Program: B. Tech Data Science (Business Analytics)				Semester : IV		
Cours	e/Mod	lule : Advanced	Database Manag	gement System	Module Code: BTDS04003	
		Teachin	g Scheme		Evaluatio	on Scheme
Lect (Hour wee	Lecture Practical Tutorial (Hours per week) Week) Tutorial (Hours per week) Credit Internal Continuous Assessment (ICA) (ICA) (Marks -50)		Term End Examinations (TEE) (Marks -100 in Question Paper)			
3	5	2	0	4	Marks Scaled to 50	Marks Scaled to 50
Pre-ree	quisite	: Database Manag	gement System (i	from SEM III)		
Object	tives:			,		
•	Expan Non-F web b	d the knowledge Relational data m ased systems and	e gained in Data odels, deductive object oriented	base Managemer e (Intelligent) data systems etc.	it Systems in seve abase systems, Dis	ral directions like stributed systems,
Course	e Outco	omes:				
After	comple	etion of the cour	se, students wo	ould be able to :		
•	Desig	n database using o	concept of exten	ded entity relation	nship model.	
•	Imple	ement functions a	ind procedures i	using concepts of 1	PL/SQL	
•	Imple	ment object orien	ted concepts in c	latabase.		
•	Comp	pare and contrast	different types o	of advance databa	se management sy	stems.
•	Descri	be database Adm	inistration and i	its management.		
Detail	ed Syll	abus:				1
Unit	Descr	ription				Duration
1.	The Extended Entity Relationship Model and Object Model: The ER model05revisited, Motivation for complex data types, User defined abstract data typesand structured types, subclasses, super classes, Inheritance, Specialization and Generalization, Constraints and characterisitics of specialization and generalization05					del <b>05</b> bes nd nd
2.	Procedural Language/Structured Query language (PL/SQL): Introduction to07PL/SQL, Disadvantages of SQL and advantages of PL/SQL, PL/SQL blockstructure, block data types, block variable declaration, exception handling, Cursors, types of cursors, functions, procedures, triggers.07					
3.	Objec	ct Oriented Data	bases: Overvie	w of object orien	ted concepts, obj	ect 05
	identi	ty, object structur	e and type cons	tructions, Encapsu	ulation of operatio	ns,
	Metho	od and persistend	e, Type hierarch	nies and Inheritan	ce, Type extents a	nd
	querie	es, Complex obj	ects; Database	schema design f	or OODBMS; OQ	QL,
	Persis	stent programmin	g language; OO	DBMS architectur	e and storage issu	es;
	Trans	action and Concu	rrency control, e	example of ODBM	IS.	
4.	Objec	ct Relational and	Extended Relat	tional Databases:	Database design	for <b>04</b>
	an OI	RDBMS, Nested 1	elations and col	llections, storage	and access metho	ds,

Query processing and optimization, An overview of SQL3, Implementation	
issues of extended type; System comparison of RDBMS, OODBMS, and	
5 Parallel and Distributed Databases and Client-Server Architecture:	06
Architectures for parallel databases and Chent-Server Architecture. Architectures for parallel database, Parallel query evaluation, Parallelizing individual operations, Sorting, Joins, Distributed Database Concepts, Data Fragmentation, Replication, and allocation techniques for distributed database design; Query processing in distributed databases; Concurrency control and Recovery in distributed databases. An overview of Client-Server architecture.	00
6. <b>Databases on the web and Semi-Structured Data:</b> Web interfaces of the web.	05
Overview of XML; data XML applications; The semi structured data model,	
Implementation issues, Indexes for data.	~
7. Enhanced data models for Advanced applications: Active database concepts,	07
Temporal database concepts, Spatial database concepts and architecture,	
Deductive databases and Query processing, Mobile databases, Geographic	
Information systems.	06
Purpose of Data Warehousing Introduction & conceptual structure of Data	00
Warehouse, Multidimensional schemas, OLAP, Introduction to Data Mining.	
of Data Warehousing & Data Mining	
Total	45
Text Books:	-
1. Elmarsi, Navathe, Fundamentals of Database Systems, 5th edition, Addison We	sley, 2006
Reference Books:	
1. Stefano Ceri and Giuseppe Pelagatti, Distributed Databases Principles and Syst	ems, McGraw
Hill, 2008.	
2. R.Ramakrishnan, Database Management Systems, 3 <sup>rd</sup> edition, McGraw Hill, 20	02
<ol> <li>Hennery Korth, Abraham Silberschatz, S Sudarshan, Database System Concep McGraw Hill, 2005.</li> </ol>	ts, 5th edition,
4. C.J. Date, An Introduction to Database System, 8th edition, Addison Wesley, 20	06.
5. W. Kim, Modern Database System, ACM Press, Addison Wesley, 1995.	
6. George Koch, Oracle 8i – The complete Reference, Tata McGraw Hill, 2001	
7. Ivan Bayross, Oracle Developer 2000, BPB.	
8. M. Tamer Ozsu, Patrick Valduriez, Principles of Distributed Database Sys	tems, Pearson
Education, 2 <sup>nd</sup> edition, 2005.	
Any other information: NIL	
Details of Internal Continuous Assessment (ICA): Test Marks: 20 Term Work Marks: 30	
Details of Term work:	

- Minimum 10 practical experiments covering all the topics.
- Minimum two Assignments.
- Two class tests.

Signature (Prepared by Concerned Faculty/HOD)

