomy of WSDL, manipulating WSDL, web service policy, Discovering web services, UDDI, Anatomy of UDDI, Web service inspection, Ad-Hoc Discovery, Securing web services.

UNIT IV

Implementing XML in E-Business: B2B – B2C Applications, Different types of B2B interaction, Components of e-business XML systems, ebXML, RosettaNet, Applied XML in vertical industry, web services for mobile devices.

UNIT V

XML Content Management and Security: Semantic Web, Role of Meta data in web content, Resource Description Framework, RDF schema, Architecture of semantic web, content management workflow, XLANG, WSFL, Securing web services.

Text Books:

1) Ron Schmelzer et al. " XML and Web Services", Pearson Education, 2002.

Reference Books:

1) Keith Ballinger, ". NET Web Services Architecture and Implementation", Pearson Education, 2003.
2) David Chappell, "Understanding .NET A Tutorial and Analysis", Addison Wesley, 2002.
3) Kennard Scibner and Mark C.Stiver, " Understanding SOAP", SAMS publishing.

4) Alexander Nakhimovsky and Tom Myers, "XML Programming: Web Applications and Web Services with JSP and ASP", Apress, 2002.

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DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

IV Year –I Semester		L	T	P	C
		3	0	0	3
CLOUD COMPUTING					

Course Objectives:

- To implement Virtualization
- To implement Task Scheduling algorithms
- Apply Map-Reduce concept to applications
- To build Private Cloud
- Broadly educate to know the impact of engineering on legal and societal issues involved

Course Outcomes:

At the end of the course, student will be able to

- Interpret the key dimensions of the challenge of Cloud Computing
- Examine the economics, financial, and technological implications for selecting cloud computing for own organization
- Assessing the financial, technological, and organizational capacity of employer's for actively initiating and installing cloud-based applications
- Evaluate own organizations' needs for capacity building and training in cloud computing-related IT areas
- Illustrate Virtualization for Data-Center Automation

UNIT I

Introduction: Network centric computing, Network centric content, peer-to –peer systems, cloud computing delivery models and services, Ethical issues, Vulnerabilities, Major challenges for cloud computing. Parallel and Distributed Systems: introduction, architecture, distributed systems, communication protocols, logical clocks, message delivery rules, concurrency, and model concurrency with Petri Nets.

UNIT II

Cloud Infrastructure: At Amazon, The Google Perspective, Microsoft Windows Azure, Open Source Software Platforms, Cloud storage diversity, Inter cloud, energy use and ecological impact, responsibility sharing, user experience, Software licensing, Cloud Computing : Applications and Paradigms: Challenges for cloud, existing cloud applications and new opportunities, architectural styles, workflows, The Zookeeper, HPC on cloud.

UNIT III

Cloud Resource virtualization: Virtualization, layering and virtualization, virtual machine monitors, virtual machines, virtualization- full and para, performance and security isolation, hardware support for virtualization, Case Study: Xen, vBlades, Cloud Resource Management and Scheduling: Policies and Mechanisms, Applications of control theory to task scheduling, Stability of a two-level resource allocation architecture, feedback control based on dynamic thresholds, coordination, resource bundling, scheduling algorithms, fair queuing, start time fair queuing, cloud scheduling subject to deadlines, Scheduling Map Reduce applications, Resource management and dynamic application scaling.

UNIT IV

Storage Systems: Evolution of storage technology, storage models, file systems and database, distributed file systems, general parallel file systems. Google file system. Apache Hadoop, Big Table, Megastore (text book 1), Amazon Simple Storage Service(S3) (Text book 2), Cloud

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Security: Cloud security risks, security – a top concern for cloud users, privacy and privacy impact assessment, trust, OS security, Virtual machine security, Security risks.

UNIT V

Cloud Application Development: Amazon Web Services : EC2 – instances, connecting clients, security rules, launching, usage of S3 in Java, Cloud based simulation of a Distributed trust algorithm, Cloud service for adaptive data streaming (Text Book 1), Google: Google App Engine, Google Web Toolkit (Text Book 2), Microsoft: Azure Services Platform, Windows live, Exchange Online, Share Point Services, Microsoft Dynamics CRM (Text Book 2)

Text Books:

1) Cloud Computing, Theory and Practice,1st Edition, Dan C Marinescu, MK Elsevier publisher ,2013
2) Cloud Computing, A Practical Approach, 1st Edition, Anthony T Velte, Toby J Velte, Robert Elsenpeter, TMH,2017

Reference Books:

1) Mastering Cloud Computing, Foundations and Application Programming,1st Edition, Raj Kumar Buyya, Christen vecctiola, S Tammarai selvi, TMH,2013
2) Essential of Cloud Computing, 1st Edition, K Chandrasekharan, CRC Press, 2014.
3) Cloud Computing, A Hands on Approach, Arshdeep Bahga, Vijay Madisetti, Universities Press, 2014.

