

COMPUTER SCIENCE

(PG DEGREE STANDARD)

SUBJECT CODE: 287

UNIT - I: MATHEMATICAL FOUNDATIONS

AUTOMATA, LANGUAGES AND COMPUTATION Basic concepts of strings, alphabets, languages, finite automaton, regular expressions, Moore and Mealy machines, regular sets, minimization of finite automata, Chomsky hierarchy of languages, relation between classes of languages, context free grammar, pushdown automata, Linear bounded automata, Turing machines, halting problem and decidability.

DESIGN AND ANALYSIS OF ALGORITHMS Design Techniques, divide and conquer, greedy method, dynamic programming etc., graph algorithms, Strassen's matrix multiplication algorithm, geometric algorithms, NP complete problems, approximation algorithms.

UNIT - II: COMPUTER ARCHITECTURE

Review of elements of Computer organisation - Machine instructions, addressing modes, instruction pipelining, memory organization. CPU and system buses, bus standards, Von Neumann Vs Non Von Neumann architectures, language directed architectures, RISC architectures, object oriented architectures, memory and I/O subsystems - Hierarchical memory, virtual memory system memory allocation and management, cache memories, I/O subsystems, architectural classification, pipelined processors, vector processing. Array processors, multiprocessor architectures.

UNIT - III: DATA STRUCTURES IN C++

Data types, control statements, procedures, Scope rules, arrays and records, enumerated data types, sets, pointers, recursion. Sequential, indexed files, sorting and merging report generations. Arrays, queues, linked lists, stacks, tree traversal,

evaluation of expressions using postfix notation, sorting algorithms, bubble sort, quick sort, heap sort, complexity of algorithms.

UNIT - IV: COMPILERS AND ADVANCED OPERATING SYSTEMS

Assemblers loaders, linkers, macro processor, text editors, programming languages, lexical analysis, parsing techniques, precedence grammars, symbol tables, scope rules and parameter passing mechanisms, syntax directed translation, run time environment, machine code generation, interpreter.

ADVANCED OPERATING SYSTEMS (a) Review of uniprocessor operating system:

Batch, multiprogramming and time-sharing systems, operating system concepts, memory, device and file management, process scheduling, interprocess communication, process synchronization and concurrency, deadlocks, protection.

(b) **Multiprocessor operating system:** Classification of multiprocessor operating systems, software and operating system requirements for multiprocessors, multiprocessor scheduling strategies. (c) **Distributed Operating System:**

Communication in distributed systems, client server model, remote procedure call, group communication, synchronization in distributed systems, mutual exclusion and election algorithms, deadlocks in distributed systems, processor allocation algorithms, scheduling in distributed system, distributed file systems.

UNIT - V: DATABASE MANAGEMENT SYSTEMS

Elements of data base systems, file organization, relational and network data models, normal forms, query languages. Design and implementation of typical database systems, Internal and external consistency, concurrency control techniques, object oriented data bases.

UNIT - VI: MOBILE COMMUNICATIONS

Mobile IP: Goals – Packet Delivery – Strategies – Registration – Tunneling and Reverse Tunneling – Adhoc Networks – Routing Strategies.

WIRELESS APPLICATION PROTOCOL [WAP] – Architecture – XML – WML Script – Applications.

UNIT - VII: SOFTWARE PROJECT MANAGEMENT

Software Project Planning: Size Estimation - Cost Estimation Models - The Constructive Cost Model (COCOMO)-COCOMO II - The Putnam Resource Allocation Models - Software Risk Managements.

UNIT - VIII: MULTIMEDIA AND WEB TECHNOLOGIES

Uses of Multimedia – Introduction to making multimedia – Multimedia skills. Multimedia hardware and software – Connections – Memory and storage devices – Input devices – Output devices – Communication devices. Basic software tools – Text editing and word processing tools – Painting and drawing tools – 3-D modelling and animation tools – Image editing tools – Animation, video and digital movie tools. Making instant multimedia – Multimedia authoring tools. Multimedia Building Blocks – Text – Sound – Multimedia System Sounds – MIDI versus Digital Audio – Digital Audio – Making MIDI Audio – Audio File Formats – Production tips - Images – Animation - Video.

The world wide web: Browsing the Web - Web address - Web browser basics - Strong and managing(book marks) - Surfing the web with web browser - Searching the web directory - Search engines - Navigation tools.

Email: Sending - Reading - Replying - Deleting - Exiting - Sending Mail to more than one person sending folder - Forwarding a mail - Checking the spelling - Attachments.

HTML: Overview of HTML - Adding structure to a page formatting text and pages - Linking page to the world - Including picture - Clearing lists - Arranging items within tables - Getting feedback from form - Splitting a page into frames.

UNIT - IX: OBJECT ORIENTED ANALYSIS AND DESIGN

Unified Modeling Language [UML] - Diagrams - Class - Use case - Naming Classes - Identifying Objects, Relationships, Attributes, Methods - Association - Super and Sub Class Relationship - Aggregation.

UNIT - X: ADVANCED TOPICS: ARTIFICIAL INTELLIGENCE, CLOUD COMPUTING, CYBER SECURITY

Artificial Intelligence: Production systems, different strategies, hill climbing, backtracking, graph search specialised production systems, minimax procedure, alphabeta pruning, resolution and refutation, control strategies, structured representation of knowledge, semantic nets, frames.

Cloud Computing: Architecture - Deployment Models - Application Virtualization - Hardware Virtualization.

Network Security: Potential Attacks to Computer System – Cryptography – Authentication – Access Control – Digital Signatures.