Program: B. Tech. – Data Science (Business Analytics) Semester :IV							
Course	/Module: O	perations	Research	Module Code: BTDS04004			
	Teaching	g Scheme		Ev	valuation Scheme		
Lecture (Hours per week)	e Practical (Hours per week)	Tutorial (Hours per week)	Credit	Internal Continuous Assessment (ICA) (Marks -50)	Term End Examinations (TE (Marks -100 in Question Paper)		
3	0	0	3	Marks Scaled to 50	Marks Scaled	to 50	
Pre-rec	uisite: Cou	rse on Line	ar algebra	a and Matrix Al	gebra		
COUR	SE OBJECT	<b>IVES:</b>					
<ul> <li>Introduce optimization methodology as a valuable decision support tool.</li> <li>Help develop skills in building and solving optimization models for variety of engineering and Data Science related decision problems.</li> <li>Expose key mathematical concepts underlying various optimization models and algorithms.</li> <li>Provide hands-on experience with optimization software for solving and analyzing optimization models.</li> </ul>							
Outcon	nes:						
After c	ompletion o	f the cours	e, student	s would be able	to :		
• For	mulate deter	rministic m	hathemati	cal programs in	various practical sys	tems	
• Une	lerstand bas	sic optimiza	ation tech	niques			
• Be a dua	ıble to inter <sub>l</sub> lity)	pret the res	ults of a r	nodel and prese	nt the insights (sensi	tivity,	
• Kno	ow the limita	ations of di	fferent so	lution methodol	logy		
• Use	software to	solve prob	olems				
Detail	ed Syllabus:						
Unit	Description	n	D 11		136 11	Duration	
1	Linear Prog Standard F Maximizati Graphical I Error Meth Phase Simp Primal, Con Interpretati	gramming orm, Cano ion Models so-Profit/I od, Simple blex Metho mparison o ion of Dual	Problem ( nical Forn , Graphic so-Cost L x Method d, Primal f Solutior Variable	(LPP) : Mathema n, Cost Minimiza al Polygon Corn ine Method, Ana l, Big-M Simplex Vs Dual, Formu ns of Primal & D es, Shadow Pricin	itical Model, ation & Profit ers Method, alytical / Trial & Method, Two- lation of Dual from ual, Economic ng, Sensitivity	08	

2	Transportation Problem (TP) : Mathematical Model, Cost Minimization & Profit Maximization Models of Balanced & Unbalanced Problems, NWC/LCM/VAM Methods for IBFS, Optimality Test Criteria for OFS, MODI/uv Method for OFS.	07			
3	Assignment Problem (AP) : Mathematical Model, Cost Minimization & Profit Maximization Models of Square Matrix & Non-Square Matrix Problems, Hungarian/Reduced Matrix/Flood's Techniques Method, Optimality Test Criteria for OFS.	07			
4	Decision Making under Conditions of Certainty, Uncertainty & Risk : Maximax, MaxiMin, MiniMax, Hurwicz, Laplace Criteria & Methods, EMV, EOL & EVPI Calculations, Incremental/Marginal Analysis Method.				
5	Investment Analysis : Time Value of Money & Discounted Cash Flow Techniques, Break Even Analysis; Pay Back Analysis, Discounted Pay Back Analysis, NPV Analysis & IRR Analysis.	07			
6	Simulation Techniques : Concepts & Applications, Monte Carlo Method, Problems of Simulation.	03			
7	Decision Making under Conditions of Conflict - Game Theory : Concepts & Applications, Simple Mathematical Models.	03			
8	Integer Linear Programming & Goal Programming Problems : Concepts & Formulation of Mathematical Models.	03			
Total		45			
Text B		1 1 1			
1. Ope 2 .Intro and M	rations Research, Authors: Prem Rumar Gupta & D'S Hira, S Chand I oduction to Mathematical Programming, by Wayne L. Winston funirpallam Venkataramanan (4th Edition).	Sublishers.			
Refere	ence Books:				
1. Ap	plied Mathematical Programming by Bradley, Hax, Magnanti;				
<u>htt</u>	p://mit.edu/15.053/www	.1			
2. Da	vid Luenberger and Yinyu Ye, Linear and Nonlinear Programming, 4	th			
Edi					
Any of	ner information: NIL				
Details	s of Internal Continuous Assessment (ICA):				
Test M	larks: 20				
Term V	Vork Marks: 30				
Details	s of Term work:				
• Min	nimum Two class tests.				
• Min	nimum two assignments				

Program: B. Tech Data Science (Business Analytics)				Semester: IV		
Course/Module: Cyber Security				Module Code : BTDS04006		
	Teaching	Evaluati	on Scheme			
Lecture (Hours per week)	Practical (Hours per week)	Tutorial (Hours per week)	Credit	Internal Continuous Assessment (ICA) (Marks -50)	Term End Examinations (TEE) (Marks -100 in Question Paper)	
3	2	0	4	Marks Scaled to 50	Marks Scaled to 50	

**Pre-requisite:** Basic syntax and semantics of programming languages, object-oriented programming

# **Objectives:**

After completion of the course, students would be able to :

- To give an introduction to the field of cyber security. This course presents a balance of the managerial and the technical aspects of the discipline and addresses knowledge areas as specified in the CISSP (Certified Information Systems Security Professionals) certification.
- Learn about the threats to information and ways to overcome it

# **Outcomes:**

Upon completion of this course students will be:

- Analyse threats to cyber security and understand various countermeasures.
- Describe various security technologies and policies
- Compare and contrast symmetric and asymmetric key cryptography.
- Understand various access control models
- Understand Risk Management and Business Continuity Planning
- Understand various legal and ethical issues related to cybercrime and computer forensics

Detailed Syllabus:					
Unit	Description	Duration			
	Introduction: Basic Components of Computer security (CIA),				
	characteristics of information vulnerabilities, threats, attacks and				
1	controls, goals of security, NSTISSC security model, security	05			
	system development life cycle, computer criminals, internet				
	standards and RFC.				
C	Design Principles: Various security attacks, method of defense,	04			
2	design principles, security policies, and types of security policies.	04			
	Cryptography: Cryptography basics, transposition ciphers,				
3	substitution ciphers, AES, public key cryptography, stream and	07			
	black ciphers, key management, digital signature				

4	<b>Program Security:</b> Secure programs, non-malicious program errors, viruses and other malicious code, types of viruses, attack mechanism of viruses, targeted malicious code, control agent program threats	04				
5	Authentication: Authentication basics, password, challenge response, SSO, two factor authentication, biometrics	02				
6	<b>Access Control:</b> Access control principles, ACL, DAC, MAC and role based access control, access control models, Kerberos	04				
7	<b>Firewall:</b> Kinds of firewalls, filtering, services, DMZ, implementing policies (default allow, default deny) on proxy, IDS, types of IDS, virtual private network, SSH	05				
8	<b>Physical and Environmental Security:</b> Introduction, physical security threats and measure	02				
9	<b>Risk Management and Business Continuity planning:</b> Risk analysis, various terminologies associated with risk management, risk assessment techniques, managing risks, steps for risk management, Business impact analysis, various terminologies associated with BIA, different types of continuity planning, testing and revising the plan.	04				
10	<b>Laws, investigations and Ethics:</b> Introduction, types of computer crimes, modus operandi, computer forensics, ethical issues in computer security.	03				
11	Contemporary issues related to Information Security	05				
Total		45				
Text Bo	oks:					
1 N	A. Whiteman, H. Mattford, "Principle of Information Security", 4th edit	ion, Cengage				
	earning 2012 A Bishop S S Vonkatramanaywa "Introduction to Computer Socurity	" Poarson				
	Education 2009	, 1 Carson				
3 (	C. Pfleeger, S. Pfleeger, "Security in Computing", 4th Edition, Pearson E	ducation,				
2	2009					
Referen	ce Books:					
1. K	Kahate, "Cryptography & Network Security", 3 <sup>rd</sup> Edition, TMH. 2013					
Any oth	er information: NIL					
Details of Internal Continuous Assessment (ICA): Test Marks: 20 Term Work Marks: 30						
Details	of Term work:					
• Prac	tical based on few Experiments					