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DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

IV Year –I Semester		L	T	P	C
		3	0	0	3
MEAN STACK TECHNOLOGIES					

Course Objectives:
From the course the student will learn

- Translate user requirements into the overall architecture and implementation of new systems and Manage Project and coordinate with the Client
- Writing optimized front end code HTML and JavaScript
- Monitor the performance of web applications & infrastructure and Troubleshooting web application with a fast and accurate a resolution
- Design and implementation of Robust and Scalable Front End Applications

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

- Enumerate the Basic Concepts of Web & Markup Languages
- Develop web Applications using Scripting Languages & Frameworks
- Make use of Express JS and Node JS frameworks
- Illustrate the uses of web services concepts like restful, react js
- Apply Deployment Techniques & Working with cloud platform

UNIT I
Introduction to Web: Internet and World Wide Web, Domain name service, Protocols: HTTP, FTP, SMTP. Html5 concepts, CSS3, Anatomy of a web page. XML: Document type Definition, XML schemas, Document object model, XSLT, DOM and SAX Approaches.

UNIT II
JavaScript: The Basic of JavaScript: Objects, Primitives Operations and Expressions, Control Statements, Arrays, Functions, Constructors, Pattern Matching using Regular Expressions. Angular Java Script Angular JS Expressions: ARRAY, Objects, $eval, Strings, Angular JS Form Validation & Form Submission, Single Page Application development using Angular JS.

UNIT III
Node.js: Introduction, Advantages, Node.js Process Model, Node JS Modules. Express.js: Introduction to Express Framework, Introduction to Nodejs , What is Nodejs, Getting Started with Express, Your first Express App, Express Routing, Implementing MVC in Express, Middleware, Using Template Engines, Error Handling , API Handling , Debugging, Developing Template Engines, Using Process Managers, Security & Deployment.

UNIT IV
RESTful Web Services: Using the Uniform Interface, Designing URIs,
Web Linking, Conditional Requests. React Js: Welcome to React, Obstacles and Roadblocks, React's Future, Keeping Up with the Changes, Working with the Files, Pure React, Page Setup, The Virtual DOM, React Elements, ReactDOM, Children, Constructing Elements with Data, React Components, DOM Rendering, Factories.

UNIT V
Mongo DB: Introduction, Architecture, Features, Examples, Database Creation & Collection in Mongo DB. Deploying Applications: Web hosting & Domains, Deployment Using Cloud Platforms.

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Text Books:

1) Programming the World Wide Web, Robet W Sebesta, 7ed, Pearson.
2) Web Technologies, Uttam K Roy, Oxford
3) Pro Mean Stack Development, ELadElrom, Apress
4) Restful Web Services Cookbook, Subbu Allamraju, O'Reilly
5) JavaScript & jQuery the missing manual, David sawyer mcfarland, O'Reilly
6) Web Hosting for Dummies, Peter Pollock, John Wiley Brand

Reference Books:

1) Ruby on Rails up and Running, Lightning fast Web development, Bruce Tate, Curt Hibbs, Oreilly (2006).
2) Programming Perl, 4ed, Tom Christiansen, Jonathan Orwant, Oreilly (2012).
3) Web Technologies, HTML, JavaScript, PHP, Java, JSP, XML and AJAX, Black book, Dream Tech.
4) An Introduction to Web Design, Programming, Paul S Wang, Sanda S Katila, Cengage Learning.
5) Express.JS Guide,The Comprehensive Book on Express.js, Azat Mardan, Lean Publishing.

e-Resources:

1) http://www.upriss.org.uk/perl/PerlCourse.html

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DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

IV Year –I Semester		L	T	P	C
		3	0	0	3
AD-HOC AND SENSOR NETWORKS					

Course Objectives:

From the course the student will learn

- Architect sensor networks for various application setups
- Devise appropriate data dissemination protocols and model links cost
- Understanding of the fundamental concepts of wireless sensor networks and has a basic knowledge of the various protocols at various layers
- Evaluate the performance of sensor networks and identify bottlenecks

Course Outcomes:

- Evaluate the principles and characteristics of mobile ad hoc networks (MANETs) and what distinguishes them from infrastructure-based networks
- Determine the principles and characteristics of wireless sensor networks
- Discuss the challenges in designing MAC, routing and transport protocols for wireless ad-hoc sensor networks
- Illustrate the various sensor network Platforms, tools and applications
- Demonstrate the issues and challenges in security provisioning and also familiar with the mechanisms for implementing security and trust mechanisms in MANETs and WSNs

UNIT I

Introduction to Ad Hoc Wireless Networks- Cellular and Ad Hoc Wireless Networks, Characteristics of MANETs, Applications of MANETs, Issues and Challenges of MANETs, Ad Hoc Wireless Internet, MAC protocols for Ad hoc Wireless Networks-Issues, Design Goals and Classifications of the MAC Protocols.

UNIT II

Routing Protocols for Ad Hoc Wireless Networks- Issues in Designing a Routing Protocol, Classifications of Routing Protocols, Topology-based versus Position-based Approaches, Issues and design goals of a Transport layer protocol, Classification of Transport layer solutions, TCP over Ad hoc Wireless Networks, Solutions for TCP over Ad Hoc Wireless Networks, Other Transport layer protocols.

UNIT III

Security protocols for Ad hoc Wireless Networks- Security in Ad hoc Wireless Networks, Network Security Requirements, Issues and Challenges in Security Provisioning, Network Security Attacks, Key Management, Secure Routing in Ad hoc Wireless Networks, Cooperation in MANETs, Intrusion Detection Systems.

UNIT IV

Basics of Wireless Sensors and Applications- The Mica Mote, Sensing and Communication Range, Design Issues, Energy Consumption, Clustering of Sensors, Applications, Data Retrieval in Sensor Networks-Classification of WSNs, MAC layer, Routing layer, Transport layer, High-level application layer support, Adapting to the inherent dynamic nature of WSNs.

UNIT V

Security in WSNs- Security in WSNs, Key Management in WSNs, Secure Data Aggregation in WSNs, Sensor Network Hardware-Components of Sensor Mote, Sensor Network Operating Systems–TinyOS, LA-TinyOS, SOS, RETOS, Imperative Language-nesC, Dataflow Style

Language- TinyGALS, Node-Level Simulators, NS-2 and its sensor network extension, TOSSIM.

Text Books:

1) Ad Hoc Wireless Networks – Architectures and Protocols, C. Siva Ram Murthy, B. S. Murthy, Pearson Education, 2004.
2) Ad Hoc and Sensor Networks – Theory and Applications, Carlos Corderio Dharma P.Aggarwal, World Scientific Publications / Cambridge University Press, March 2006.
3) Wireless Sensor Networks – Principles and Practice, Fei Hu, Xiaojun Cao, An Auerbach book, CRC Press, Taylor & Francis Group, 2010.

Reference Books:

1) Wireless Sensor Networks: An Information Processing Approach, Feng Zhao, Leonidas Guibas, Elsevier Science imprint, Morgan Kauffman Publishers, 2005, rp2009.
2) Wireless Ad hoc Mobile Wireless Networks – Principles, Protocols and Applications, Subir Kumar Sarkar, et al., Auerbach Publications, Taylor & Francis Group, 2008.
3) Ad hoc Networking, Charles E.Perkins, Pearson Education, 2001.
4) Wireless Ad hoc Networking, Shih-Lin Wu, Yu-Chee Tseng, Auerbach Publications, Taylor & Francis Group, 2007.

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DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

IV Year –I Semester		L	T	P	C
		3	0	0	3
CYBER SECURITY & FORENSICS					

Course Objectives:

- Able to identify security risks and take preventive steps
- To understand the forensics fundamentals
- To understand the evidence capturing process
- To understand the preservation of digital evidence

Course Outcomes:

At the end of the course, student will be able to

- Enumerate the computer forensics fundamentals
- Describe the types of computer forensics technology
- Analyze various computer forensics systems
- Illustrate the methods for data recovery, evidence collection and data seizure
- Identify the Role of CERT-In Security

UNIT I

Introduction to Cybercrime: Introduction, Cybercrime: Definition and Origins of the Word, Cybercrime and Information Security, Cybercriminals, Classifications of Cybercrime, Cyberstalking, Cybercafe and Cybercrimes, Botnets. Attack Vector, Proliferation of Mobile and Wireless Devices, Security Challenges Posed by Mobile Devices, Attacks on Mobile/Cell Phones, Network and Computer Attacks.