- Two class tests.
- Minimum two assignments

Signature (Prepared by Concerned Faculty/HOD) Signature (Approved by Dean)

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Teaching Systems Systems       Module Code :BTDS04007         Teaching Systems Systems       Systems Systems         Lecture       Practical (Hours)       Tutorial (Hours)       Internal (Continuous) Assessment (ICA)       Term End Examinations (TEE) (Marks -100 in Question Paper)         3       2       0       4       Marks Scaled to 50       Marks Scaled to 50         Pre-requisite: Computer Programming, Data Structure and Algorithm, Computer Organization and Archite <ture< td="">       Module deg of process control, threads, concurrency, memory management, secondary memory management, file management, I/O systems, Unix systems.       I/O and files, distributed systems, security, networking will be enhanced         Outdown with threads, concurrency, memory management scheduling, I/O and files, distributed systems, structures and history of operating systems         3       Design functions, structures and history of operating systems       J         4       Precess and Process control, threads, concurrency, memory management, deadlocks, memory management concepts including scheduling, synchronizatio, deadlocks         5       Design functions, structures and history of operating systems       05         6       Operating System Overview: Operating systems objectives and functions, evolution of operating systems, characteristics of modern operating systenduling: type, study and comparison of variou</ture<>	Program: B. Tech. – Data Science (Business Analytics) Semester : IV						
Teaching SchemeEvaluation SchemeLecture (Hours per week)Tutorial (Hours per week)Tutorial (Hours per week)Tutorial (Hours per per week)Tutorial (Continuous Assessment (ICA) (Marks -100Term End Examinations (TEE) (Marks -100 in Question Paper)3204Marks Scaled to 50Marks Scaled to 50Pre-requisite: Computer Programmer, Data Structure and Algorithm, Computer Organization and ArchitectureObjectives:Objectives:Objectives:Objectives:Oursess management, file management J/O systems, Unix systems.Knowledge of process control, threads, concurrency, memory management scheduling, I/O and files, distributed systems, security, networking will be enhancedOutcomes:After completion of the course, students would be able to:1. Design functions, structures and history of operating systemsOutsite Systems Overview:Operating Systems Overview:Operating Systems Overview:Operating systems objectives and functions, evolution of operating systems, characteristics of modern operating systems, basic concepts of processes, files system, system colls, shell, layered structure v/s monolithic structure of OS, introduction to distributed OS, RTOS, mobile OS2Process and Process Scheduling: oparison of various scheduling algorithms2Process concurrency: maragement process scheduling: types, study and comparison	Course/N	/lodule : Op	erating Sys	stems	Module Code :BTDS04007		
Lecture (Hours per week)Practical (Hours per week)Tutorial (Hours per per week)Internal Continuous Assessment (ICA) (Marks -100 in Question Paper)3204Marks Scaled to 50Marks Scaled to 50Pre-requisite: Computer Programming, Data Structure and Algorithm, Computer Organization and ArchitectureMarks Scaled to 50Marks scaled to 50Objectives:••Narks Scaled to 50Marks Scaled to 50Objectives:••Narks Scaled to 50•Design techniques, process management, file management, I/O systems, Unix systems.••Knowledge of process control, threads, concurrency, memory management scheduling, I/O and files, distributed systems, security, networking will be enhancedOutcomes:ANarks scaled with operating systems2.Understand design issues associated with operating systems3.Design functions, structures and history of operating systems3.Design various process management concepts including scheduling, synchronization, deadlocks4.Process and functions, evolution of operating systems, characteristics of modern operating systems, basic concepts of processes, files system, system calls, shell, layered structure v/s monolithic structure of OS, introduction to distributed OS, RTOS, mobile OS2Process and Process Scheduling algorithms3Process Concurrency: Process and threads, process scheduling: types, study and comparison of various scheduling algorithms4Process Concurrency: Principle of occurrency: mutual exclusion – hardware approaches, mutual		Teaching	Scheme		Ev	valuation Scheme	
3204Marks Scaled to 50Marks Scaled to 50Pre-requisite: Computer Programming, Data Structure and Algorithm, Computer Organization and ArchiteObjective:Objective:Objective:Objective:Note:Note:Note:Objective:Note:Note:Objective:Note	Lecture (Hours per week)	Practical (Hours per week)	Tutorial (Hours per week)	Credit	Internal Continuous Assessment (ICA) (Marks -50)	Term End Examinations (TE (Marks -100 in Question Pap	
Pre-requisite: Computer Programming, Data Structure and Algorithm, Computer Organization and Architecture         Objectives:       •         •       Design techniques, process management, processor scheduling; deadlocks, memory management, secondary memory management, file management; I/O systems, Unix systems.         •       Knowledge of process control, threads, concurrency, memory management scheduling, I/O and files, distributed systems, security, networking will be enhanced         Outcomes:       After completion of the course, students would be able to:         1.       Design functions, structures and history of operating systems         2.       Understand design issues associated with operating systems         3.       Design various process management concepts including scheduling, synchronization, deadlocks         4       Process and Process Scheduling:       Operating Systems Overview:         0       Operating systems objectives and functions, evolution of operating systems, characteristics of modern operating systems, basic concepts of processes, files system, system calls, shell, layered structure v/s monolithic structure of OS, introduction to distributed OS, RTOS, mobile OS       09         2       Process and Process Scheduling algorithms       09         3       Process Concurrency:       09         4       Process Concurrency:       09         4       Principle of deadlock, deadlock prevention, deadlock avoidance, Ostrich algorithm, Banker's algorithm, de	3	2	0	4	Marks Scaled to 50	Marks Scaled	l to 50
Objectives:         • Design techniques, process management, processor scheduling; deadlocks, memory management, secondary memory management, file management; I/O systems, Unix systems.         • Knowledge of process control, threads, concurrency, memory management scheduling, I/O and files, distributed systems, security, networking will be enhanced         Outcomes:         After completion of the course, students would be able to:         1. Design functions, structures and history of operating systems         2. Understand design issues associated with operating systems         3. Design various process management concepts including scheduling, synchronization, deadlocks         4. Be familiar with multithreading         Detailed Syllabus:         Unit       Description         0 Operating systems Overview:       05         0 Operating system colls, shell, layered structure v/s monolithic structure of OS, introduction to distributed OS, RTOS, mobile OS       09         2       Process and Process Scheduling:       09         2       Process and Process Scheduling algorithms       09         3       Process Concurrency:       mutual exclusion – hardware approaches, mutual exclusion – software approaches, semaphore, monitors, message parsing, reader / writer problem.       09         4       Pradlock:       Principle of deadlock, deadlock prevention, deadlock avoidance, Ostrich algorithm, Banker's algorithm, deadlock detection, dining philosophers'       06	Pre-reque	<b>isite:</b> Compu cure	uter Progra	mming,	Data Structure and Alg	gorithm, Computer Org	ganization and
<ul> <li>Design techniques, process management, processor scheduling; deadlocks, memory management, secondary memory management, file management; I/O systems, Unix systems.</li> <li>Knowledge of process control, threads, concurrency, memory management scheduling, I/O and files, distributed systems, security, networking will be enhanced</li> <li>Outcomes:</li> <li>After completion of the course, students would be able to:         <ol> <li>Design functions, structures and history of operating systems</li> <li>Understand design issues associated with operating systems</li> <li>Design various process management concepts including scheduling, synchronization, deadlocks</li> <li>Be familiar with multithreading</li> </ol> </li> <li>Detailed Systems Overview:         <ol> <li>Operating Systems Overview:</li> <li>Operating Systems objectives and functions, evolution of operating systems, characteristics of modern operating systems, basic concepts of processes, files system, system calls, shell, layered structure v/s monolithic structure of OS, introduction to distributed OS, RTOS, mobile OS</li> </ol> </li> <li>Process and Process Scheduling:         <ul> <li>Process description, process control block, threads, thread management, comparison between processes and threads, process scheduling: types, study and comparison of various scheduling algorithms</li> </ul> </li> <li> <ul> <li>Process Concurrency:</li> <li>Principle of concurrency: mutual exclusion – hardware approaches, mutual exclusion – software approaches, semaphore, monitors, message parsing, reader / writer problem.</li> </ul> </li> <li> <ul> <li>Principle of deadlock, deadlock prevention, deadlock avoidance, Ostrich algorithm, Banker's algorithm, deadlock detection, dining philosophers'</li> </ul> </li> </ul>	Objectiv	es:					
Outcomes:       After completion of the course, students would be able to:         1. Design functions, structures and history of operating systems         2. Understand design issues associated with operating systems         3. Design various process management concepts including scheduling, synchronization, deadlocks         4. Be familiar with multithreading         Detailed Syllabus:         Unit       Description         0       Operating Systems Overview:         0       Operating systems objectives and functions, evolution of operating systems, characteristics of modern operating systems, basic concepts of processes, files system, system calls, shell, layered structure v/s monolithic structure of OS, introduction to distributed OS, RTOS, mobile OS         Process and Process Scheduling:       Process description, process control block, threads, thread management, comparison between processes and threads, process scheduling: types, study and comparison of various scheduling algorithms       09         3       Process Concurrency:       09         4       Deadlock:       Principle of deadlock, deadlock prevention, deadlock avoidance, Ostrich algorithm, Banker's algorithm, deadlock detection, dining philosophers'       06	<ul> <li>Designed second s</li></ul>	n technique dary memor vledge of pro distributed s	s, process n ry manager ocess contr systems, se	nanagem ment, file ol, threa curity, ne	ent, processor scheduli management; I/O sys ds, concurrency, memo etworking will be enha	ng; deadlocks, memory tems, Unix systems. ry management sched nced	management, uling, I/O and
After completion of the course, students would be able to:         1. Design functions, structures and history of operating systems         2. Understand design issues associated with operating systems         3. Design various process management concepts including scheduling, synchronization, deadlocks         4. Be familiar with multithreading         Detailet Syllabus:         Unit         Description         1       Operating Systems Overview:         0       Operating systems objectives and functions, evolution of operating systems, characteristics of modern operating systems, basic concepts of processes, files system, system calls, shell, layered structure v/s monolithic structure of OS, introduction to distributed OS, RTOS, mobile OS         2       Process and Process Scheduling: Process description, process control block, threads, thread management, comparison between processes and threads, process scheduling: types, study and comparison of various scheduling algorithms       09         3       Process Concurrency: Principle of concurrency: mutual exclusion – hardware approaches, mutual exclusion – software approaches, semaphore, monitors, message parsing, reader / writer problem.       09         4       Deadlock: Principle of deadlock, deadlock prevention, deadlock avoidance, Ostrich algorithm, Banker's algorithm, deadlock detection, dining philosophers'       06	Outcom	es:	<i>,</i>	<i></i>	0		
1. Design functions, structures and history of operating systems         2. Understand design issues associated with operating systems         3. Design various process management concepts including scheduling, synchronization, deadlocks         4. Be familiar with multithreading         Detailed Syllabus:         Unit Description         0       Operating Systems Overview:         0       Operating Systems objectives and functions, evolution of operating systems, characteristics of modern operating systems, basic concepts of processes, files system, system calls, shell, layered structure v/s monolithic structure of OS, introduction to distributed OS, RTOS, mobile OS         2       Process and Process Scheduling: Process description, process control block, threads, thread management, comparison between processes and threads, process scheduling: types, study and comparison of various scheduling algorithms       09         3       Process Concurrency: Principle of concurrency: mutual exclusion – hardware approaches, mutual exclusion – software approaches, semaphore, monitors, message parsing, reader / writer problem.       09         4       Deadlock: Principle of deadlock, deadlock prevention, deadlock avoidance, Ostrich algorithm, Banker's algorithm, deadlock detection, dining philosophers'       06	After cor	npletion of t	he course, s	students	would be able to:		
<ul> <li>2. Understand design issues associated with operating systems</li> <li>3. Design various process management concepts including scheduling, synchronization, deadlocks</li> <li>4. Be familiar with multithreading         <ul> <li>Detailed Syllabus:</li> <li>Unit</li> <li>Description</li> <li>Operating Systems Overview:</li></ul></li></ul>	1. Desią	gn functions,	structures	and hist	ory of operating systen	ns	
<ul> <li>3. Design various process management concepts including scheduling, synchronization, deadlocks</li> <li>4. Be familiar with multithreading</li> <li>Detailed Syllabus:</li> <li>Unit Description Duration</li> <li>Operating Systems Overview: 05</li> <li>Operating systems objectives and functions, evolution of operating systems, characteristics of modern operating systems, basic concepts of processes, files system, system calls, shell, layered structure v/s monolithic structure of OS, introduction to distributed OS, RTOS, mobile OS</li> <li>Process and Process Scheduling: Process description, process control block, threads, thread management, comparison between processes and threads, process scheduling: types, study and comparison of various scheduling algorithms</li> <li>Process Concurrency: Principle of concurrency: mutual exclusion – hardware approaches, mutual exclusion – software approaches, semaphore, monitors, message parsing, reader / writer problem.</li> <li>Deadlock: Principle of deadlock, deadlock prevention, deadlock avoidance, Ostrich algorithm, Banker's algorithm, deadlock detection, dining philosophers'</li> </ul>	2. Unde	erstand desig	gn issues as	sociated	with operating system	S	
4. Be familiar with multithreading         Detailed Syllabus:         Unit Description Duration         1       Operating Systems Overview:       05         Operating systems objectives and functions, evolution of operating systems, characteristics of modern operating systems, basic concepts of processes, files system, system calls, shell, layered structure v/s monolithic structure of OS, introduction to distributed OS, RTOS, mobile OS       09         2       Process and Process Scheduling: Process description, process control block, threads, thread management, comparison between processes and threads, process scheduling: types, study and comparison of various scheduling algorithms       09         3       Process Concurrency: Principle of concurrency: mutual exclusion – hardware approaches, mutual exclusion – software approaches, semaphore, monitors, message parsing, reader / writer problem.       09         4       Deadlock: Principle of deadlock, deadlock prevention, deadlock avoidance, Ostrich algorithm, Banker's algorithm, deadlock detection, dining philosophers'       06	3. Desig	gn various pi	rocess man	agement	concepts including sch	neduling, synchronizati	on, deadlocks