UNIT II

Tools and Methods : Proxy Servers and Anonymizers, Phishing, Password Cracking, Keyloggers and Spywares,Virus and Worms, Trojan Horses and Backdoors, Steganography, Sniffers, Spoofing, Session Hijacking Buffer over flow, DoS and DDoS Attacks, SQL Injection, Buffer Overflow, Attacks on Wireless Networks, Identity Theft (ID Theft), Foot Printing and Social Engineering, Port Scanning, Enumeration.

UNIT III

Cyber Crime Investigation: Introduction, Investigation Tools, eDiscovery, Digital Evidence Collection, Evidence Preservation, E-Mail Investigation, E-Mail Tracking, IP Tracking, E-Mail Recovery, Hands on Case Studies. Encryption and Decryption Methods, Search and Seizure of Computers, Recovering Deleted Evidences, Password Cracking.

UNIT IV

Computer Forensics and Investigations: Understanding Computer Forensics, Preparing for Computer Investigations. Current Computer Forensics Tools: Evaluating Computer Forensics Tools, Computer Forensics Software Tools, Computer Forensics Hardware Tools, Validating and Testing Forensics Software, Face, Iris and Fingerprint Recognition, Audio Video Analysis, Windows System Forensics, Linux System Forensics, Graphics and Network Forensics, E-mail Investigations, Cell Phone and Mobile Device Forensics.

UNIT V

Cyber Crime Legal Perspectives: Introduction, Cybercrime and the Legal Landscape around the World, The Indian IT Act, Challenges to Indian Law and Cybercrime Scenario in India, Consequences of Not Addressing the Weakness in Information Technology Act, Digital

Signatures and the Indian IT Act, Amendments to the Indian IT Act, Cybercrime and Punishment, Cyberlaw, Technology and Students: Indian Scenario.

Text Books:

1) Sunit Belapure Nina Godbole "Cyber Security: Understanding Cyber Crimes, Computer Forensics and Legal Perspectives", WILEY, 2011.
2) Nelson Phillips and Enfinger Steuart, "Computer Forensics and Investigations", Cengage Learning, New Delhi, 2009.

Reference Books:

1) Michael T. Simpson, Kent Backman and James E. Corley, "Hands on Ethical Hacking and Network Defence", Cengage, 2019.
2) Computer Forensics, Computer Crime Investigation by John R. Vacca, Firewall Media, New Delhi.
3) Alfred Basta, Nadine Basta,Mary Brown and Ravinder Kumar "Cyber Security and Cyber Laws" , Cengage,2018.

e-Resources:

1) CERT-In Guidelines- http://www.cert-in.org.in/
2) https://www.coursera.org/learn/introduction-cybersecurity-cyber-attacks [Online Course]
3) https://computersecurity.stanford.edu/free-online-videos [Free Online Videos]
4) Nickolai Zeldovich. 6.858 Computer Systems Security. Fall 2014. Massachusetts Institute of Technology: MIT OpenCourseWare, https://ocw.mit.edu. License: Creative Commons BY-NC-SA.

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DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

IV Year –I Semester		L	T	P	C
		0	0	2	1
UML LAB					

Course Objectives:

- To know the practical issues of the different object oriented analysis and design concepts
- Inculcate the art of object oriented software analysis and design
- Apply forward and reverse engineering of a software system
- Carry out the analysis and design of a system in an object oriented way

Course Outcomes:
At the end of the course, student will be able to

- Know the syntax of different UML diagrams
- Create use case documents that capture requirements for a software system
- Create class diagrams that model both the domain model and design model of a software system
- Create interaction diagrams that model the dynamic aspects of a software system
- Write code that builds a software system
- Develop simple applications

Note: For performing the experiments consider any case study (ATM/ Banking / Library /Hospital management systems)

Experiment 1:
Familiarization with Rational Rose or Umbrella environment

Experiment 2:
a) Identify and analyze events
b) Identify Use cases
c) Develop event table

Experiment 3:
a) Identify & analyze domain classes
b) Represent use cases and a domain class diagram using Rational Rose
c) Develop CRUD matrix to represent relationships between use cases and problem domain classes

Experiment 4:
a) Develop Use case diagrams
b) Develop elaborate Use case descriptions & scenarios
c) Develop prototypes (without functionality)

Experiment 5:
a) Develop system sequence diagrams and high-level sequence diagrams for each use case
b) Identify MVC classes / objects for each use case
c) Develop Detailed Sequence Diagrams / Communication diagrams for each use case showing interactions among all the three-layer objects