Detailed Syllabus:DurationUnitDescriptionOuration1Operating Systems Overview: Operating systems objectives and functions, evolution of operating systems, characteristics of modern operating systems, basic concepts of processes, files system, system calls, shell, layered structure v/s monolithic structure of OS, introduction to distributed OS, RTOS, mobile OS052Process and Process Scheduling: Process description, process control block, threads, thread management, comparison between processes and threads, process scheduling: types, study and comparison of various scheduling algorithms093Process Concurrency: Principle of concurrency: mutual exclusion – hardware approaches, mutual exclusion – software approaches, semaphore, monitors, message parsing, reader / writer problem.094Principle of deadlock, deadlock prevention, deadlock avoidance, Ostrich algorithm, Banker's algorithm, deadlock detection, dining philosophers'06	4. Be fa	miliar with r	nultithread	ling			
UnitDescriptionDuration1Operating Systems Overview: Operating systems objectives and functions, evolution of operating systems, characteristics of modern operating systems, basic concepts of processes, files system, system calls, shell, layered structure v/s monolithic structure of OS, introduction to distributed OS, RTOS, mobile OS052Process and Process Scheduling: Process description, process control block, threads, thread management, comparison between processes and threads, process scheduling: types, study and comparison of various scheduling algorithms093Process Concurrency: Principle of concurrency: mutual exclusion – hardware approaches, mutual exclusion – software approaches, semaphore, monitors, message parsing, reader / writer problem.094Principle of deadlock, deadlock prevention, deadlock avoidance, Ostrich algorithm, Banker's algorithm, deadlock detection, dining philosophers'06	Detailed	Syllabus:					
1Operating Systems Overview:05Operating systems objectives and functions, evolution of operating systems, characteristics of modern operating systems, basic concepts of processes, files system, system calls, shell, layered structure v/s monolithic structure of OS, introduction to distributed OS, RTOS, mobile OS062Process and Process Scheduling: Process description, process control block, threads, thread management, comparison between processes and threads, process scheduling: types, study and comparison of various scheduling algorithms093Process Concurrency: Principle of concurrency: mutual exclusion – hardware approaches, mutual exclusion – software approaches, semaphore, monitors, message parsing, reader / writer problem.094Principle of deadlock, deadlock prevention, deadlock avoidance, Ostrich algorithm, Banker's algorithm, deadlock detection, dining philosophers'06		Description					Duration
2Operating systems objectives and functions, evolution of operating systems, characteristics of modern operating systems, basic concepts of processes, files system, system calls, shell, layered structure v/s monolithic structure of OS, introduction to distributed OS, RTOS, mobile OS092Process and Process Scheduling: Process description, process control block, threads, thread management, comparison between processes and threads, process scheduling: types, study and comparison of various scheduling algorithms093Process Concurrency: Principle of concurrency: mutual exclusion – hardware approaches, mutual exclusion – software approaches, semaphore, monitors, message parsing, reader / writer problem.094Principle of deadlock, deadlock prevention, deadlock avoidance, Ostrich algorithm, Banker's algorithm, deadlock detection, dining philosophers'06		Derating Sy	stems Ove	erview:	d functions avalution	of operating systems	05
2Process and Process Scheduling: Process description, process control block, threads, thread management, comparison between processes and threads, process scheduling: types, study and comparison of various scheduling algorithms093Process Concurrency: Principle of concurrency: mutual exclusion – hardware approaches, mutual exclusion – software approaches, semaphore, monitors, message parsing, reader / writer problem.094Peadlock: Principle of deadlock, deadlock prevention, deadlock avoidance, Ostrich algorithm, Banker's algorithm, deadlock detection, dining philosophers'06		haractoristic	s of moder	n operati	ing systems basic conc	ents of processes	
2       Interstry of the trains, by stear early, by stear early, by stear early of the trains, by stear early of the	f	iles system	system call	s shell 1	avered structure v/s m	onolithic structure of	
2       Process and Process Scheduling: Process description, process control block, threads, thread management, comparison between processes and threads, process scheduling: types, study and comparison of various scheduling algorithms       09         3       Process Concurrency: Principle of concurrency: mutual exclusion – hardware approaches, mutual exclusion – software approaches, semaphore, monitors, message parsing, reader / writer problem.       09         4       Deadlock: Principle of deadlock, deadlock prevention, deadlock avoidance, Ostrich algorithm, Banker's algorithm, deadlock detection, dining philosophers'       06		S. introduct	tion to dist	ributed C	DS, RTOS, mobile OS		
2Process description, process control block, threads, thread management, comparison between processes and threads, process scheduling: types, study and comparison of various scheduling algorithms093Process Concurrency: Principle of concurrency: mutual exclusion – hardware approaches, mutual exclusion – software approaches, semaphore, monitors, message parsing, reader / writer problem.094Deadlock: Principle of deadlock, deadlock prevention, deadlock avoidance, Ostrich algorithm, Banker's algorithm, deadlock detection, dining philosophers'06		Process and 1	Process Sci	nedulino	•		
2       comparison between processes and threads, process scheduling: types, study and comparison of various scheduling algorithms       09         3       Process Concurrency: Principle of concurrency: mutual exclusion – hardware approaches, mutual exclusion – software approaches, semaphore, monitors, message parsing, reader / writer problem.       09         4       Deadlock: Principle of deadlock, deadlock prevention, deadlock avoidance, Ostrich algorithm, Banker's algorithm, deadlock detection, dining philosophers'       06		rocess descr	iption, pro	cess cont	, trol block, threads, thre	ad management,	00
and comparison of various scheduling algorithms       09         3       Process Concurrency: Principle of concurrency: mutual exclusion – hardware approaches, mutual exclusion – software approaches, semaphore, monitors, message parsing, reader / writer problem.       09         4       Deadlock: Principle of deadlock, deadlock prevention, deadlock avoidance, Ostrich algorithm, Banker's algorithm, deadlock detection, dining philosophers'       06	2	omparison b	petween pro	ocesses a	nd threads, process sch	reduling: types, study	09
3       Process Concurrency: Principle of concurrency: mutual exclusion – hardware approaches, mutual exclusion – software approaches, semaphore, monitors, message parsing, reader / writer problem.       09         4       Deadlock: Principle of deadlock, deadlock prevention, deadlock avoidance, Ostrich algorithm, Banker's algorithm, deadlock detection, dining philosophers'       06	a	nd comparis	son of vario	ous schee	luling algorithms	0 11 / 1	
3       Principle of concurrency: mutual exclusion – hardware approaches, mutual exclusion – software approaches, semaphore, monitors, message parsing, reader / writer problem.       09         4       Deadlock:       Principle of deadlock, deadlock prevention, deadlock avoidance, Ostrich algorithm, Banker's algorithm, deadlock detection, dining philosophers'       06	I	Process Conc	currency:				
3       exclusion – software approaches, semaphore, monitors, message parsing, reader / writer problem.       09         4       Deadlock:       Principle of deadlock, deadlock prevention, deadlock avoidance, Ostrich algorithm, Banker's algorithm, deadlock detection, dining philosophers'       06	2 I	Principle of c	oncurrency	: mutual	exclusion - hardware	approaches, mutual	00
reader / writer problem.       Deadlock:         4       Deadlock:         Principle of deadlock, deadlock prevention, deadlock avoidance, Ostrich algorithm, Banker's algorithm, deadlock detection, dining philosophers'       06	<u>з</u> е	exclusion – software approaches, semaphore, monitors, message parsing,					
4       Deadlock:       Principle of deadlock, deadlock prevention, deadlock avoidance, Ostrich algorithm, Banker's algorithm, deadlock detection, dining philosophers'       06	r	eader / writ	er problem				
4       Principle of deadlock, deadlock prevention, deadlock avoidance, Ostrich algorithm, Banker's algorithm, deadlock detection, dining philosophers'       06		Deadlock:					
algorithm, Banker's algorithm, deadlock detection, dining philosophers	4 <sup>I</sup>	rinciple of d	leadlock, d	eadlock	prevention, deadlock a	voidance, Ostrich	06
nrohom	a	Igorithm, Ba	inker's algo	orithm, d	eaalock detection, dini	ng philosophers	