Experiment 6:
a) Develop detailed design class model (use GRASP patterns for responsibility assignment)
b) Develop three-layer package diagrams for each case study

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Experiment 7:
a) Develop Use case Packages
b) Develop component diagrams
c) Identify relationships between use cases and represent them
d) Refine domain class model by showing all the associations among classes

Experiment 8:
Develop sample diagrams for other UML diagrams - state chart diagrams, activity diagrams and deployment diagrams

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IV Year –I Semester		L	T	P	C
		0	0	0	2
PROJECT-I					

Note: The marks are awarded based on: Selection of Area, Defining the problem, Submission of the Abstract and Presentation of seminar.

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IV Year –I Semester		L	T	P	C
		3	0	0	0
IPR & PATENTS					

Course Objectives:

- To know the importance of Intellectual property rights, which plays a vital role in advanced Technical and Scientific disciplines
- Imparting IPR protections and regulations for further advancement, so that the students can familiarize with the latest developments

Course Outcomes:

- IPR Laws and patents pave the way for innovative ideas which are instrumental for inventions to seek Patents
- Student get an insight on Copyrights, Patents and Software patents which are instrumental for further advancements

UNIT I

Introduction to Intellectual Property Rights (IPR): Concept of Property - Introduction to IPR – International Instruments and IPR - WIPO - TRIPS – WTO -Laws Relating to IPR - IPR Tool Kit - Protection and Regulation - Copyrights and Neighboring Rights – Industrial Property – Patents - Agencies for IPR Registration – Traditional Knowledge –Emerging Areas of IPR - Layout Designs and Integrated Circuits – Use and Misuse of Intellectual Property Rights.

UNIT II

Copyrights and Neighboring Rights: Introduction to Copyrights – Principles of Copyright Protection – Law Relating to Copyrights - Subject Matters of Copyright – Copyright Ownership – Transfer and Duration – Right to Prepare Derivative Works –Rights of Distribution – Rights of Performers **–** Copyright Registration – Limitations – Infringement of Copyright – Relief and Remedy – Case Law - Semiconductor Chip Protection Act.

UNIT III

Patents: Introduction to Patents - Laws Relating to Patents in India – Patent Requirements – Product Patent and Process Patent - Patent Search - Patent Registration and Granting of Patent - Exclusive Rights – Limitations - Ownership and Transfer — Revocation of Patent – Patent Appellate Board - Infringement of Patent – Compulsory Licensing — Patent Cooperation Treaty – New developments in Patents – Software Protection and Computer related Innovations

UNIT IV

Trademarks: Introduction to Trademarks – Laws Relating to Trademarks – Functions of Trademark – Distinction between Trademark and Property Mark – Marks Covered under Trademark Law - Trade Mark Registration – Trade Mark Maintenance – Transfer of rights - Deceptive Similarities

Likelihood of Confusion - Dilution of Ownership – Trademarks Claims and Infringement – Remedies – Passing Off Action.

UNIT V

Trade Secrets & Cyber Law and Cyber Crime: Introduction to Trade Secrets – General Principles - Laws Relating to Trade Secrets – Maintaining Trade Secret – Physical Security – Employee Access Limitation – Employee Confidentiality Agreements – Breach of Contract –Law of

Unfair Competition – Trade Secret Litigation – Applying State Law.
Cyber Law – Information Technology Act 2000 - Protection of Online and Computer Transactions –
E-commerce - Data Security – Authentication and Confidentiality - Privacy - Digital Signatures – Certifying Authorities - Cyber Crimes - Prevention and Punishment – Liability of Network Providers.

References Books:

1) Intellectual Property Rights (Patents & Cyber Law), Dr. A. Srinivas. Oxford University Press, New Delhi.
2) Deborah E.Bouchoux: Intellectual Property, Cengage Learning, New Delhi.
3) PrabhuddhaGanguli: Intellectual Property Rights, Tata Mc-Graw –Hill, New Delhi
4) Richard Stim: Intellectual Property, Cengage Learning, New Delhi.
5) Kompal Bansal &Parishit Bansal Fundamentals of IPR for Engineers, B. S. Publications (Press).
6) Cyber Law - Texts & Cases, South-Western's Special Topics Collections.
7) R.Radha Krishnan, S.Balasubramanian: Intellectual Property Rights, Excel Books. New Delhi.
8) M.Ashok Kumar and MohdIqbal Ali: Intellectual Property Rights, Serials Pub.