	Memory Managem	ent:					
	Memory manageme	07					
5	management, pagir	07					
	implementation iss	ues in lagging and segmentation.					
	I/O Management a	nd Disc Scheduling:					
(	I/O devices, organi	zation of the I/O function, operating systems design					
0	issues, I/O bufferin	g, disk scheduling and disc schedule algorithms, RAID,	05				
	disk cache.						
	File Management:						
7	Overview, file orga	nization, file directories, file sharing, record blocking,	04				
	secondary storage r	nanagement, UNIX file system.					
	Case Study:						
8	Mobile Operating S	ystems: introduction, process & thread management,					
0	memory manageme	ent, file system and I/O management, comparison with					
	Windows and Linu	x operating systems functions.					
Total			45				
Text B	ooks:						
1. Wi	lliam Stalling, "Oper	ating System internals and design principles", 7th edition, P	earson				
edı	acation, 2011						
2. Sill	perchatz A., Galvin P	., "Operating System Principles", 7th edition, Wiley Publica	tion, 2009				
3. Flv	nn Ida M, Mchoes A	.M, "Understanding operating systems", 6th edition, 2010					
Refere	nce Books.	, , , , , , , , , , , , , , , , , , ,					
1. Tar	menbaum, "Modern	Operating Systems", 3rg edition, PHL 2007					
2 Mi	lan Milonkovic "One	orating systems" TMH 2009					
2. WIII		ent al an a Querretting Constant and a with Constant Querret					
3. Mit	chael J. Jipping, "Sma	art phone Operating System concepts with Symbian Operat	ing System: A				
tut	orial Guide", Wiley I	ublication.					
Any of	ther information: NI	L					
Total N	Marks of Internal Co	ntinuous Assessment (ICA) : 50 Marks					
Distrit	oution of ICA Marks						
Descr	Description of ICA Marks						
Test N	lest Marks 20						
Term	Work Marks	30					
Total	Marks :	50					
	а ( <b>Т</b> ала 1						
Details	Details of Term work:						
I. Mi	1. Minimum: Practical based on 10 Experiments						
2. Mi	2. Minimum Two class tests.						

3. Minimum two assignments/mini project/presentation/Quiz

Course/Module: Internet of Things       Module Code :BTDS04008         Teaching Scheme       Evaluation Scheme         Lecture       Practical       Tutorial         (Hours       (Hours       (Hours	E)					
Teaching SchemeEvaluation SchemeLecturePracticalTutorialInternal(Hours(Hours(HoursContinuous	E)					
LecturePracticalTutorialInternal(Hours(Hours(HoursContinuousTerm End Examinations (TEI)	E)					
perperperCreditAssessment(Marks -100inweek)week)week)(ICA)Question Paper)						
3204Marks Scaled to 50Marks Scaled to 50						
<b>Pre-requisite:</b> C, C++, Basics of computer network						
Objectives:						
To understand fundamental of IOT architecture and protocols						
Outcomes:						
After completion of the course, students would be able to :						
Introduction to IOT architecture and M2M technology						
<ul> <li>Understanding the IOT protocols</li> <li>Identify and analysis the various cloud components for IOT</li> </ul>						
<ul> <li>Understanding the security issues in IOT</li> </ul>						
Detailed Syllabus:						
Unit Description Durati	on					
1Introduction to IOT06						
IoT-An Architectural Overview- Building an architecture, Main design						
principles and needed capabilities, An IoT architecture outline, standards considerations. M2M and IoT Technology Fundamentals	principles and needed capabilities, An IoT architecture outline, standards considerations. M2M and IoT Technology Fundamentals					
IOT Fundamentals						
IoT reference Model - IoT Reference Architecture Introduction,						
Functional View, Information View, Deployment and Operational View,						
2 Other Relevant architectural views, Devices and gateways, Local and 08						
wide area networking, Data management, Business processes in IoT,						
Everything as a Service (XaaS), M2M and IoT Analytics, Knowledge						
Management						
IOT protocols						
3 Networking Architectures: Star, Mesh, Tree, Networking Protocols: TCP/IP 6LowPap, RPL, Thread, IoT Devices Application Loval						
Protocols: MOTT. CoAP. REST						

4	<ul> <li>IOT and Cloud</li> <li>IOT Devices and Cloud access, Cloud components, Device to Gateway</li> <li>Short Range Wireless (Cell Phone as Gateway, Dedicated Wireless</li> <li>Access Point), Gateway to Cloud- Long Range connectivity (Wired, Cellular, Satellite, WAN), Direct Device to Cloud connectivity, IoT</li> <li>Device Power Constraints, Powered and Unpowered Sensors, Power</li> <li>Harvesting, Energy Storage Technologies</li> </ul>					
5	<ul> <li>IOT Security</li> <li>Security Requirements in IoT Architecture - Security in Enabling Technologies - Security Concerns in IoT Applications. Security</li> <li>Architecture in the Internet of Things - Security Requirements in IoT - Insufficient Authentication/Authorization - Insecure Access Control - Attacks Specific to IoT, Encryption standards-AES, DES, RSA, Hashing, Authentication</li> </ul>					
6	<b>Case study</b> Smart Cities, Smart Home Industrial Control, Smart Social Networks, Big Data Analytics	05				
Total		45				
Text Bo	ooks:					
1. Bern 1913	nd Scholz-Reiter, Florian Michahelles, —Architecting the Internet of Things <sup>I</sup> , ISBN 56-5 e-ISBN 978-3-642-19157-2, Springer	1978-3-642-				
D. (						
1. Vija	y Madisetti and Arshdeep Bahga, —Internet of Things (A Hands-on-Approach),	1 st Edition,				
2. Jan Boy Intel 3. Pete	Holler, Vlasios Tsiatsis, Catherine Mulligan, Stefan Avesand, Stamatis Karnou le, —From Machine-to-Machine to the Internet of Things: Introduction to a N lligence, 1st Edition, Academic Press, 2014 r Waher, —Learning Internet of Things, PACKT publishing, BIRMINGHAM – N	skos, David New Age of //UMBAI				
4. Prac 5. Frar	tical Internet of Things Security (Kindle Edition) by Brian Russell, Drew Van Du icis daCosta, —Rethinking the Internet of Things: A Scalable Approach to	ren Connecting				
Eve	rythingl, 1st Edition, Apress Publications, 2013	C				
Any ot	ner information: NIL					
Details	of Internal Continuous Assessment (ICA):					
Test M	arks: 20					
Term V	Vork Marks: 30					
Details	of Term work:					
• Mir	imum Two class tests.					
• Mir	imum two assignments					

Program: B. Tech. –Data Science (Business Analytics) Semester : IV							
Course/	Module: St	atistical Metl	nod - I		Modu	ile Code: BT	DS04009
-	Teachin	g Scheme		<b>Evaluation Scheme</b>			
Lecture (Hours per week)	Practical (Hours per week)	Tutorial (Hours per week)	Credit	Internal Continuo Assessme (ICA) (Marks -5	l us ent 50)	Term End E (T) (Marks -10) Questio	xaminations EE) 0 in n Paper)
3	2	0	4	Marks Scaled	1 to 50	Marks Sc	aled to 50
Pre-requ	<b>iisite:</b> Manag	ing Uncertain	ty (SEM -	III)			
<ul> <li>Objective</li> <li>To p from</li> <li>Precession</li> </ul>	<b>res:</b> rovide advar that analysis licative Analy	nced statistica s ytics using lin	al backgro er and ger	und for analys eralized liner r	ing dat nodel	a and drawir	ng inferences
Outcom After co • Stud- of rea	<ul> <li>Outcomes:</li> <li>After completion of the course, students would be able to :</li> <li>Students will be able to learn advanced statistical technique and apply them to the analysis of real data sets from different fields.</li> </ul>						
Detailed	l Syllabus:						
Unit	Description						Duration
1	ANOVA/M. as a Test of § Distribution	<b>ANOVA:</b> Chi goodness of fi , Analysis of V	-Square as t: Testing t Variance, 1	a test of indepo he Appropriate Multivariate an	endent, eness of alysis o	Chi-square a of variance	3
2	Regression a) Leasi Ordi regree b) Mult exam Mult Tran c) Mult the P d) Dum e) Mult f) Econ Testi g) Corre	Model: t squares and nary least squ ession; Residu ivariable regr ples; Adjustr iple variables sformations o iple Regressio roblem of Inf my Variable 1 i-collinearity, ometric Mode ng elation and C	linear regr ares; Regres ession: Mu nent; Resic , Interaction f the Predi on Analysi erence Regression Heterosce elling: Moo	ression: Introdu ession to the m ssion inference iltivariate regre lual variation a on Terms, Non- ictors, Qualitati s: The Problem Models dasticity, Auto del Specification	iction; N ean; Lir ession; N nd diag -linear ve Pred of Estir correlat n and D	Notation; hear Multivariate mostics; lictors mation and ion Piagnostic	3 4 3 3 3 3 4

	Extension of regression analysis:	5		
	Ridge Regression, The Lasso			
3	Nonlinear Regression Models:	_		
	Approaches to Estimating Nonlinear	5		
	Regression models			
	Generalized linear models:	3		
4	Logistic Regression, Binary outcomes, Count outcomes,	3		
	Multiple Logistic Regression			
Total		45		
Text Bo	oks:			
1.	1. An Introduction to Statistical learning with application in R . Hastie T, Robert T.			
	(2014). Springer Science Business Media: New York			
2.	Gujarati, D (2011). Basic Econometrics. McGraw Hill			
Reference Books:				
1.	Statistics for Management, Seventh Edition, by Richard I. Levin, David S.	Rubin,		
	Pearson			
2.	2. An Introduction to Categorical Data Analysis. Agresti, A. (2012). John Wiley & sons			
3.	3. The Element of Statistical Learning, Data mining, Inference and Prediction. Hastie, T,			
	l'ibshirani, R, & Friedman, J. (2011). New York: Springer Series in Statistic	S.		
4. Hair, Black, Babin, Anderson and Tatham (2009). Multivariate Data Analysis, Pearson				
Any oth	ner information: NIL			
Details of Internal Continuous Assessment (ICA): Test Marks: 20 Term Work Marks: 30				
Details of Term work:				
Practical based on 10 Experiments				
,	• Two class tests.			
	Minimum two assignments			
•	×			

Program: B. Tech Data Science (Business Analytics)				Semester: IV		
Course/Module: Computer Organization and Architecture				Architecture	Module Code: BTDS04010	
Teaching Scheme			Evaluation Scheme			
Lecture (Hours per week)	Practical (Hours per week)	Tutorial (Hours per week)	Credit	Internal Conti Assessme (ICA) (Marks -5	nuous nt 0)	Term End Examinations (TEE) (Marks -100 in Question Paper)
3	0	0	3	Marks Scaled	to 50	Marks Scaled to 50

**Objectives:** 

- To provide knowledge of logic circuits theory, elementary analysis and its implementation in practical cases, the popular logic families and their characteristics that will help to understand design of complex digital circuits and systems
- To have a thorough understanding of the basic structure and operation of a digital computer.
- To discuss in detail the operation of ALU including algorithms and implementation of fixed point and floating point addition, subtraction, multiplication and division.
- To study different ways of communicating with I/O devices and standard I/O interfaces
- To study hierarchical memory system including cache memories and virtual memory.

# Outcomes:

After completion of the course, students would be able to :

- Solve basic binary math operations using the logic gates.
- Demonstrate programming proficiency using various logical elements to design simple logical units.
- Design different units that are elements to typical computer's CPU.
- Understand fundamental concepts of Computer organization and architecture including BUS and MEMORY.
- Understand operation of CPU, Control Unit, I/O and parallel processing.

# Detailed Syllabus: ( per session plan )

Unit	Description	Duration
1	<b>Number Systems:</b> Decimal, Binary, Octal and Hexadecimal number system and conversion, Binary weighted codes, signed number binary order 1's and 2's complement codes, binary arithmetic.	3

2	<b>Boolean Algebra:</b> Binary logic function, Boolean laws, Truth tables, Associative and distributive properties, Demorgan's theorems, Realization of switching function using logic gates.	5
3	<b>Combinational Logic and its analysis and design:</b> Intro. Combinational circuit, code conversion, decoder encoder priority encoder, multiplexers as function generators, Binary address, sub- tractor, BCD adder, binary comparator and ALU.	5
4	<b>Sequential Logic:</b> Sequential circuits, flip-flop, clock and edge triggered flip-flop timing specifications counter asynchronous and synchronous, counter design with state equation registers, serial in serial out shift registers, tri-state register, register transfer timing consideration. State diagram and tables, transition table, excitation table and equation. Example using flip-flop. Construction of state diagram and counter design	3
5	<b>Overview</b> : General organization and architecture, structural / functional view of a computer, Brief history of computer.	3
6	<b>System Buses</b> : Computer functions and flow control, interrupts and interconnection, BUS design and timing, Hierarchy and arbitration.	3
7	Memory Organization: Internal memory: characteristics, Hierarchy, semiconductor main memory: Types of RAM, Chip Logic. Memory module organization, Cache memory: element of cache design, address mapping and translation, replacement algorithm: Advanced DRAM org: performance characteristics of two – level memories, external memory: Magnetic disk, Tape, Raid, Optical memory, High Speed memories; associative memory, interleaved memory	5
8	<b>CPU:</b> Basic instruction cycle, instruction sets, formats and addressing, processor organization, register organization, instruction pipelining, co-processors, pipeline processors, RISC computer, RISC vrs CISC.	5
9	<b>Control Unit:</b> micro – operations, hardwired implementation, micro programming control, Micro – instruction format, application of microprogramming	5
10	<b>Input and Output Unit:</b> External device, keyboard, monitor, disk drive and device and device driver, I/O modules; programmed I/O,	4

	interrupt driven I/O, DMA, I/O channels and I/O processors, serial transmission and synchronization.	
11	<b>Multiprocessor processor Organization:</b> Flynn's classification of parallel processing systems, pipelining concepts	4
	Total	45

# Text Book:

- 1. William P. Hayes "Computer Organization and Architecture: Designing of Performance", 8th edition, Pearson Education 2010
- 2. M. Morris Mano, "Digital Logic and Computer Design", 1st Edition Pearson 2004

# **Reference Books:**

- A.B. Marcontz, "Introduction to Logic Design", 1st Edition, Tata McGraw Hill Education 2007
- 2. John P. Hayes, "Computer Architecture and Organization", 6th edition Prentice-Hall, 2013

# Any other information: NIL

Details of Internal Continuous Assessment (ICA): Test Marks: 20 Term Work Marks: 30

# **Details of Term work:**

- Two tests
- Assignments
- Quiz/presentations/tutorials/viva